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<text id="100">Item for online play.
(Can also be used from the Multiplayer menu.)

Creates a summon sign for cooperative multiplayer.
Your objective will be to defeat the area boss of the world to which you were summoned.


A finger of corpse wax, furled like a hook.
It is a relic of those who came before, left to help those who would come after.</text>
<text id="101">Item for online play.
(Can also be used from the Multiplayer menu.)

Creates a summon sign for competitive multiplayer.
Your objective will be to defeat the Host of Fingers of the world to which you were summoned.


A finger of corpse wax, furled like a hook.
The bronze adornments are the mark of a duelist.</text>
<text id="102">Item for online play.
(Can also be used from the Multiplayer menu.)

Attempts an invasion of another player's world.
If successful, your objective will be to defeat the Host of Fingers of the world to which you were summoned.


The nail of this finger is shot through with streaks of fresh, glistening blood. The finger's sickly pale skin feels nothing now, but the nail still aches with sweetest pain.</text>
<text id="103">Item for online play.
(Can also be used from the Multiplayer menu.)

Use as a Host of Fingers to select a summoned player and send them back to their world.

Use when you have been summoned to another player's world to return to your own world.

This stone blade severs the link formed by a Furled Finger, but the maidens scorn those who revel in overuse.</text>

<text id="104">Item for online play.
(Can also be used from the Multiplayer menu.)

Allows you to automatically request for a hunter from another world to come to your rescue when your world is invaded. (You may be unable to summon rescuers under certain circumstances).

A lost mystic code, enchanted to take the form of a ring.

One of the fetishes said to have been bestowed by the Two Fingers.</text>
<text id="105">Item for online play.
(Can also be used from the Multiplayer menu.)
```

```
<?xml version="1.0" encoding="utf-8"?>
<fmg>
<compression>None</compression>
<version>DarkSouls3</version>
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<text id="98">%null%</text>
<text id="99">%null%</text>
<text id="100">Item for online play.
(Can also be used from the Multiplayer menu.)

Creates a summon sign for cooperative multiplayer.
Arrive as a cooperator (Furled Finger) with the objective of defeating the area boss of the world to which you were summoned.


A finger of corpse wax, furled like a hook.
It is a relic of those who came before, left to help those who would come after.</text>
<text id="101">Item for online play.
(Can also be used from the Multiplayer menu.)

Creates a summon sign for competitive multiplayer.
Arrive as an adversary (Duelist) with the objective of defeating the Host of Fingers of the world to which you were summoned.


A finger of corpse wax, furled like a hook.
The bronze adornments are the mark of a duelist.</text>
<text id="102">Item for online play.
(Can also be used from the Multiplayer menu.)

Attempts an invasion of another player's world.
If successful, you will arrive as an invader (Bloody Finger) with the objective of defeating the Host of Fingers of that world.


Glistening blood has been siphoned into the nail of this finger. Its sickly pale skin feels nothing now, but the nail still aches with sweetest pain.</text>
<text id="103">Item for online play.
(Can also be used from the Multiplayer menu.)

Use as a Host of Fingers to select a summoned player and send them back to their world.

Use when you have been summoned to another player's world to return to your own world.

This phantom blade severs the link formed by a Furled Finger, but the maidens scorn those who abuse its use.</text>
<text id="104">Item for online play.
(Can also be used from the Multiplayer menu.)

Allows you to automatically request for a hunter from another world to come to your rescue when your world is invaded. (Summoning is not always possible.)


One of the lost mystic codes said to have been bestowed by the Two Fingers.</text>
<text id="105">Item for online play.
(Can also be used from the Multiplayer menu.)
```

```
0097 | Puts the wearer in ready state to answer should someone in
       another world call for rescue. You will be summoned to their
       world as a hunter.
0098 |
0099 | When summoned to rescue another player, your objective will
       be to defeat the invader.</text>
0100 | <text id="106">Item for online play.
0101 | (Can also be used from the Messages menu.)
0102 |
0103 | Use to write messages. Your messages will be conveyed to
       other worlds, allowing other players to read them.
0104 |
0105 | A finger of corpse wax, so emaciated the bone is visible.
0106 | It is a relic of those who came before, left to help those
       who would come after.</text>
0107 | <text id="107">Item for competitive multiplayer.

0108 | Consumed upon use.
0109 |
0110 | Attempts another invasion of the most recently invaded world.

0111 | This may come in handy should separation from the Host of
       Fingers force a temporary retreat.</text>
0112 | <text id="108">Item for online play.
0113 | (Can also be used from the Multiplayer menu.)
0114 |
0115 | Lures in invaders. This allows your world to be invaded
       without any Furled Finger cooperators present, and it also
       shortens the interval between windows of opportunity for
       invasion.
0116 |
0117 | Additionally, enables the arrival of a second invader. (When
       two invaders are present, you will be limited to one
       cooperator.)</text>
0118 | <text id="109">Online multiplayer item.
0119 | (Can also be used from the Multiplayer Menu.)
0120 |
0121 | Sends a summon sign for cooperative multiplayer to a nearby
       summoning pool.
0122 |
0123 | In cooperative multiplayer, you will be summoned to another
       world to help defeat the area boss.</text>

0124 | <text id="110">Item for online play.
0125 | (Can also be used from the Multiplayer menu.)
0126 |
0127 | Sends a competitive sign to a nearby summoning pool.

0128 |
0129 | In competitive multiplayer, your objective will be to defeat
       the Host of Fingers of the world to which you were
       summoned.</text>
0130 | <text id="111">Item for online play.
0131 | (Can also be used from the Multiplayer menu.)
0132 | Consumed upon use.
0133 |
0134 | Attempts an invasion of another player's world.
0135 | If successful, your objective will be to defeat the Host of
       Fingers of the world you invaded.

0136 |
0137 | A furled finger blackened with bloodstains.


0138 | It seems to have been chopped off with little care for the
       hand it was once attached to.</text>
0139 | <text id="112">Item for online play.
0140 | (Can also be used from the Multiplayer menu.)
0141 |
0142 | Can be used to invade other worlds.
0143 | Can be used indefinitely.</text>









0144 | <text id="113">Item for online play.
0145 | (Can also be used from the Multiplayer menu.)

0146 |
0147 | Festering Bloody Finger can be used to

0148 | attempt another invasion of the most

0149 | recently invaded world.</text>
0150 | <text id="114">Item for online play.
0151 | (Can also be used from the Multiplayer menu.)

0152 |
0153 | Praetor's Bloody Finger can be used to

0154 | attempt another invasion of the most

0155 | recently invaded world.</text>

0156 | <text id="115">A phantom vision of the first grace, which
       once
0157 | guided the Tarnished to the Lands Between.
0158 |
0159 | Lose all runes and return
0160 | to last site of grace at which you rested.
0161 |
0162 | It all repeats.
0163 | Behold the Elden Ring. Become the Elden Lord.</text>
0164 | <text id="130">A delicate goldwork ring. Can be used as a
       finger whistle.
0165 |
0166 | Sound the whistle to summon and ride spectral steed.

0167 | (Dismounts steed when used while on horseback.)
0168 |
0169 | Upon death, the spectral steed can be summoned again, but
       doing so consumes the Flask of Crimson Tears.</text>
0170 | <text id="131">%null%</text>
```

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00096 | Puts the wearer in ready state to answer should someone in
        another world call for rescue. You will be summoned to their
        world as a hunter.
00097 |
00098 | During hunter multiplayer, your objective will be to defeat
        the invader of the summoned world.</text>
00099 | <text id="106">Item for online play.
00100 | (Can also be used from the Messages menu.)
00101 |
00102 | Use to write messages. Your messages will be conveyed to
        other worlds, allowing other players to read them.
00103 |
00104 | A finger of corpse wax, so emaciated the bone is visible.
00105 | It is a relic of those who came before, left to help those
        who would come after.</text>
00106 | <text id="107">Item for online play.
00107 | Obtained after invading another world.
00108 | Consumed upon use.
00109 |
00110 | Attempts another invasion of the most recently invaded
        world.
00111 | This may come in handy should separation from the Host of
        Fingers force a temporary retreat.</text>
00112 | <text id="108">Item for online play.
00113 | (Can also be used from the Multiplayer menu.)
00114 |
00115 | Lures in invaders. This allows your world to be invaded
        without any Furled Finger cooperators present, and it also
        shortens the interval between windows of opportunity for
        invasion.
00116 |
00117 | Additionally, enables the arrival of a second invader to
        join when a cooperator is present. (With two invaders, the
        maximum number of cooperators becomes one.)</text>
00118 | <text id="109">Item for online play.
00119 | (Can also be used from the Multiplayer menu.)
00120 |
00121 | Send a cooperative summon sign to several summoning pools
        (activated pools only).
00122 |
00123 | In cooperative multiplayer, your objective will be to defeat
        the area boss of the world to which you were summoned.</
        text>
00124 | <text id="110">Item for online play.
00125 | (Can also be used from the Multiplayer menu.)
00126 |
00127 | Send a competitive summon sign to several summoning pools
        (activated pools only).
00128 |
00129 | In competitive multiplayer, your objective will be to defeat
        the Host of Fingers of the world to which you were
        summoned.</text>
00130 | <text id="111">Item for online play.
00131 | (Can also be used from the Multiplayer menu.)
00132 | Consumed upon use.
00133 |
00134 | Attempts an invasion of another player's world.
00135 | If successful, you will arrive as an invader (Bloody Finger)
        with the objective of defeating the Host of Fingers of that
        world.
00136 |
00137 | This furled finger is blackened with blood congestion. It
        seems to have been chopped off rather unceremoniously.</
        text>


00138 | <text id="112">Item for online play.
00139 | (Can also be used from the Multiplayer menu.)
00140 |
00141 | Attempts an invasion of another player's world.
00142 | If successful, you will arrive as an invader (Recusant) with
        the objective of defeating the Host of Fingers of that
        world.
00143 |
00144 | This furled finger is covered in snake scales.
00145 | An heirloom of the lord of the Volcano Manor, bequeathed to
        Tarnished who have become family.</text>
00146 | <text id="113">Item for online play.
00147 | Obtained after invading another world.
00148 | Consumed upon use.
00149 |
00150 | Attempts another invasion of the most recently invaded
        world.
00151 | This may come in handy should separation from the Host of
        Fingers force a temporary retreat.</text>

00152 | <text id="114">Item for online play.
00153 | Obtained after invading another world.
00154 | Consumed upon use.
00155 |
00156 | Attempts another invasion of the most recently invaded
        world.
00157 | This may come in handy should separation from the Host of
        Fingers force a temporary retreat.</text>
00158 | <text id="115">The memory of first grace, which once guided
        bygone Tarnished to the Lands Between.


00159 |
00160 | Lose all runes and return to last site of grace visited.
00161 |
00162 | It is merely a cycle.
00163 | Stand before the Elden Ring. Become the Elden Lord.</text>
00164 | <text id="130">A delicate goldwork ring. Can be used as a
        finger whistle.
00165 |
00166 | Sound the whistle to summon and ride Torrent, the spectral
        steed.
00167 | (Dismounts steed when used while on horseback.)
00168 |
00169 | Upon his death, the spectral steed can be summoned again,
        but doing so drains the Flask of Crimson Tears.</text>
00170 | <text id="131">%null%</text>
```

```
0171  <text id="132">%null%</text>
0172  <text id="133">%null%</text>
0173  <text id="134">%null%</text>
0174  <text id="135">Item for online play.
0175  Allows followers of Mohg, Lord of Blood to invade other
      worlds.
0176
0177  Recipients of the sacrament will gain increased
0178  attack power while hemorrhaging.
0179  HP is also recovered upon defeating other players.</text>
0180  <text id="150">Item for online play.
0181  (Can also be used from the Multiplayer menu.)
0182  Craftable item.
0183
0184  Reveals cooperative and competitive multiplayer signs.
0185  Cooperative signs will be shown in gold, while competitive
      signs will be shown in red.
0186
0187  Multiplayer begins when you summon a player from another
      world through their sign.</text>
0188  <text id="170">Item for online play.
0189  (Can also be used from the Multiplayer menu.)
0190
0191  Creates a summon sign for cooperative multiplayer.
0192  Your objective will be to defeat the area boss of the world
      to which you were summoned.
0193
0194  This finger of corpse wax, furled like a hook, is one of the
      fetishes bestowed by the maidens of the Finger Reader.</text>
0195  <text id="171">Item for online play.
0196  (Can also be used from the Multiplayer menu.)
0197
0198  Creates a summon sign for competitive multiplayer.
0199  Your objective will be to defeat the Host of Fingers of the
      world to which you were summoned.
0200
0201  A finger of corpse wax, furled like a hook.
0202  The bronze adornments are the mark of a duelist.</text>
0203  <text id="172">Item for online play.
0204  (Can also be used from the Multiplayer menu.)
0205  Consumed upon use.
0206
0207  Attempts an invasion of another player's world.
0208  If successful, your objective will be to defeat the Host of
      Fingers of the world you invaded.
0209
0210  A furled finger blackened with bloodstains.
0211  It seems to have been chopped off with little care for the
      hand it was once attached to.</text>
0212  <text id="173">%null%</text>
0213  <text id="174">Item for online play.
0214  (Can also be used from the Multiplayer menu.)
0215
0216  Allows you to automatically request for a hunter from another
      world to come to your rescue when your world is invaded. (You
      may be unable to summon rescuers under certain
      circumstances).
0217
0218  A lost mystic code, enchanted to take the form of a ring.
0219  One of the fetishes said to have been bestowed by the Two
      Fingers.</text>
0220  <text id="175">Item for online play.
0221  (Can also be used from the Multiplayer menu.)
0222
0223  Puts the wearer in ready state to answer should someone in
      another world call for rescue. You will be summoned to their
      world as a hunter.
0224
0225  When summoned to rescue another player, your objective will
      be to defeat the invader.</text>
0226  <text id="176">%null%</text>
0227  <text id="177">%null%</text>
0228  <text id="178">Item for online play.
0229  (Can also be used from the Multiplayer menu.)
0230
0231  Lures in invaders. This allows your world to be invaded
      without any Furled Finger cooperators present, and it also
      shortens the interval between windows of opportunity for
      invasion.
0232
0233  Additionally, enables the arrival of a second invader. (When
      two invaders are present, you will be limited to one
      cooperator.)</text>
0234  <text id="179">Item for online play.
0235  (Can also be used from the Multiplayer menu.)
0236
0237  Sends a cooperative sign to the summoning pool.
0238
0239  In cooperative multiplayer, your objective will be to defeat
      the area boss of the world to which you were summoned.</text>
0240  <text id="180">Item for online play.
0241  (Can also be used from the Multiplayer menu.)
0242
0243  Sends a competitive sign to the summoning pool.
0244
0245  In competitive multiplayer, your objective will be to defeat
      the Host of Fingers of the world to which you were
      summoned.</text>
0246  <text id="181">A delicate goldwork ring. Can be used as a
      finger whistle.
```

```
00171  <text id="132">%null%</text>
00172  <text id="133">%null%</text>
00173  <text id="134">%null%</text>
00174  <text id="135">Item for online play.
00175  Obtained after using the Mohg's Great Rune and invading
       another world.
00176  Consumed upon use.
00177
00178  Enemies inside the invaded world receive a blessing of
       blood, which boosts their attack power when blood loss
       occurs nearby. Also, your HP recovers when blessed enemies
       defeat a player.</text>
00179  <text id="150">Item for online play.
00180  (Can also be used from the Multiplayer menu.)
00181  Craftable item.
00182
00183  Reveals cooperative and competitive multiplayer signs.
00184  Co-op summoning signs will be shown in gold, while hostile
       summoning signs will be shown in red.
00185
00186  Multiplayer begins when you summon a player from another
       world through their sign.</text>
00187  <text id="170">Item for online play.
00188  (Can also be used from the Multiplayer menu.)
00189
00190  Creates a summon sign for cooperative multiplayer.
00191  Arrive as a cooperator (Furled Finger) with the objective of
       defeating the area boss of the world to which you were
       summoned.
00192
00193  A finger of corpse wax, furled like a hook.
00194  It is a relic of those who came before, left to help those
       who would come after.</text>
00195  <text id="171">Item for online play.
00196  (Can also be used from the Multiplayer menu.)
00197
00198  Creates a summon sign for competitive multiplayer.
00199  Arrive as an adversary (Duelist) with the objective of
       defeating the Host of Fingers of the world to which you were
       summoned.
00200
00201  A finger of corpse wax, furled like a hook.
00202  The bronze adornments are the mark of a duelist.</text>
00203  <text id="172">Item for online play.
00204  (Can also be used from the Multiplayer menu.)
00205
00206  Attempts an invasion of another player's world.
00207  If successful, you will arrive as an invader (Bloody Finger)
       with the objective of defeating the Host of Fingers of that
       world.
00208
00209  Glistening blood has been siphoned into the nail of this
       finger. Its sickly pale skin feels nothing now, but the nail
       still aches with sweetest pain.</text>
00210  <text id="173">%null%</text>
00211  <text id="174">Item for online play.
00212  (Can also be used from the Multiplayer menu.)
00213
00214  Allows you to automatically request for a hunter from
       another world to come to your rescue when your world is
       invaded. (Summoning is not always possible.)
00215
00216  One of the lost mystic codes said to have been bestowed by
       the Two Fingers.</text>
00217  <text id="175">Item for online play.
00218  (Can also be used from the Multiplayer menu.)
00219
00220  Puts the wearer in ready state to answer should someone in
       another world call for rescue. You will be summoned to their
       world as a hunter.
00221
00222  During hunter multiplayer, your objective will be to defeat
       the invader of the summoned world.</text>
00223  <text id="176">%null%</text>
00224  <text id="177">%null%</text>
00225  <text id="178">Item for online play.
00226  (Can also be used from the Multiplayer menu.)
00227
00228  Lures in invaders. This allows your world to be invaded
       without any Furled Finger cooperators present, and it also
       shortens the interval between windows of opportunity for
       invasion.
00229
00230  Additionally, enables the arrival of a second invader to
       join when a cooperator is present. (With two invaders, the
       maximum number of cooperators becomes one.)</text>
00231  <text id="179">Item for online play.
00232  (Can also be used from the Multiplayer menu.)
00233
00234  Send a cooperative summon sign to several summoning pools
       (activated pools only).
00235
00236  In cooperative multiplayer, your objective will be to defeat
       the area boss of the world to which you were summoned.</
       text>
00237  <text id="180">Item for online play.
00238  (Can also be used from the Multiplayer menu.)
00239
00240  Send a competitive summon sign to several summoning pools
       (activated pools only).
00241
00242  In competitive multiplayer, your objective will be to defeat
       the Host of Fingers of the world to which you were
       summoned.</text>
00243  <text id="181">A delicate goldwork ring. Can be used as a
       finger whistle.
```

```
0247
0248  Sound the whistle to summon and ride spectral steed.
0249  (Dismounts steed when used while on horseback.)
0250
0251  Upon death, the spectral steed can be summoned again, but
      doing so consumes the Flask of Crimson Tears.</text>
0252  <text id="182">Item for online play.
0253  (Can also be used from the Multiplayer menu.)
0254  Craftable item.
0255
0256  Reveals cooperative and competitive multiplayer signs.
0257  Cooperative signs will be shown in gold, while competitive
      signs will be shown in red.
0258
0259  Multiplayer begins when you summon a player from another
      world through their sign.</text>
0260  <text id="183">Item for online play.
0261  (Can also be used from the Multiplayer menu.)
0262
0263  Festering Bloody Finger can be used to
0264  attempt another invasion of the most
0265  recently invaded world.</text>
0266  <text id="184">Item for online play.
0267  (Can also be used from the Multiplayer menu.)
0268
0269  Praetor's Bloody Finger can be used to
0270  attempt another invasion of the most
0271  recently invaded world.</text>
0272  <text id="185">%null%</text>
0273  <text id="186">%null%</text>
0274  <text id="187">%null%</text>
0275  <text id="188">%null%</text>
0276  <text id="189">%null%</text>
0277  <text id="190">A shard from one of the lower arches
0278  of the shattered Elden Ring.
0279  </text>
0280  <text id="191">A large shard, found in hand of
0281  Godrick the Grafted.
0282  This shard is an imitation transcribed from
0283  one of the four large rings that make up
0284  the Elden Ring.
0285
0286  Equipping this shard raises all stats
0287  slightly.</text>
0288  <text id="192">A large shard, found in hand of
0289  Radahn the Starscourge.
0290  This shard is from one of the four large
0291  rings that make up the Elden Ring.
0292
0293  Equipping this shard raises
0294  maximum HP, FP and Stamina.</text>
0295  <text id="193">A large shard, found in hand of
0296  Morgott, Prince of the Omen.
0297  This shard is from one of the four large
0298  rings that make up the Elden Ring.
0299
0300  Equipping this shard greatly raises
0301  maximum HP.</text>
0302  <text id="194">A large shard, found in hand of
0303  Praetor Rykard.
0304  This shard is from one of the four large
0305  rings that make up the Elden Ring.
0306
0307  Equipping this shard restores HP
0308  upon defeating enemies.</text>
0309  <text id="195">A large shard, found in hand of
0310  Mohg, Lord of Blood.
0311  This shard is from one of the four large
0312  rings that make up the Elden Ring.
0313
0314  Equipping this shard
0315  strengthens phantoms and grants
0316  Mohg's sacrament to those
0317  invading worlds.</text>
0318  <text id="196">A large shard, found in hand of
0319  Malenia, Blade of Miquella.
0320  This shard is from one of the four large
0321  rings that make up the Elden Ring.
0322
0323  Equipping this shard allows
0324  the wielder to recover lost HP
0325  for a short time after taking damage.
0326  In exchange for this ability,
0327  sacred flask healing power
0328  is reduced.</text>
```

```
00244
00245  Sound the whistle to summon and ride Torrent, the spectral
       steed.
00246  (Dismounts steed when used while on horseback.)
00247
00248  Upon his death, the spectral steed can be summoned again,
       but doing so drains the Flask of Crimson Tears.</text>
00249  <text id="182">Item for online play.
00250  (Can also be used from the Multiplayer menu.)
00251  Craftable item.
00252
00253  Reveals cooperative and competitive multiplayer signs.
00254  Co-op summoning signs will be shown in gold, while hostile
       summoning signs will be shown in red.
00255
00256  Multiplayer begins when you summon a player from another
       world through their sign.</text>
00257  <text id="183">Item for online play.
00258  (Can also be used from the Multiplayer menu.)
00259  Consumed upon use.
00260
00261  Attempts an invasion of another player's world.
00262  If successful, you will arrive as an invader (Bloody Finger)
       with the objective of defeating the Host of Fingers of that
       world.
00263
00264  This furled finger is blackened with blood congestion. It
       seems to have been chopped off rather unceremoniously.</
       text>
00265  <text id="184">Item for online play.
00266  (Can also be used from the Multiplayer menu.)
00267
00268  Attempts an invasion of another player's world.
00269  If successful, you will arrive as an invader (Recusant) with
       the objective of defeating the Host of Fingers of that
       world.
00270
00271  This furled finger is covered in snake scales.
00272  An heirloom of the lord of the Volcano Manor, bequeathed to
       Tarnished who have become family.</text>
00273  <text id="185">%null%</text>
00274  <text id="186">%null%</text>
00275  <text id="187">%null%</text>
00276  <text id="188">%null%</text>
00277  <text id="189">%null%</text>
00278  <text id="190">A shard of the shattered Elden Ring.
00279  Grants the blessing of an equipped Great Rune upon use.
00280
00281  Even if no Great Rune is equipped, it will slightly increase
       maximum HP upon use.
00282
00283  The lower arc of the Elden Ring is held to be the basin in
       which its blessings pool. Perhaps this shard originates from
       that very arc.</text>
00284  <text id="191">A Great Rune of the shardbearer Godrick.
00285  Its blessing raises all attributes.
00286
00287  This Great Rune is known as the anchor ring, found in the
       center of the Elden Ring.
00288
00289  The first demigods were The Elden Lord Godfrey and his
       offspring, the golden lineage.</text>
00290  <text id="192">A Great Rune of the shardbearer Radahn.
00291  Its blessing raises maximum HP, FP and Stamina.
00292
00293  Radahn was amongst the children of Rennala and Radagon, who
       became demigod stepchildren after Radagon's union with Queen
       Marika.
00294
00295  The Great Rune burns, to resist the encroachment of the
       scarlet rot.</text>
00296  <text id="193">A Great Rune of the shardbearer Morgott.
00297  Its blessing greatly raises maximum HP.
00298
00299  This Great Rune is the anchor ring that houses the base, and
       proves two things:
00300
00301  That the Omen King was born of the golden lineage, and that
       he was indeed the Lord of Leyndell.</text>
00302  <text id="194">A Great Rune of the shardbearer Rykard.
00303  Its blessing restores HP upon defeating enemies.
00304
00305  Rykard was amongst the children of Rennala and Radagon, who
       became demigod stepchildren after Radagon's union with Queen
       Marika.
00306
```

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0329  <text id="197">%null%</text>
0330  <text id="198">%null%</text>
0331  <text id="199">%null%</text>
0332  <text id="200">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0333  |
0334  Filled with crimson tears, this flask restores HP with use.
      Though currently empty, simply rest at a site of grace to
      replenish.
0335  |
0336  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0337  <text id="201">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0338  |
0339  Filled with crimson tears, this flask restores HP with use.
0340  Rest at a site of grace to replenish.
0341  |
0342  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0343  <text id="202">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0344  |
0345  Filled with crimson tears, this flask restores HP with use.
      Though currently empty, simply rest at a site of grace to
      replenish.
0346  |
0347  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0348  <text id="203">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0349  |
0350  Filled with crimson tears, this flask restores HP with use.
0351  Rest at a site of grace to replenish.
0352  |
0353  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0354  <text id="204">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0355  |
0356  Filled with crimson tears, this flask restores HP with use.
      Though currently empty, simply rest at a site of grace to
      replenish.
0357  |
0358  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0359  <text id="205">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0360  |
0361  Filled with crimson tears, this flask restores HP with use.
0362  Rest at a site of grace to replenish.
0363  |
0364  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0365  <text id="206">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0366  |
0367  Filled with crimson tears, this flask restores HP with use.
      Though currently empty, simply rest at a site of grace to
      replenish.
0368  |
0369  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0370  <text id="207">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0371  |
0372  Filled with crimson tears, this flask restores HP with use.
0373  Rest at a site of grace to replenish.
0374  |
0375  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0376  <text id="208">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0377  |
0378  Filled with crimson tears, this flask restores HP with use.
      Though currently empty, simply rest at a site of grace to
      replenish.
0379  |
0380  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0381  <text id="209">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0382  |
0383  Filled with crimson tears, this flask restores HP with use.
0384  Rest at a site of grace to replenish.
0385  |
0386  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
0387  <text id="210">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
0388  |
0389  Filled with crimson tears, this flask restores HP with use.
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00307  But Rykard fed himself to the blasphemous serpent, Great
       Rune and all.</text>
00308  <text id="195">A Great Rune of the shardbearer Mohg.
00309  Its blessing grants a blessing of blood to summoned
       phantoms, and imparts a Phantom Great Rune upon successful
       invasion.
00310  |
00311  Mohg and Morgott are twin brothers, and their Great Runes
       are naturally similar.
00312  |
00313  But Mohg's rune is soaked in accursed blood, from his devout
       love for the wretched mire that he was born into far below
       the earth.</text>
00314  <text id="196">A Great Rune of the shardbearer Malenia.
00315  The blessing of this half-rotted rune reduces the healing
       power of Flask of Crimson Tears.
00316  |
00317  And yet, due to the infusion of Malenia's spirit of
       resistance, attacks made immediately after receiving damage
       will partially recover HP.
00318  |
00319  Malenia is daughter to Queen Marika and Radagon, and her
       Great Rune should have been the most sacred of all.</text>
00320  <text id="197">%null%</text>
00321  <text id="198">%null%</text>
00322  <text id="199">%null%</text>
00323  <text id="200">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00324  |
00325  Filled with crimson tears, this flask restores HP with use.
       Though currently empty, simply rest at a site of grace to
       replenish.
00326  |
00327  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00328  <text id="201">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00329  |
00330  Filled with crimson tears, this flask restores HP with use.
00331  Rest at a site of grace to replenish.
00332  |
00333  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00334  <text id="202">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00335  |
00336  Filled with crimson tears, this flask restores HP with use.
       Though currently empty, simply rest at a site of grace to
       replenish.
00337  |
00338  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00339  <text id="203">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00340  |
00341  Filled with crimson tears, this flask restores HP with use.
00342  Rest at a site of grace to replenish.
00343  |
00344  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00345  <text id="204">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00346  |
00347  Filled with crimson tears, this flask restores HP with use.
       Though currently empty, simply rest at a site of grace to
       replenish.
00348  |
00349  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00350  <text id="205">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00351  |
00352  Filled with crimson tears, this flask restores HP with use.
00353  Rest at a site of grace to replenish.
00354  |
00355  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00356  <text id="206">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00357  |
00358  Filled with crimson tears, this flask restores HP with use.
       Though currently empty, simply rest at a site of grace to
       replenish.
00359  |
00360  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00361  <text id="207">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00362  |
00363  Filled with crimson tears, this flask restores HP with use.
00364  Rest at a site of grace to replenish.
00365  |
00366  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00367  <text id="208">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00368  |
00369  Filled with crimson tears, this flask restores HP with use.
       Though currently empty, simply rest at a site of grace to
       replenish.
00370  |
00371  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00372  <text id="209">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00373  |
00374  Filled with crimson tears, this flask restores HP with use.
00375  Rest at a site of grace to replenish.
00376  |
00377  It is said that a Finger Maiden will bestow two such
       chalices upon the chosen Tarnished when they meet.</text>
00378  <text id="210">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of life.
00379  |
00380  Filled with crimson tears, this flask restores HP with use.
```

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Though currently empty, simply rest at a site of grace to replenish.
0390 |
0391 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0392 | <text id="211">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0393 |
0394 | Filled with crimson tears, this flask restores HP with use.
0395 | Rest at a site of grace to replenish.
0396 |
0397 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0398 | <text id="212">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0399 |
0400 | Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
0401 |
0402 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0403 | <text id="213">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0404 |
0405 | Filled with crimson tears, this flask restores HP with use.
0406 | Rest at a site of grace to replenish.
0407 |
0408 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0409 | <text id="214">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0410 |
0411 | Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
0412 |
0413 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0414 | <text id="215">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0415 |
0416 | Filled with crimson tears, this flask restores HP with use.
0417 | Rest at a site of grace to replenish.
0418 |
0419 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0420 | <text id="216">%null%</text>
0421 | <text id="217">%null%</text>
0422 | <text id="218">%null%</text>
0423 | <text id="219">%null%</text>
0424 | <text id="220">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0425 |
0426 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
0427 |
0428 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0429 | <text id="221">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0430 |
0431 | Filled with cerulean tears, this flask restores FP with use.
0432 | Rest at a site of grace to replenish.
0433 |
0434 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0435 | <text id="222">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0436 |
0437 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
0438 |
0439 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0440 | <text id="223">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0441 |
0442 | Filled with cerulean tears, this flask restores FP with use.
0443 | Rest at a site of grace to replenish.
0444 |
0445 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0446 | <text id="224">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0447 |
0448 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
0449 |
0450 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0451 | <text id="225">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0452 |
0453 | Filled with cerulean tears, this flask restores FP with use.
0454 | Rest at a site of grace to replenish.
0455 |
0456 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0457 | <text id="226">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0458 |
0459 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
0460 |
0461 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0462 | <text id="227">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0463 |
0464 | Filled with cerulean tears, this flask restores FP with use.
```

```
Though currently empty, simply rest at a site of grace to replenish.
00381 |
00382 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00383 | <text id="211">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00384 |
00385 | Filled with crimson tears, this flask restores HP with use.
00386 | Rest at a site of grace to replenish.
00387 |
00388 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00389 | <text id="212">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00390 |
00391 | Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
00392 |
00393 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00394 | <text id="213">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00395 |
00396 | Filled with crimson tears, this flask restores HP with use.
00397 | Rest at a site of grace to replenish.
00398 |
00399 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00400 | <text id="214">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00401 |
00402 | Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
00403 |
00404 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00405 | <text id="215">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00406 |
00407 | Filled with crimson tears, this flask restores HP with use.
00408 | Rest at a site of grace to replenish.
00409 |
00410 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00411 | <text id="216">%null%</text>
00412 | <text id="217">%null%</text>
00413 | <text id="218">%null%</text>
00414 | <text id="219">%null%</text>
00415 | <text id="220">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00416 |
00417 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
00418 |
00419 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00420 | <text id="221">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00421 |
00422 | Filled with cerulean tears, this flask restores FP with use.
00423 | Rest at a site of grace to replenish.
00424 |
00425 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00426 | <text id="222">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00427 |
00428 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
00429 |
00430 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00431 | <text id="223">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00432 |
00433 | Filled with cerulean tears, this flask restores FP with use.
00434 | Rest at a site of grace to replenish.
00435 |
00436 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00437 | <text id="224">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00438 |
00439 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
00440 |
00441 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00442 | <text id="225">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00443 |
00444 | Filled with cerulean tears, this flask restores FP with use.
00445 | Rest at a site of grace to replenish.
00446 |
00447 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00448 | <text id="226">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00449 |
00450 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
00451 |
00452 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00453 | <text id="227">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00454 |
00455 | Filled with cerulean tears, this flask restores FP with use.
```

```
0465 | Rest at a site of grace to replenish.
0466 |
0467 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0468 | <text id="228">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0469 |
0470 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
0471 |
0472 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0473 | <text id="229">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0474 |
0475 | Filled with cerulean tears, this flask restores FP with use.
0476 | Rest at a site of grace to replenish.
0477 |
0478 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0479 | <text id="230">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0480 |
0481 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
0482 |
0483 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0484 | <text id="231">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0485 |
0486 | Filled with cerulean tears, this flask restores FP with use.
0487 | Rest at a site of grace to replenish.
0488 |
0489 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0490 | <text id="232">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0491 |
0492 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
0493 |
0494 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0495 | <text id="233">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0496 |
0497 | Filled with cerulean tears, this flask restores FP with use.
0498 | Rest at a site of grace to replenish.
0499 |
0500 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0501 | <text id="234">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0502 |
0503 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
0504 |
0505 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0506 | <text id="235">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
0507 |
0508 | Filled with cerulean tears, this flask restores FP with use.
0509 | Rest at a site of grace to replenish.
0510 |
0511 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
0512 | <text id="250">A relic of the physick chemists, priests of the Erdtree.
0513 | Harnesses the powers of crystal tears, which only form after the passage of many moons.
0514 |
0515 | Various specials effects are bestowed upon the drinker, dependent on the specific mixture of crystal tears.
0516 | Rest at a site of grace to replenish.
0517 |
0518 | It is said that in the Lands Between, pools of crystal tears amass at the bases of Minor Erdtrees.</text>
0519 | <text id="251">A relic of the physick chemists, priests of the Erdtree.
0520 | Harnesses the powers of crystal tears, which only form after the passage of many moons.
0521 |
0522 | Various specials effects are bestowed upon the drinker, dependent on the specific mixture of crystal tears. Though currently empty, simply rest at a site of grace to replenish.
0523 |
0524 | It is said that in the Lands Between, pools of crystal tears amass at the bases of Minor Erdtrees.</text>
0525 | <text id="300">Craftable item prepared using a cracked pot.
0526 | A mixture of incendiary materials has been sealed inside.
0527 |
0528 | Throw at an enemy to cause the pot to explode, inflicting fire damage.</text>
0529 | <text id="301">Craftable item prepared using a cracked pot.
0530 | A mixture of incendiary materials has been sealed inside.
0531 |
0532 | Throw at an enemy to cause the pot to explode, inflicting fire damage.</text>
0533 | <text id="302">Craftable item prepared using a cracked pot.
0534 | A mixture of incendiary materials has been sealed inside.
0535 | Uses FP upon use.
0536 |
0537 | Damage scales with the user's faith skill.</text>
0538 | <text id="320">Craftable with a cracked pot.
```

```
00456 | Rest at a site of grace to replenish.
00457 |
00458 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00459 | <text id="228">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00460 |
00461 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
00462 |
00463 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00464 | <text id="229">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00465 |
00466 | Filled with cerulean tears, this flask restores FP with use.
00467 | Rest at a site of grace to replenish.
00468 |
00469 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00470 | <text id="230">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00471 |
00472 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
00473 |
00474 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00475 | <text id="231">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00476 |
00477 | Filled with cerulean tears, this flask restores FP with use.
00478 | Rest at a site of grace to replenish.
00479 |
00480 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00481 | <text id="232">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00482 |
00483 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
00484 |
00485 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00486 | <text id="233">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00487 |
00488 | Filled with cerulean tears, this flask restores FP with use.
00489 | Rest at a site of grace to replenish.
00490 |
00491 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00492 | <text id="234">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00493 |
00494 | Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
00495 |
00496 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00497 | <text id="235">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
00498 |
00499 | Filled with cerulean tears, this flask restores FP with use.
00500 | Rest at a site of grace to replenish.
00501 |
00502 | It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
00503 | <text id="250">A relic of the physick chemists, priests of the Erdtree.
00504 | Harnesses the powers of crystal tears, which only form after the passage of many moons.
00505 |
00506 | Various special effects are bestowed upon the drinker, dependent on the specific mixture of crystal tears.
00507 | Rest at a site of grace to replenish.
00508 |
00509 | Basins are placed at the feet of Minor Erdtrees throughout the Lands Between in order to collect their crystallized tears.</text>
00510 | <text id="251">A relic of the physick chemists, priests of the Erdtree.
00511 | Harnesses the powers of crystal tears, which only form after the passage of many moons.
00512 |
00513 | Various special effects are bestowed upon the drinker, dependent on the specific mixture of crystal tears. Though currently empty, simply rest at a site of grace to replenish.
00514 |
00515 | Basins are placed at the feet of Minor Erdtrees throughout the Lands Between in order to collect their crystallized tears.</text>
00516 | <text id="300">Craftable item prepared using a cracked pot.
00517 | A cocktail of incendiary materials is sealed inside.
00518 |
00519 | Throw at enemies to inflict fire damage.</text>
00520 | <text id="301">Craftable item prepared using a ritual pot.
00521 | Engraved with the crest of red-maned lion.
00522 |
00523 | Throw at enemies to inflict heavy fire damage.
00524 |
00525 | Even today, the survivors of Radahn's battalion employ fire to stave off the scarlet rot.</text>
00526 | <text id="302">Craftable item prepared using a ritual pot.
00527 | Enchanted by incantations of the Giants' Flame.
```

```
0539  together and sealed inside the pot.
0540
0541  Throw at an enemy to inflict lightning damage.</text>
0542  <text id="321">Craftable with a cracked pot.
0543  Lightning-forming ingredients are mixed
0544  together and sealed inside the pot.
0545
0546  Throw at an enemy to inflict even
0547  greater lightning damage.</text>
0548  <text id="322">%null%</text>
0549  <text id="323">%null%</text>
0550  <text id="324">%null%</text>
0551  <text id="325">%null%</text>
0552  <text id="326">%null%</text>
0553  <text id="327">%null%</text>
0554  <text id="328">%null%</text>
0555  <text id="329">%null%</text>
0556  <text id="330">Craftable with a cracked pot. Various
      effluents
0557  are mixed, and sealed in the pot. As the mixture
0558  ferments, toxins are produced alongside a putrid
0559  stench that seeps out once ripe.
0560
0561  Throw to inflict deadly poison upon an enemy.
0562
0563  Beware though; those who carry these pots will
0564  slowly accumulate poison in their own bodies.
0565
0566  Push someone in a privy; expect to get dung on
0567  your hands.</text>
0568  <text id="331">%null%</text>
0569  <text id="332">%null%</text>
0570  <text id="333">%null%</text>
0571  <text id="334">%null%</text>
0572  <text id="335">%null%</text>
0573  <text id="336">%null%</text>
0574  <text id="337">%null%</text>
0575  <text id="338">%null%</text>
0576  <text id="339">%null%</text>
0577  <text id="340">Craftable with a cracked pot. Various
      effluents
0578  are mixed, and sealed in the pot. Flies grow inside,
0579  eventually housing an entire swarm.
0580
0581  Throw to set a swarm of flies on an enemy. These
0582  flies have tiny little fangs, inflicting countless
0583  painful lacerations on the victim while the
0584  grating sound of their wings assails their sanity.
0585
0586  Unpleasant yet short-lived, these flies inherit
0587  what might be the most worthless of legacies
0588  in all of man's meddling with nature's work.</text>
0589  <text id="341">%null%</text>
0590  <text id="342">%null%</text>
0591  <text id="343">%null%</text>
0592  <text id="344">%null%</text>
0593  <text id="345">%null%</text>
0594  <text id="346">%null%</text>
0595  <text id="347">%null%</text>
0596  <text id="348">%null%</text>
0597  <text id="349">%null%</text>
0598  <text id="350">Craftable item prepared using a cracked pot.
0599  Incantations of the Golden Order have been sealed inside.
0600
0601  Consumes FP. Throw at enemy to inflict holy damage.
0602
0603  Holy water causes significant damage to those who have lived
      beyond death, and prevents them from rising again.
0604  The Golden Order has no mercy for those who trespass beyond
      life's bounds.</text>
0605  <text id="351">Craftable item prepared using a
0606  magic cracked pot.
0607  Golden Order sorceries have been sealed
0608  inside.
0609
0610  Uses FP to throw at enemies and
0611  purify those who have lived beyond death.
0612  Damage is higher than a usual
0613  Holy Water Pot.</text>
0614  <text id="352">%null%</text>
0615  <text id="353">%null%</text>
0616  <text id="354">%null%</text>
0617  <text id="355">%null%</text>
0618  <text id="356">%null%</text>
0619  <text id="357">%null%</text>
0620  <text id="358">%null%</text>
0621  <text id="359">%null%</text>
0622  <text id="360">Craftable item prepared using a cracked pot.
0623  Frost has been sealed inside.
0624
0625  Causes frostbite build-up in enemies
0626  when thrown.</text>
```

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00528
00529  Consumes FP. Throw at enemies to inflict heavy fire damage.
00530
00531  Damage scales with faith.</text>
00532  <text id="320">Craftable item prepared using a cracked pot.
00533  A cocktail of fulminating materials is sealed inside.
00534
00535  Throw at enemies to inflict lightning damage.</text>
00536  <text id="321">Craftable item prepared using a ritual pot.
00537  Engraved with the crest of the ancient dragon.
00538
00539  Throw at enemies to inflict heavy lightning damage.
00540
00541  Allows one to wield ancient drake lightning regardless of
      faith. The residual power of relics is a purely natural
      phenomenon.</text>
00542  <text id="322">%null%</text>
00543  <text id="323">%null%</text>
00544  <text id="324">%null%</text>
00545  <text id="325">%null%</text>
00546  <text id="326">%null%</text>
00547  <text id="327">%null%</text>
00548  <text id="328">%null%</text>
00549  <text id="329">%null%</text>
00550  <text id="330">Craftable item prepared using a cracked pot.
00551  A cocktail of effluents is sealed inside. As the mixture
      ferments, toxins are produced alongside a putrid stench that
      seeps out once ripe.
00552
00553  Throw at enemies to cause buildup of deadly poison.
00554
00555  Beware though; those who carry these pots will slowly
      accumulate poison in their own bodies.
00556
00557  Push someone in a privy; expect to get dung on your hands.</
      text>
00558  <text id="331">%null%</text>
00559  <text id="332">%null%</text>
00560  <text id="333">%null%</text>
00561  <text id="334">%null%</text>
00562  <text id="335">%null%</text>
00563  <text id="336">%null%</text>
00564  <text id="337">%null%</text>
00565  <text id="338">%null%</text>
00566  <text id="339">%null%</text>
00567  <text id="340">Craftable item prepared using a cracked pot.
00568  A cocktail of effluents is sealed inside.
00569
00570  Throw at enemies to set a swarm of bloodflies upon them. The
      vile swarm deals damage and builds up onset of blood loss.
      The cacophony of their wings assails the sanity of
      berserkers.
00571
00572  The maggots found in waste feed on blood and turn into
      vicious flies that are pitiably short-lived.</text>
00573  <text id="341">%null%</text>
00574  <text id="342">%null%</text>
00575  <text id="343">%null%</text>
00576  <text id="344">%null%</text>
00577  <text id="345">%null%</text>
00578  <text id="346">%null%</text>
00579  <text id="347">%null%</text>
00580  <text id="348">%null%</text>
00581  <text id="349">%null%</text>
00582  <text id="350">Craftable item prepared using a cracked pot.
00583  Enchanted by incantations of the Golden Order.
00584
00585  Consumes FP. Throw at enemies to inflict holy damage.
00586
00587  Highly effective against Those Who Live in Death, even
      preventing them from rising again.
00588  The Golden Order has no mercy for those who trespass beyond
      life's bounds.</text>
00589  <text id="351">Craftable item prepared using a ritual pot.
00590  Enchanted by incantations of the Golden Order.
00591
00592  Consumes FP. Throw at enemies to inflict heavy holy damage.
00593
00594  Highly effective against Those Who Live in Death, even
      preventing them from rising again.
00595  The Golden Order has no mercy for those who trespass beyond
      life's bounds.</text>
00596  <text id="352">%null%</text>
00597  <text id="353">%null%</text>
00598  <text id="354">%null%</text>
00599  <text id="355">%null%</text>
00600  <text id="356">%null%</text>
00601  <text id="357">%null%</text>
00602  <text id="358">%null%</text>
00603  <text id="359">%null%</text>
00604  <text id="360">Craftable item prepared using a ritual pot.
00605  Engraved with the crest of the Carian Royals.
00606
00607  Throw at enemies to cause buildup of frost.
00608
00609  Originates from the cold, dark moon of Ranni, the Carian
      princess.</text>
```

```
0627    <text id="361">%null%</text>
0628    <text id="362">%null%</text>
0629    <text id="363">%null%</text>
0630    <text id="364">%null%</text>
0631    <text id="365">%null%</text>
0632    <text id="366">%null%</text>
0633    <text id="367">%null%</text>
0634    <text id="368">%null%</text>
0635    <text id="369">%null%</text>
0636    <text id="370">Craftable item prepared using a cracked pot.
0637    A mixture of poisons have been
0638    sealed inside.
0639
0640    Causes poison build-up in enemies
0641    when thrown.</text>
0642    <text id="371">%null%</text>
0643    <text id="372">%null%</text>
0644    <text id="373">%null%</text>
0645    <text id="374">%null%</text>
0646    <text id="375">%null%</text>
0647    <text id="376">%null%</text>
0648    <text id="377">%null%</text>
0649    <text id="378">%null%</text>
0650    <text id="379">%null%</text>
0651    <text id="380">Craftable item prepared using a cracked pot.
0652    Oil has been sealed inside.
0653
0654    Makes enemies more susceptible to
0655    fire damage when thrown.</text>
0656    <text id="381">%null%</text>
0657    <text id="382">%null%</text>
0658    <text id="383">%null%</text>
0659    <text id="384">%null%</text>
0660    <text id="385">%null%</text>
0661    <text id="386">%null%</text>
0662    <text id="387">%null%</text>
0663    <text id="388">%null%</text>
0664    <text id="389">%null%</text>
0665    <text id="390">Creates an illusion at the spot where
0666    it is thrown, drawing the attention of
0667    nearby humanoid enemies.</text>
0668    <text id="391">Creates illusion that draws attention of
        creatures</text>
0669    <text id="392">%null%</text>
0670    <text id="393">%null%</text>
0671    <text id="394">%null%</text>
0672    <text id="395">%null%</text>
0673    <text id="396">%null%</text>
0674    <text id="397">%null%</text>
0675    <text id="398">%null%</text>
0676    <text id="399">%null%</text>
0677    <text id="400">Craftable item prepared using a cracked pot.
0678    Incendiary materials have been mixed together and sealed
        inside, and a short rope that aids throwing has been secured
        around the pot.
0679
0680    Throw at rearward enemies using the rope, causing the pot to
        explode and deal fire damage.</text>
0681    <text id="420">Craftable with a cracked pot.
0682    Lightning-forming ingredients are mixed
0683    together and sealed inside the pot. A short
0684    rope that aids throwing is attached.
0685
0686    Thrown at rearward enemies using the rope,
0687    the pot explodes, dealing lightning damage.</text>
0688    <text id="421">%null%</text>
0689    <text id="422">%null%</text>
0690    <text id="423">%null%</text>
0691    <text id="424">%null%</text>
0692    <text id="425">%null%</text>
0693    <text id="426">%null%</text>
0694    <text id="427">%null%</text>
0695    <text id="428">%null%</text>
0696    <text id="429">%null%</text>
0697    <text id="430">Craftable with a cracked pot. Various
        effluents
0698    are mixed, and sealed in the pot. A short rope
0699    that aids throwing is attached.
0700
0701    Thrown at rearward enemies using the rope,
0702    the pot explodes, spreading deadly poison.
0703
0704    Beware though; those who carry these pots will
0705    slowly accumulate poison in their own bodies.
0706
0707    Push someone in a privy; expect to get dung on
0708    your hands.</text>
0709    <text id="431">%null%</text>
0710    <text id="432">%null%</text>
0711    <text id="433">%null%</text>
0712    <text id="434">%null%</text>
0713    <text id="435">%null%</text>
0714    <text id="436">%null%</text>
0715    <text id="437">%null%</text>
0716    <text id="438">%null%</text>
0717    <text id="439">%null%</text>
0718    <text id="440">Craftable item prepared using a cracked pot.
```

```
00610    <text id="361">%null%</text>
00611    <text id="362">%null%</text>
00612    <text id="363">%null%</text>
00613    <text id="364">%null%</text>
00614    <text id="365">%null%</text>
00615    <text id="366">%null%</text>
00616    <text id="367">%null%</text>
00617    <text id="368">%null%</text>
00618    <text id="369">%null%</text>
00619    <text id="370">Craftable item prepared using a cracked pot.
00620    A cocktail of poisonous materials is sealed inside.
00621
00622    Throw at enemies to cause buildup of poison.</text>
00623    <text id="371">%null%</text>
00624    <text id="372">%null%</text>
00625    <text id="373">%null%</text>
00626    <text id="374">%null%</text>
00627    <text id="375">%null%</text>
00628    <text id="376">%null%</text>
00629    <text id="377">%null%</text>
00630    <text id="378">%null%</text>
00631    <text id="379">%null%</text>
00632    <text id="380">Craftable item prepared using a cracked pot.
00633    A cocktail of oil-infused materials is sealed inside.
00634
00635    Throw at enemies to soak them in oil, making them heavily
        susceptible to fire damage.</text>
00636    <text id="381">%null%</text>
00637    <text id="382">%null%</text>
00638    <text id="383">%null%</text>
00639    <text id="384">%null%</text>
00640    <text id="385">%null%</text>
00641    <text id="386">%null%</text>
00642    <text id="387">%null%</text>
00643    <text id="388">%null%</text>
00644    <text id="389">%null%</text>
00645    <text id="390">Craftable item prepared using a ritual pot.
00646    Enchanted with assassin incantations.
00647
00648    Consumes FP. Throw to create a pale shadow.
00649
00650    The illusion will lure in and distract foes of human build
        outside of combat, while demi-humans will be lured in even
        during combat.</text>
00651    <text id="391">Craftable item prepared using a ritual pot.
00652    Enchanted with assassin incantations.
00653
00654    Consumes FP. Throw to create a red shadow.
00655
00656    The illusion lures in beasts into attacking it.
00657    This effect does not change even during combat.</text>
00658    <text id="392">%null%</text>
00659    <text id="393">%null%</text>
00660    <text id="394">%null%</text>
00661    <text id="395">%null%</text>
00662    <text id="396">%null%</text>
00663    <text id="397">%null%</text>
00664    <text id="398">%null%</text>
00665    <text id="399">%null%</text>
00666    <text id="400">Craftable item prepared using a cracked pot.
00667    A cocktail of incendiary materials is sealed inside, and a
        short rope that aids throwing has been secured around the
        pot.
00668
00669    Throw at rearward enemies to inflict fire damage.</text>
00670    <text id="420">Craftable item prepared using a cracked pot.
00671    A cocktail of fulminating materials is sealed inside, and a
        short rope that aids throwing has been secured around the
        pot.
00672
00673    Throw at rearward enemies to inflict lightning damage.</
        text>
00674    <text id="421">%null%</text>
00675    <text id="422">%null%</text>
00676    <text id="423">%null%</text>
00677    <text id="424">%null%</text>
00678    <text id="425">%null%</text>
00679    <text id="426">%null%</text>
00680    <text id="427">%null%</text>
00681    <text id="428">%null%</text>
00682    <text id="429">%null%</text>
00683    <text id="430">Craftable item prepared using a cracked pot.
00684    A cocktail of effluents is sealed inside, and a short rope
        that aids throwing has been secured around the pot.
00685
00686    Throw at rearward enemies to cause buildup of deadly poison.
00687
00688    Beware though; those who carry these pots will slowly
        accumulate poison in their own bodies.
00689
00690    Push someone in a privy; expect to get dung on your hands.</
        text>
00691    <text id="431">%null%</text>
00692    <text id="432">%null%</text>
00693    <text id="433">%null%</text>
00694    <text id="434">%null%</text>
00695    <text id="435">%null%</text>
00696    <text id="436">%null%</text>
00697    <text id="437">%null%</text>
00698    <text id="438">%null%</text>
00699    <text id="439">%null%</text>
00700    <text id="440">Craftable item prepared using a cracked pot.
```

```
0719  A mixture of poisons have been sealed inside.
0720
0721  A short rope that aids throwing is attached.
0722
0723  Thrown at rearward enemies using the rope,
0724  the pot explodes, spreading deadly poison.</text>
0725  <text id="441">%null%</text>
0726  <text id="442">%null%</text>
0727  <text id="443">%null%</text>
0728  <text id="444">%null%</text>
0729  <text id="445">%null%</text>
0730  <text id="446">%null%</text>
0731  <text id="447">%null%</text>
0732  <text id="448">%null%</text>
0733  <text id="449">%null%</text>
0734  <text id="450">Craftable with a cracked pot.
0735  Oil is sealed inside the pot. A short
0736  rope that aids throwing is attached.
0737
0738  Thrown at rearward enemies using the rope,
0739  the pot explodes, dealing fire damage.</text>
0740  <text id="451">%null%</text>
0741  <text id="452">%null%</text>
0742  <text id="453">%null%</text>
0743  <text id="454">%null%</text>
0744  <text id="455">%null%</text>
0745  <text id="456">%null%</text>
0746  <text id="457">%null%</text>
0747  <text id="458">%null%</text>
0748  <text id="459">%null%</text>
0749  <text id="460">Craftable with a cracked pot.
0750  Compressed magic is sealed inside
0751  the pot. A short rope that aids
0752  throwing is attached.
0753
0754  Thrown at rearward enemies using the rope,
0755  the pot explodes, dealing magic damage.</text>
0756  <text id="461">%null%</text>
0757  <text id="462">%null%</text>
0758  <text id="463">%null%</text>
0759  <text id="464">%null%</text>
0760  <text id="465">%null%</text>
0761  <text id="466">%null%</text>
0762  <text id="467">%null%</text>
0763  <text id="468">%null%</text>
0764  <text id="469">%null%</text>
0765  <text id="470">Craftable with a cracked pot. Various
      effluents
0766  are mixed, and sealed in the pot. A short rope
0767  that aids throwing is attached.
0768
0769  Thrown at rearward enemies using the rope,
0770  the pot explodes, spreading a swarm of
0771  flies that attack enemies.</text>
0772  <text id="471">%null%</text>
0773  <text id="472">%null%</text>
0774  <text id="473">%null%</text>
0775  <text id="474">%null%</text>
0776  <text id="475">%null%</text>
0777  <text id="476">%null%</text>
0778  <text id="477">%null%</text>
0779  <text id="478">%null%</text>
0780  <text id="479">%null%</text>
0781  <text id="480">Craftable with a cracked pot.
0782  Frost has been sealed inside.
0783  A short rope that aids throwing is attached.
0784
0785  Thrown at rearward enemies using the rope,
0786  the pot explodes, causing frostbite build-up
0787  in enemies.</text>
0788  <text id="481">%null%</text>
0789  <text id="482">%null%</text>
0790  <text id="483">%null%</text>
0791  <text id="484">%null%</text>
0792  <text id="485">%null%</text>
0793  <text id="486">%null%</text>
0794  <text id="487">%null%</text>
0795  <text id="488">%null%</text>
0796  <text id="489">%null%</text>
0797  <text id="490">Craftable with a cracked pot.
0798  Combustible volcanic gas has been
0799  sealed inside.
0800  A short rope that aids throwing is attached.
0801
0802  Thrown at rearward enemies using the rope,
0803  the pot explodes, releasing flames that
0804  deal continuous damage to those within.</text>
0805  <text id="491">%null%</text>
0806  <text id="492">%null%</text>
0807  <text id="493">%null%</text>
0808  <text id="494">%null%</text>
0809  <text id="495">%null%</text>
0810  <text id="496">%null%</text>
0811  <text id="497">%null%</text>
0812  <text id="498">%null%</text>
0813  <text id="499">%null%</text>
0814  <text id="500">%null%</text>
0815  <text id="501">%null%</text>
0816  <text id="502">%null%</text>
0817  <text id="503">%null%</text>
```

```
00701  A cocktail of poisonous materials is sealed inside, and a
       short rope that aids throwing has been secured around the
       pot.
00702
00703  Throw at rearward enemies to cause buildup of poison.</text>
00704  <text id="441">%null%</text>
00705  <text id="442">%null%</text>
00706  <text id="443">%null%</text>
00707  <text id="444">%null%</text>
00708  <text id="445">%null%</text>
00709  <text id="446">%null%</text>
00710  <text id="447">%null%</text>
00711  <text id="448">%null%</text>
00712  <text id="449">%null%</text>
00713  <text id="450">Craftable item prepared using a cracked pot.
00714  A cocktail of oil-infused materials is sealed inside, and a
       short rope that aids throwing has been secured around the
       pot.
00715
00716  Throw at rearward enemies to soak them in oil, making them
       heavily susceptible to fire damage.</text>
00717  <text id="451">%null%</text>
00718  <text id="452">%null%</text>
00719  <text id="453">%null%</text>
00720  <text id="454">%null%</text>
00721  <text id="455">%null%</text>
00722  <text id="456">%null%</text>
00723  <text id="457">%null%</text>
00724  <text id="458">%null%</text>
00725  <text id="459">%null%</text>
00726  <text id="460">Craftable item prepared using a cracked pot.
00727  A cocktail of magically resonant materials is sealed inside,
       and a short rope that aids throwing has been secured around
       the pot.
00728
00729  Consumes FP. Throw at rearward enemies to inflict magic
       damage.</text>
00730  <text id="461">%null%</text>
00731  <text id="462">%null%</text>
00732  <text id="463">%null%</text>
00733  <text id="464">%null%</text>
00734  <text id="465">%null%</text>
00735  <text id="466">%null%</text>
00736  <text id="467">%null%</text>
00737  <text id="468">%null%</text>
00738  <text id="469">%null%</text>
00739  <text id="470">Craftable item prepared using a cracked pot.
00740  A cocktail of effluents is sealed inside, and a short rope
       that aids throwing has been secured around the pot.
00741
00742  Throw at rearward enemies to release a swarm of flies. Their
       fangs inflict countless painful lacerations on the victim
       while the grating sound of their wings assails their sanity.
00743
00744  The maggots found in waste feed on blood and turn into
       vicious flies that are pitiably short-lived.</text>
00745  <text id="471">%null%</text>
00746  <text id="472">%null%</text>
00747  <text id="473">%null%</text>
00748  <text id="474">%null%</text>
00749  <text id="475">%null%</text>
00750  <text id="476">%null%</text>
00751  <text id="477">%null%</text>
00752  <text id="478">%null%</text>
00753  <text id="479">%null%</text>
00754  <text id="480">Craftable with a cracked pot.
00755  Frost has been sealed inside.
00756  A short rope that aids throwing is attached.
00757
00758  Thrown at rearward enemies using the rope,
00759  the pot explodes, causing frostbite buildup
00760  in enemies.</text>
00761  <text id="481">%null%</text>
00762  <text id="482">%null%</text>
00763  <text id="483">%null%</text>
00764  <text id="484">%null%</text>
00765  <text id="485">%null%</text>
00766  <text id="486">%null%</text>
00767  <text id="487">%null%</text>
00768  <text id="488">%null%</text>
00769  <text id="489">%null%</text>
00770  <text id="490">Craftable item prepared using a cracked pot.
00771  Powdered volcanic rock is sealed inside, and a short rope
       that aids throwing has been secured around the pot.
00772
00773  Thrown at rearward enemies to disperse a cloud of heat,
       dealing continuous damage to those caught inside for a short
       duration.</text>
00774  <text id="491">%null%</text>
00775  <text id="492">%null%</text>
00776  <text id="493">%null%</text>
00777  <text id="494">%null%</text>
00778  <text id="495">%null%</text>
00779  <text id="496">%null%</text>
00780  <text id="497">%null%</text>
00781  <text id="498">%null%</text>
00782  <text id="499">%null%</text>
00783  <text id="500">%null%</text>
00784  <text id="501">%null%</text>
00785  <text id="502">%null%</text>
00786  <text id="503">%null%</text>
```

```
0818    <text id="504">%null%</text>
0819    <text id="505">%null%</text>
0820    <text id="506">%null%</text>
0821    <text id="507">%null%</text>
0822    <text id="508">%null%</text>
0823    <text id="509">%null%</text>
0824    <text id="510">Craftable with a cracked pot. Golden Order sorceries
0825    have been sealed inside.
0826
0826    A short rope that aids throwing is attached.
0827
0828    Thrown at rearward enemies using the rope,
0829
0829    it uses FP to throw at enemies and
0830    purifies those who have lived beyond death.</text>
0831    <text id="600">Craftable with a cracked pot.
0832    Combustible volcanic gas has been
0833    sealed inside.
0834
0835    When thrown at the ground,
0836
0836    the pot explodes, releasing flames that
0837
0837    deal continuous damage to those within.</text>
0838    <text id="601">%null%</text>
0839    <text id="602">%null%</text>
0840    <text id="603">%null%</text>
0841    <text id="604">%null%</text>
0842    <text id="605">%null%</text>
0843    <text id="606">%null%</text>
0844    <text id="607">%null%</text>
0845    <text id="608">%null%</text>
0846    <text id="609">%null%</text>
0847    <text id="610">Craftable with a magic cracked pot.
0848    The magic sealed within separates the
0849    target from the grace of the Golden Order.
0850
0851    Temporarily disable healing using the
0852
0852    sacred flask within the affected area.</text>
0853    <text id="630">Craftable with a magic cracked pot.
0854    The magic sealed within causes the target
0855    to be attacked more often by phantoms.
0856
0857    Those hit with the pot will be more
0858
0858    actively attacked by phantoms.</text>
0859    <text id="631">%null%</text>
0860    <text id="632">%null%</text>
0861    <text id="633">%null%</text>
0862    <text id="634">%null%</text>
0863    <text id="635">%null%</text>
0864    <text id="636">%null%</text>
0865    <text id="637">%null%</text>
0866    <text id="638">%null%</text>
0867    <text id="639">%null%</text>
0868    <text id="640">Craftable item prepared using a cracked pot.
0869    Filled with the incantations of St. Trina.
0870
0871    Consumes FP. Throw at enemy to release a purple, soporific haze.
0872
0873    Like a lullaby, or a quagmire, it irresistibly draws its
    victims down into sleep. Sweet dreams.</text>
0874    <text id="641">%null%</text>
0875    <text id="642">%null%</text>
0876    <text id="643">%null%</text>
0877    <text id="644">%null%</text>
0878    <text id="645">%null%</text>
0879    <text id="646">%null%</text>
0880    <text id="647">%null%</text>
0881    <text id="648">%null%</text>
0882    <text id="649">%null%</text>
0883    <text id="650">Craftable with a cracked pot.
0884    A mixture of filthy remains have been
0885    sealed inside.
0886
0887    Uses FP and causes apparitions to chase down enemies when
    thrown.</text>
0888    <text id="651">%null%</text>
0889    <text id="652">%null%</text>
0890    <text id="653">%null%</text>
0891    <text id="654">%null%</text>
0892    <text id="655">%null%</text>
0893    <text id="656">%null%</text>
0894    <text id="657">%null%</text>
0895    <text id="658">%null%</text>
0896    <text id="659">%null%</text>
0897    <text id="660">Craftable with a magic cracked pot.
0898    Glintstone magic is sealed inside.
0899
0899    Uses FP upon use.
0900
0901    Throw at an enemy to cause the pot to explode, inflicting
    magic damage.</text>
0902    <text id="661">Craftable with a magic cracked pot.
0903    Strong glintstone magic is sealed inside.
0904    Uses FP upon use.
```

```
00787    <text id="504">%null%</text>
00788    <text id="505">%null%</text>
00789    <text id="506">%null%</text>
00790    <text id="507">%null%</text>
00791    <text id="508">%null%</text>
00792    <text id="509">%null%</text>
00793    <text id="510">Craftable item prepared using a cracked pot.
00794    Enchanted by incantations of the Golden Order, and a short
    rope that aids throwing has been secured around the pot.
00795
00796    Consumes FP. Throw at rearward enemies to inflict holy
    damage.
00797
00798    Highly effective against Those Who Live in Death, even
    preventing them from rising again.
00799    The Golden Order has no mercy for those who trespass beyond
    life's bounds.</text>
00800    <text id="600">Craftable item prepared using a cracked pot.
00801    Powdered volcanic rock is sealed inside.
00802
00803    Throw at enemies to disperse a cloud of heat, dealing
    continuous damage to those caught inside for a short
    duration.</text>
00804    <text id="601">%null%</text>
00805    <text id="602">%null%</text>
00806    <text id="603">%null%</text>
00807    <text id="604">%null%</text>
00808    <text id="605">%null%</text>
00809    <text id="606">%null%</text>
00810    <text id="607">%null%</text>
00811    <text id="608">%null%</text>
00812    <text id="609">%null%</text>
00813    <text id="610">Craftable item prepared using a ritual pot.
00814    Enchanted by sorceries of the Cuckoos.
00815
00816    Consumes FP. Throw at enemies to impede recovery actions
    using a flask of tears for a certain duration.
00817
00818    The Knights of the Cuckoos do declare. Behold, thy defiled
    blood. Unlike any humor that flows in our grand realm.</
    text>
00819    <text id="630">Craftable item prepared using a ritual pot.
00820    Decorated with the crest of the Lord of Blood.
00821
00822    Throw at enemies to douse them in accursed blood, causing
    summoned spirits to assail them with a rabid fervor.
00823
00824    A childhood memory of the Lord of Blood.</text>
00825    <text id="631">%null%</text>
00826    <text id="632">%null%</text>
00827    <text id="633">%null%</text>
00828    <text id="634">%null%</text>
00829    <text id="635">%null%</text>
00830    <text id="636">%null%</text>
00831    <text id="637">%null%</text>
00832    <text id="638">%null%</text>
00833    <text id="639">%null%</text>
00834    <text id="640">Craftable item prepared using a cracked pot.
00835    Enchanted by the incantations of St. Trina.
00836
00837    Consumes FP. Throw enemies to cause buildup of sleep.
00838
00839    Like a lullaby, or a quagmire, its light-purple haze
    irresistibly draws its victims down into sleep. Sweet
    dreams.</text>
00840    <text id="641">%null%</text>
00841    <text id="642">%null%</text>
00842    <text id="643">%null%</text>
00843    <text id="644">%null%</text>
00844    <text id="645">%null%</text>
00845    <text id="646">%null%</text>
00846    <text id="647">%null%</text>
00847    <text id="648">%null%</text>
00848    <text id="649">%null%</text>
00849    <text id="650">Craftable item prepared using a cracked pot.
00850    Enchanted by the ancient death hex.
00851
00852    Consumes FP. Throw at enemies to spawn vengeful spirits that
    chase down foes.
00853
00854    In times of old, the dead were burned with ghostflame, and
    from those cinders arose vengeful spirits.</text>
00855    <text id="651">%null%</text>
00856    <text id="652">%null%</text>
00857    <text id="653">%null%</text>
00858    <text id="654">%null%</text>
00859    <text id="655">%null%</text>
00860    <text id="656">%null%</text>
00861    <text id="657">%null%</text>
00862    <text id="658">%null%</text>
00863    <text id="659">%null%</text>
00864    <text id="660">Craftable item prepared using a cracked pot.
00865    A cocktail of magically resonant materials is sealed inside.
    Called a "faux sorcery" in Raya Lucaria.
00866
00867    Consumes FP. Throw at enemies to inflict magic damage.</
    text>
00868    <text id="661">Craftable item prepared using a ritual pot.
00869    Enchanted by Raya Lucaria sorceries.
```

```
0905
0906    Throw at an enemy to cause the pot to explode, inflicting
        magic damage.</text>
0907    <text id="662">%null%</text>
0908    <text id="663">%null%</text>
0909    <text id="664">%null%</text>
0910    <text id="665">%null%</text>
0911    <text id="666">%null%</text>
0912    <text id="667">%null%</text>
0913    <text id="668">%null%</text>
0914    <text id="669">%null%</text>
0915    <text id="670">Craftable with a cracked pot.
0916    Various diseases are sealed inside.
0917
0918
0919    Causes sickness build-up in enemies
0920    when thrown.</text>
0921    <text id="810">Preparation of dried rowa fruit.
0922    Craftable item.
0923
0924    Feed to spectral steed while riding to restore its HP.
0925
0926    Rowa fruit is mildly poisonous and toxic to humans, but
        Torrent seems to have a taste for it.</text>
0927    <text id="811">Spectral steed food. Preparation of dried
0928    ripened tree fruit. Feed to spectral steed
0929    while riding to restore its HP.</text>
0930    <text id="812">Spectral steed food. Preparation of frozen
0931    ripened tree fruit. It has a great texture.
0932    Feed to spectral steed while riding to
0933    greatly restore its HP.</text>
0934    <text id="813">%null%</text>
0935    <text id="814">%null%</text>
0936    <text id="815">%null%</text>
0937    <text id="816">%null%</text>
0938    <text id="817">%null%</text>
0939    <text id="818">%null%</text>
0940    <text id="819">%null%</text>
0941    <text id="820">Preparation of cooked crab meat from
0942    the giant crabs that inhabit the lake region.
0943    It's sweet and delicious.</text>
0944    <text id="821">%null%</text>
0945    <text id="822">%null%</text>
0946    <text id="823">%null%</text>
0947    <text id="824">%null%</text>
0948    <text id="825">%null%</text>
0949    <text id="826">%null%</text>
0950    <text id="827">%null%</text>
0951    <text id="828">%null%</text>
0952    <text id="829">%null%</text>
0953    <text id="830">Preparation of cooked shrimp meat from
0954    the giant shrimp that inhabit the lake region.
0955    It's sweet and delicious.</text>
0956    <text id="900">Boluses made from green cave moss.
0957    Craftable item.
0958
0959    Cures poison ailment and relieves poison build-up.
0960
0961    Poison accumulates gradually, coming into effect once the
        threshold is reached. Poison ailment lowers HP in steady
        increments for a period.</text>
0962    <text id="901">%null%</text>
0963    <text id="902">%null%</text>
0964    <text id="903">%null%</text>
0965    <text id="904">%null%</text>
0966    <text id="905">%null%</text>
0967    <text id="906">%null%</text>
0968    <text id="907">%null%</text>
0969    <text id="908">%null%</text>
0970    <text id="909">%null%</text>
0971    <text id="910">Red boluses made from cave moss.
0972    Craftable item.
0973
0974    Relieves impending hemorrhage.
0975
0976    A hemorrhage builds up slowly, causing
0977    great damage once the threshold is reached.
0978    Take one of these in timely fashion to avoid
0979    such an event.</text>
0980    <text id="911">%null%</text>
0981    <text id="912">%null%</text>
0982    <text id="913">%null%</text>
0983    <text id="914">%null%</text>
0984    <text id="915">%null%</text>
0985    <text id="916">%null%</text>
0986    <text id="917">%null%</text>
0987    <text id="918">%null%</text>
```

```
00870
00871   Consumes FP. Throw at enemies to inflict heavy magic damage.
00872
00873   This pot, considered a "faux sorcery," was employed to
        protect the academy.</text>
00874   <text id="662">%null%</text>
00875   <text id="663">%null%</text>
00876   <text id="664">%null%</text>
00877   <text id="665">%null%</text>
00878   <text id="666">%null%</text>
00879   <text id="667">%null%</text>
00880   <text id="668">%null%</text>
00881   <text id="669">%null%</text>
00882   <text id="670">Craftable item prepared using a ritual pot.
00883   Decorated with the crest of scarlet wings.
00884
00885   Throw at enemies to cause buildup of scarlet rot.
00886
00887   The rot bubbles up from the Swamp of Aeonia, and eats away
        at life like a vicious plaque.</text>
00888   <text id="810">Preparation of dried Rowa fruit.
00889   Craftable item.
00890
00891   Feed to Torrent, the spectral steed, while riding to restore
        his HP.
00892
00893   Humans are unable to digest Rowa fruit, but Torrent seems to
        have a taste for it.</text>
00894   <text id="811">Preparation of dried Golden Rowa fruit.
00895   Craftable item.
00896
00897   Feed to Torrent, the spectral steed, while riding to greatly
        restore his HP.
00898
00899   Golden Rowa fruit is not unlike honey, and Torrent seems to
        have a taste for it.</text>
00900   <text id="812">Preparation of dried Rimed Rowa.
00901   Craftable item.
00902
00903   Feed to Torrent, the spectral steed, while riding to vastly
        restore his HP.
00904
00905   Torrent seems to enjoy the sensation of chewing this frozen,
        dried seed.</text>
00906   <text id="813">%null%</text>
00907   <text id="814">%null%</text>
00908   <text id="815">%null%</text>
00909   <text id="816">%null%</text>
00910   <text id="817">%null%</text>
00911   <text id="818">%null%</text>
00912   <text id="819">%null%</text>
00913   <text id="820">Boiled crab meat.
00914   A prime specimen of plump and moist meat.
00915   True connoisseurs know how to keep from over-salting.
00916
00917   Greatly boosts physical damage negation for a certain
        duration.
00918
00919   Unlike the "prawn" sold, this truly is crab. Not that it
        matters, it's delicious all the same.</text>
00920   <text id="821">%null%</text>
00921   <text id="822">%null%</text>
00922   <text id="823">%null%</text>
00923   <text id="824">%null%</text>
00924   <text id="825">%null%</text>
00925   <text id="826">%null%</text>
00926   <text id="827">%null%</text>
00927   <text id="828">%null%</text>
00928   <text id="829">%null%</text>
00929   <text id="830">Boiled prawn meat.
00930   A prime specimen of plump and moist meat.
00931   True connoisseurs know how to keep from over-salting.
00932
00933   Boosts physical damage negation for a certain duration.
00934
00935   The meat actually looks to have come from a crayfish. Not
        that it matters, it's delicious all the same.</text>
00936   <text id="900">Green boluses made from cave moss.
00937   Craftable item.
00938
00939   Alleviates poison buildup and cures poison ailment.
00940
00941   Poison accumulates gradually, coming into effect once the
        threshold is reached. Poison ailment lowers HP in steady
        increments for a period.</text>
00942   <text id="901">%null%</text>
00943   <text id="902">%null%</text>
00944   <text id="903">%null%</text>
00945   <text id="904">%null%</text>
00946   <text id="905">%null%</text>
00947   <text id="906">%null%</text>
00948   <text id="907">%null%</text>
00949   <text id="908">%null%</text>
00950   <text id="909">%null%</text>
00951   <text id="910">Red boluses made from cave moss.
00952   Craftable item.
00953
00954   Alleviates impending blood loss.
00955
00956   Blood loss escalates gradually, causing great damage once
        the threshold is reached. Take one of these in timely
        fashion to avoid such an event.</text>
00957   <text id="911">%null%</text>
00958   <text id="912">%null%</text>
00959   <text id="913">%null%</text>
00960   <text id="914">%null%</text>
00961   <text id="915">%null%</text>
00962   <text id="916">%null%</text>
00963   <text id="917">%null%</text>
00964   <text id="918">%null%</text>
```

```
0988  <text id="919">%null%</text>
0989  <text id="920">Boluses made of a compound of various
0990  ice-hued materials. Craftable item.
0991
0992  Relieves impending frostbite.
0993
0994  Frostbite builds up slowly, causing great
0995  damage once the threshold is reached.
0996  Vulnerability to staggering increases while
0997  afflicted.
0998
0999  Take one of these in timely fashion to avoid
1000  such events.</text>
1001  <text id="921">%null%</text>
1002  <text id="922">%null%</text>
1003  <text id="923">%null%</text>
1004  <text id="924">%null%</text>
1005  <text id="925">%null%</text>
1006  <text id="926">%null%</text>
1007  <text id="927">%null%</text>
1008  <text id="928">%null%</text>
1009  <text id="929">%null%</text>
1010  <text id="930">Boluses made of a compound of various
1011  pale purple materials. Craftable item.
1012
1013  Relieves impending somnolence.
1014
1015  Somnolence builds up slowly, causing sudden
1016  fogginess and loss of FP once the threshold
1017  is reached.
1018
1019  Take one of these in timely fashion to avoid
1020  such events.</text>
1021  <text id="931">%null%</text>
1022  <text id="932">%null%</text>
1023  <text id="933">%null%</text>
1024  <text id="934">%null%</text>
1025  <text id="935">%null%</text>
1026  <text id="936">%null%</text>
1027  <text id="937">%null%</text>
1028  <text id="938">%null%</text>
1029  <text id="939">%null%</text>
1030  <text id="940">Boluses made of a compound of various
1031  vermilion materials. Craftable item.
1032
1033  Reduces plague build-up.</text>
1034  <text id="941">%null%</text>
1035  <text id="942">%null%</text>
1036  <text id="943">%null%</text>
1037  <text id="944">%null%</text>
1038  <text id="945">%null%</text>
1039  <text id="946">%null%</text>
1040  <text id="947">%null%</text>
1041  <text id="948">%null%</text>
1042  <text id="949">%null%</text>
1043  <text id="950">Boluses made of a compound of various
1044  black materials. Craftable item.
1045
1046  Reduces curse build-up.</text>
1047  <text id="951">%null%</text>
1048  <text id="952">%null%</text>
1049  <text id="953">%null%</text>
1050  <text id="954">%null%</text>
1051  <text id="955">%null%</text>
1052  <text id="956">%null%</text>
1053  <text id="957">%null%</text>
1054  <text id="958">%null%</text>
1055  <text id="959">%null%</text>
1056  <text id="960">Boluses made of a compound of various
1057  yellow materials. Craftable item.
1058
1059  Reduces madness build-up.</text>
1060  <text id="1000">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
1061
1062  Filled with crimson tears, this flask restores HP with use.
      Though currently empty, simply rest at a site of grace to
      replenish.
1063
1064  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
1065  <text id="1001">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
1066
1067  Filled with crimson tears, this flask restores HP with use.
1068  Rest at a site of grace to replenish.
1069
1070  It is said that a Finger Maiden will bestow two such chalices
      upon the chosen Tarnished when they meet.</text>
1071  <text id="1002">A sacred flask modelled after a golden holy
      chalice that was once graced by a tear of life.
1072
1073  Filled with crimson tears, this flask restores HP with use.
      Though currently empty, simply rest at a site of grace to
      replenish.
```

```
00965  <text id="919">%null%</text>
00966  <text id="920">Ice-hued boluses made from cave moss.
00967  Craftable item.
00968
00969  Alleviates buildup of frost and cures frostbite ailment.
00970
00971  Frost accumulates gradually, causing damage and inflicting
       frostbite once the threshold is reached.
00972  Vulnerability to damage increases for a certain duration.</
       text>
00973  <text id="921">%null%</text>
00974  <text id="922">%null%</text>
00975  <text id="923">%null%</text>
00976  <text id="924">%null%</text>
00977  <text id="925">%null%</text>
00978  <text id="926">%null%</text>
00979  <text id="927">%null%</text>
00980  <text id="928">%null%</text>
00981  <text id="929">%null%</text>
00982  <text id="930">Light-purple boluses made from cave moss.
00983  Craftable item.
00984
00985  Alleviates buildup of sleep.
00986
00987  Sleep accumulates gradually, causing sudden fogginess and
       loss of FP once the threshold is reached, even if it does
       not force the afflicted into true slumber.
00988
00989  Take one of these in timely fashion to avoid such an
       event.</text>
00990  <text id="931">%null%</text>
00991  <text id="932">%null%</text>
00992  <text id="933">%null%</text>
00993  <text id="934">%null%</text>
00994  <text id="935">%null%</text>
00995  <text id="936">%null%</text>
00996  <text id="937">%null%</text>
00997  <text id="938">%null%</text>
00998  <text id="939">%null%</text>
00999  <text id="940">Scarlet boluses made of cave moss.
01000  Craftable item.
01001
01002  Alleviates scarlet rot buildup and cures rot aliment.
01003
01004  Scarlet rot accumulates gradually, coming into effect once
       the threshold is reached. Scarlet rot ailment greatly lowers
       HP in steady increments for a period.</text>
01005  <text id="941">%null%</text>
01006  <text id="942">%null%</text>
01007  <text id="943">%null%</text>
01008  <text id="944">%null%</text>
01009  <text id="945">%null%</text>
01010  <text id="946">%null%</text>
01011  <text id="947">%null%</text>
01012  <text id="948">%null%</text>
01013  <text id="949">%null%</text>
01014  <text id="950">Black boluses made of cave moss.
01015  Craftable item.
01016
01017  Alleviates death blight buildup.
01018
01019  Blight accumulates slowly, causing instant death once the
       threshold is reached. Take one of these in timely fashion to
       avoid such an event.</text>
01020  <text id="951">%null%</text>
01021  <text id="952">%null%</text>
01022  <text id="953">%null%</text>
01023  <text id="954">%null%</text>
01024  <text id="955">%null%</text>
01025  <text id="956">%null%</text>
01026  <text id="957">%null%</text>
01027  <text id="958">%null%</text>
01028  <text id="959">%null%</text>
01029  <text id="960">Yellow boluses made of cave moss.
01030  Craftable item.
01031
01032  Alleviates madness buildup.
01033
01034  Madness accumulates slowly, inflicting heavy damage and
       reducing FP once the threshold is reached. Take one of these
       in timely fashion to avoid such an event.</text>
01035  <text id="1000">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of blessing.
01036
01037  Filled with crimson tears, this flask restores HP with use.
       Though currently empty, simply rest at a site of grace to
       replenish.
01038
01039  The one washed up on the gravesite was sure to die, until
       this flask offered its gift of rejuvenation. To seek the
       Elden Ring.</text>
01040  <text id="1001">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of blessing.
01041
01042  Filled with crimson tears, this flask restores HP with use.
01043  Rest at a site of grace to replenish.
01044
01045  The one washed up on the gravesite was sure to die, until
       this flask offered its gift of rejuvenation. To seek the
       Elden Ring.</text>
01046  <text id="1002">A sacred flask modelled after a golden holy
       chalice that was once graced by a tear of blessing.
01047
01048  Filled with crimson tears, this flask restores HP with use.
       Though currently empty, simply rest at a site of grace to
       replenish.
```

1074	
1075	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1076	<text id="1003">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1077	
1078	Filled with crimson tears, this flask restores HP with use.
1079	Rest at a site of grace to replenish.
1080	
1081	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1082	<text id="1004">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1083	
1084	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1085	
1086	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1087	<text id="1005">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1088	
1089	Filled with crimson tears, this flask restores HP with use.
1090	Rest at a site of grace to replenish.
1091	
1092	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1093	<text id="1006">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1094	
1095	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1096	
1097	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1098	<text id="1007">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1099	
1100	Filled with crimson tears, this flask restores HP with use.
1101	Rest at a site of grace to replenish.
1102	
1103	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1104	<text id="1008">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1105	
1106	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1107	
1108	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1109	<text id="1009">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1110	
1111	Filled with crimson tears, this flask restores HP with use.
1112	Rest at a site of grace to replenish.
1113	
1114	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1115	<text id="1010">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1116	
1117	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1118	
1119	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1120	<text id="1011">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1121	
1122	Filled with crimson tears, this flask restores HP with use.
1123	Rest at a site of grace to replenish.
1124	
1125	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1126	<text id="1012">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1127	
1128	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1129	
1130	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1131	<text id="1013">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1132	
1133	Filled with crimson tears, this flask restores HP with use.
1134	Rest at a site of grace to replenish.
1135	
1136	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1137	<text id="1014">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1138	
1139	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1140	

01049	
01050	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01051	<text id="1003">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01052	
01053	Filled with crimson tears, this flask restores HP with use.
01054	Rest at a site of grace to replenish.
01055	
01056	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01057	<text id="1004">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01058	
01059	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01060	
01061	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01062	<text id="1005">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01063	
01064	Filled with crimson tears, this flask restores HP with use.
01065	Rest at a site of grace to replenish.
01066	
01067	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01068	<text id="1006">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01069	
01070	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01071	
01072	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01073	<text id="1007">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01074	
01075	Filled with crimson tears, this flask restores HP with use.
01076	Rest at a site of grace to replenish.
01077	
01078	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01079	<text id="1008">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01080	
01081	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01082	
01083	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01084	<text id="1009">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01085	
01086	Filled with crimson tears, this flask restores HP with use.
01087	Rest at a site of grace to replenish.
01088	
01089	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01090	<text id="1010">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01091	
01092	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01093	
01094	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01095	<text id="1011">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01096	
01097	Filled with crimson tears, this flask restores HP with use.
01098	Rest at a site of grace to replenish.
01099	
01100	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01101	<text id="1012">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01102	
01103	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01104	
01105	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01106	<text id="1013">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01107	
01108	Filled with crimson tears, this flask restores HP with use.
01109	Rest at a site of grace to replenish.
01110	
01111	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01112	<text id="1014">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01113	
01114	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01115	

1141	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01116	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1142	<text id="1015">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01117	<text id="1015">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1143	
01118	
1144	Filled with crimson tears, this flask restores HP with use.
01119	Filled with crimson tears, this flask restores HP with use.
1145	Rest at a site of grace to replenish.
01120	Rest at a site of grace to replenish.
1146	
01121	
1147	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01122	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1148	<text id="1016">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01123	<text id="1016">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1149	
01124	
1150	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01125	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1151	
01126	
1152	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01127	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1153	<text id="1017">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01128	<text id="1017">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1154	
01129	
1155	Filled with crimson tears, this flask restores HP with use.
01130	Filled with crimson tears, this flask restores HP with use.
1156	Rest at a site of grace to replenish.
01131	Rest at a site of grace to replenish.
1157	
01132	
1158	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01133	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1159	<text id="1018">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01134	<text id="1018">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1160	
01135	
1161	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01136	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1162	
01137	
1163	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01138	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1164	<text id="1019">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01139	<text id="1019">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1165	
01140	
1166	Filled with crimson tears, this flask restores HP with use.
01141	Filled with crimson tears, this flask restores HP with use.
1167	Rest at a site of grace to replenish.
01142	Rest at a site of grace to replenish.
1168	
01143	
1169	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01144	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1170	<text id="1020">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01145	<text id="1020">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1171	
01146	
1172	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01147	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1173	
01148	
1174	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01149	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1175	<text id="1021">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01150	<text id="1021">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1176	
01151	
1177	Filled with crimson tears, this flask restores HP with use.
01152	Filled with crimson tears, this flask restores HP with use.
1178	Rest at a site of grace to replenish.
01153	Rest at a site of grace to replenish.
1179	
01154	
1180	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01155	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1181	<text id="1022">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01156	<text id="1022">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1182	
01157	
1183	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01158	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1184	
01159	
1185	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01160	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1186	<text id="1023">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01161	<text id="1023">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1187	
01162	
1188	Filled with crimson tears, this flask restores HP with use.
01163	Filled with crimson tears, this flask restores HP with use.
1189	Rest at a site of grace to replenish.
01164	Rest at a site of grace to replenish.
1190	
01165	
1191	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01166	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1192	<text id="1024">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01167	<text id="1024">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1193	
01168	
1194	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
01169	Filled with crimson tears, this flask restores HP with use. Though currently empty, simply rest at a site of grace to replenish.
1195	
01170	
1196	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01171	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1197	<text id="1025">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01172	<text id="1025">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1198	
01173	
1199	Filled with crimson tears, this flask restores HP with use.
01174	Filled with crimson tears, this flask restores HP with use.
1200	Rest at a site of grace to replenish.
01175	Rest at a site of grace to replenish.
1201	
01176	
1202	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
01177	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1203	<text id="1050">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
01178	<text id="1050">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1204	
01179	
1205	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
01180	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1206	
01181	
1207	It is said that a Finger Maiden will bestow two such chalices
01182	The one washed up on the gravesite was sure to die, until

upon the chosen Tarnished when they meet.</text>	this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1208 <text id="1051">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01183 <text id="1051">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1209	01184
1210 Filled with cerulean tears, this flask restores FP with use.	01185 Filled with cerulean tears, this flask restores FP with use.
1211 Rest at a site of grace to replenish.	01186 Rest at a site of grace to replenish.
1212	01187
1213 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01188 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1214 <text id="1052">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01189 <text id="1052">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1215	01190
1216 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.	01191 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1217	01192
1218 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01193 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1219 <text id="1053">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01194 <text id="1053">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1220	01195
1221 Filled with cerulean tears, this flask restores FP with use.	01196 Filled with cerulean tears, this flask restores FP with use.
1222 Rest at a site of grace to replenish.	01197 Rest at a site of grace to replenish.
1223	01198
1224 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01199 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1225 <text id="1054">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01200 <text id="1054">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1226	01201
1227 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.	01202 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1228	01203
1229 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01204 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1230 <text id="1055">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01205 <text id="1055">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1231	01206
1232 Filled with cerulean tears, this flask restores FP with use.	01207 Filled with cerulean tears, this flask restores FP with use.
1233 Rest at a site of grace to replenish.	01208 Rest at a site of grace to replenish.
1234	01209
1235 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01210 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1236 <text id="1056">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01211 <text id="1056">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1237	01212
1238 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.	01213 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1239	01214
1240 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01215 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1241 <text id="1057">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01216 <text id="1057">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1242	01217
1243 Filled with cerulean tears, this flask restores FP with use.	01218 Filled with cerulean tears, this flask restores FP with use.
1244 Rest at a site of grace to replenish.	01219 Rest at a site of grace to replenish.
1245	01220
1246 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01221 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1247 <text id="1058">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01222 <text id="1058">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1248	01223
1249 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.	01224 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1250	01225
1251 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01226 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1252 <text id="1059">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01227 <text id="1059">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1253	01228
1254 Filled with cerulean tears, this flask restores FP with use.	01229 Filled with cerulean tears, this flask restores FP with use.
1255 Rest at a site of grace to replenish.	01230 Rest at a site of grace to replenish.
1256	01231
1257 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01232 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1258 <text id="1060">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01233 <text id="1060">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1259	01234
1260 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.	01235 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1261	01236
1262 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01237 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1263 <text id="1061">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01238 <text id="1061">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1264	01239
1265 Filled with cerulean tears, this flask restores FP with use.	01240 Filled with cerulean tears, this flask restores FP with use.
1266 Rest at a site of grace to replenish.	01241 Rest at a site of grace to replenish.
1267	01242
1268 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01243 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
1269 <text id="1062">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.	01244 <text id="1062">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
1270	01245
1271 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.	01246 Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1272	01247
1273 It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>	01248 The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the

1274	<text id="1063">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1275	
1276	Filled with cerulean tears, this flask restores FP with use.
1277	Rest at a site of grace to replenish.
1278	
1279	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1280	<text id="1064">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1281	
1282	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1283	
1284	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1285	<text id="1065">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1286	
1287	Filled with cerulean tears, this flask restores FP with use.
1288	Rest at a site of grace to replenish.
1289	
1290	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1291	<text id="1066">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1292	
1293	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1294	
1295	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1296	<text id="1067">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1297	
1298	Filled with cerulean tears, this flask restores FP with use.
1299	Rest at a site of grace to replenish.
1300	
1301	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1302	<text id="1068">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1303	
1304	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1305	
1306	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1307	<text id="1069">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1308	
1309	Filled with cerulean tears, this flask restores FP with use.
1310	Rest at a site of grace to replenish.
1311	
1312	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1313	<text id="1070">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1314	
1315	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1316	
1317	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1318	<text id="1071">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1319	
1320	Filled with cerulean tears, this flask restores FP with use.
1321	Rest at a site of grace to replenish.
1322	
1323	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1324	<text id="1072">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1325	
1326	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1327	
1328	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1329	<text id="1073">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1330	
1331	Filled with cerulean tears, this flask restores FP with use.
1332	Rest at a site of grace to replenish.
1333	
1334	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1335	<text id="1074">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1336	
1337	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
1338	
1339	It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>

	Elden Ring.</text>
01249	<text id="1063">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01250	
01251	Filled with cerulean tears, this flask restores FP with use.
01252	Rest at a site of grace to replenish.
01253	
01254	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01255	<text id="1064">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01256	
01257	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
01258	
01259	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01260	<text id="1065">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01261	
01262	Filled with cerulean tears, this flask restores FP with use.
01263	Rest at a site of grace to replenish.
01264	
01265	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01266	<text id="1066">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01267	
01268	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
01269	
01270	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01271	<text id="1067">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01272	
01273	Filled with cerulean tears, this flask restores FP with use.
01274	Rest at a site of grace to replenish.
01275	
01276	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01277	<text id="1068">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01278	
01279	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
01280	
01281	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01282	<text id="1069">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01283	
01284	Filled with cerulean tears, this flask restores FP with use.
01285	Rest at a site of grace to replenish.
01286	
01287	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01288	<text id="1070">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01289	
01290	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
01291	
01292	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01293	<text id="1071">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01294	
01295	Filled with cerulean tears, this flask restores FP with use.
01296	Rest at a site of grace to replenish.
01297	
01298	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01299	<text id="1072">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01300	
01301	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
01302	
01303	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01304	<text id="1073">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01305	
01306	Filled with cerulean tears, this flask restores FP with use.
01307	Rest at a site of grace to replenish.
01308	
01309	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01310	<text id="1074">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01311	
01312	Filled with cerulean tears, this flask restores FP with use. Though currently empty, simply rest at a site of grace to replenish.
01313	
01314	The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>

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1340  <text id="1075">A sacred flask modelled after a golden holy chalice that was once graced by a tear of life.
1341
1342  Filled with cerulean tears, this flask restores FP with use.
1343  Rest at a site of grace to replenish.
1344
1345  It is said that a Finger Maiden will bestow two such chalices upon the chosen Tarnished when they meet.</text>
1346  <text id="1100">Turtle neck meat, pickled in a bitter medicinal
1347  solution. Craftable item.
1348
1349  Boosts stamina recovery for a short time.
1350
1351  The nutrients churn through the body,
1352  practically boiling out heat from the core.</text>
1353  <text id="1101">%null%</text>
1354  <text id="1102">%null%</text>
1355  <text id="1103">%null%</text>
1356  <text id="1104">%null%</text>
1357  <text id="1105">%null%</text>
1358  <text id="1106">%null%</text>
1359  <text id="1107">%null%</text>
1360  <text id="1108">%null%</text>
1361  <text id="1109">%null%</text>
1362  <text id="1110">Cured strip of meat, dried out after pickling in a green medicinal solution.
1363  Craftable item.
1364
1365  Boosts immunity for a short time.
1366
1367  Immunity governs resistance to various poisons and blights. The higher it is, the lower the chance of succumbing to such ailments.</text>
1368  <text id="1111">%null%</text>
1369  <text id="1112">%null%</text>
1370  <text id="1113">%null%</text>
1371  <text id="1114">%null%</text>
1372  <text id="1115">%null%</text>
1373  <text id="1116">%null%</text>
1374  <text id="1117">%null%</text>
1375  <text id="1118">%null%</text>
1376  <text id="1119">%null%</text>
1377  <text id="1120">Cured vermillion meat, pickled in a medicinal
1378  solution. Craftable item.
1379
1380  Boosts robustness for a short time.
1381
1382  Robustness governs resistance to frostbite and
1383  hemorrhages. The higher it is, the lower the
1384  chance of succumbing to such ailments.</text>
1385  <text id="1121">%null%</text>
1386  <text id="1122">%null%</text>
1387  <text id="1123">%null%</text>
1388  <text id="1124">%null%</text>
1389  <text id="1125">%null%</text>
1390  <text id="1126">%null%</text>
1391  <text id="1127">%null%</text>
1392  <text id="1128">%null%</text>
1393  <text id="1129">%null%</text>
1394  <text id="1130">Cured yellow-purple meat, pickled in a
1395  medicinal solution. Craftable item.
1396
1397  Boosts focus for a short time.
1398
1399  Focus governs resistance to sleep and bouts of
1400  madness. The higher it is, the lower the chance
1401  of succumbing to such ailments.</text>
1402  <text id="1131">%null%</text>
1403  <text id="1132">%null%</text>
1404  <text id="1133">%null%</text>
1405  <text id="1134">%null%</text>
1406  <text id="1135">%null%</text>
1407  <text id="1136">%null%</text>
1408  <text id="1137">%null%</text>
1409  <text id="1138">%null%</text>
1410  <text id="1139">%null%</text>
1411  <text id="1140">Cured dappled meat, pickled in a medicinal
1412  solution. Craftable item.
1413
1414  Boosts immunity, robustness, and focus
1415  for a short time.</text>
1416  <text id="1141">%null%</text>
1417  <text id="1142">%null%</text>
1418  <text id="1143">%null%</text>
1419  <text id="1144">%null%</text>
1420  <text id="1145">%null%</text>
1421  <text id="1146">%null%</text>
1422  <text id="1147">%null%</text>
1423  <text id="1148">%null%</text>
1424  <text id="1149">%null%</text>
1425  <text id="1150">Cured liver, dried out after pickling
1426  in an iron blue medicinal solution.
1427  Craftable item.
1428
1429  Boosts magic damage negation for a short time.
1430
1431  The higher the magic damage negation attribute,
1432  the greater the damage mitigation against attacks imbued with
      magic will be.</text>
1433  <text id="1151">%null%</text>
1434  <text id="1152">%null%</text>
1435  <text id="1153">%null%</text>
1436  <text id="1154">%null%</text>
1437  <text id="1155">%null%</text>
1438  <text id="1156">%null%</text>
```

```
01315  <text id="1075">A sacred flask modelled after a golden holy chalice that was once graced by a tear of blessing.
01316
01317  Filled with cerulean tears, this flask restores FP with use.
01318  Rest at a site of grace to replenish.
01319
01320  The one washed up on the gravesite was sure to die, until this flask offered its gift of rejuvenation. To seek the Elden Ring.</text>
01321  <text id="1100">Turtle neck meat, pickled in a bitter medicinal
01322  solution. Craftable item.
01323
01324  Temporarily boosts stamina recovery.
01325
01326  The nutrients churn through the body, practically boiling out endless power.</text>
01327  <text id="1101">%null%</text>
01328  <text id="1102">%null%</text>
01329  <text id="1103">%null%</text>
01330  <text id="1104">%null%</text>
01331  <text id="1105">%null%</text>
01332  <text id="1106">%null%</text>
01333  <text id="1107">%null%</text>
01334  <text id="1108">%null%</text>
01335  <text id="1109">%null%</text>
01336  <text id="1110">Cured strip of meat, dried out after pickling in a green medicinal solution.
01337  Craftable item.
01338
01339  Temporarily boosts immunity.
01340
01341  Higher immunity helps to mitigate the buildup of various poisons and scarlet rot.</text>
01342  <text id="1111">%null%</text>
01343  <text id="1112">%null%</text>
01344  <text id="1113">%null%</text>
01345  <text id="1114">%null%</text>
01346  <text id="1115">%null%</text>
01347  <text id="1116">%null%</text>
01348  <text id="1117">%null%</text>
01349  <text id="1118">%null%</text>
01350  <text id="1119">%null%</text>
01351  <text id="1120">Cured strip of meat, dried out after pickling in a red medicinal solution.
01352  Craftable item.
01353
01354  Temporarily boosts robustness.
01355
01356  Higher robustness helps to mitigate the buildup of frost and blood loss.</text>
01357  <text id="1121">%null%</text>
01358  <text id="1122">%null%</text>
01359  <text id="1123">%null%</text>
01360  <text id="1124">%null%</text>
01361  <text id="1125">%null%</text>
01362  <text id="1126">%null%</text>
01363  <text id="1127">%null%</text>
01364  <text id="1128">%null%</text>
01365  <text id="1129">%null%</text>
01366  <text id="1130">Cured strip of meat, dried out after pickling in a purple medicinal solution.
01367  Craftable item.
01368
01369  Temporarily boosts focus.
01370
01371  Higher focus helps to mitigate the buildup of sleep and madness.</text>
01372  <text id="1131">%null%</text>
01373  <text id="1132">%null%</text>
01374  <text id="1133">%null%</text>
01375  <text id="1134">%null%</text>
01376  <text id="1135">%null%</text>
01377  <text id="1136">%null%</text>
01378  <text id="1137">%null%</text>
01379  <text id="1138">%null%</text>
01380  <text id="1139">%null%</text>
01381  <text id="1140">Cured strip of meat, dried out after pickling in a dappled medicinal solution.
01382  Craftable item.
01383
01384  Temporarily boosts immunity, robustness, and focus.</text>
01385  <text id="1141">%null%</text>
01386  <text id="1142">%null%</text>
01387  <text id="1143">%null%</text>
01388  <text id="1144">%null%</text>
01389  <text id="1145">%null%</text>
01390  <text id="1146">%null%</text>
01391  <text id="1147">%null%</text>
01392  <text id="1148">%null%</text>
01393  <text id="1149">%null%</text>
01394  <text id="1150">Cured animal liver, dried out after pickling in a blue medicinal solution.
01395  Craftable item.
01396
01397  Temporarily boosts magic damage negation, improving damage mitigation against attacks imbued with magic.</text>
01398  <text id="1151">%null%</text>
01399  <text id="1152">%null%</text>
01400  <text id="1153">%null%</text>
01401  <text id="1154">%null%</text>
01402  <text id="1155">%null%</text>
01403  <text id="1156">%null%</text>
```

```
1439 |   <text id="1157">%null%</text>
1440 |   <text id="1158">%null%</text>
1441 |   <text id="1159">%null%</text>
1442 |   <text id="1160">Cured animal liver, dried out after pickling
     |   in a flame-hued medicinal solution.
1443 |   Craftable item.
1444 |
1445 |   Boosts fire damage negation for a short time, improving
     |   damage mitigation against attacks imbued with fire.</text>
1446 |   <text id="1161">%null%</text>
1447 |   <text id="1162">%null%</text>
1448 |   <text id="1163">%null%</text>
1449 |   <text id="1164">%null%</text>
1450 |   <text id="1165">%null%</text>
1451 |   <text id="1166">%null%</text>
1452 |   <text id="1167">%null%</text>
1453 |   <text id="1168">%null%</text>
1454 |   <text id="1169">%null%</text>
1455 |   <text id="1170">Cured liver, dried out after pickling
     |
1456 |   in an yellowish-white medicinal solution.
1457 |   Craftable item.
1458 |
1459 |   Boosts lightning damage negation for a short time.
     |
     |
1460 |
1461 |   The higher the lightning damage negation
1462 |   attribute, the greater the damage mitigation
1463 |   against attacks imbued with lightning will be.</text>
1464 |   <text id="1171">%null%</text>
1465 |   <text id="1172">%null%</text>
1466 |   <text id="1173">%null%</text>
1467 |   <text id="1174">%null%</text>
1468 |   <text id="1175">%null%</text>
1469 |   <text id="1176">%null%</text>
1470 |   <text id="1177">%null%</text>
```

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01404 |   <text id="1157">%null%</text>
01405 |   <text id="1158">%null%</text>
01406 |   <text id="1159">%null%</text>
01407 |   <text id="1160">Cured animal liver, dried out after pickling
      |   in a red medicinal solution.
01408 |   Craftable item.
01409 |
01410 |   Temporarily boosts fire damage negation, improving damage
      |   mitigation against attacks imbued with fire.</text>
01411 |   <text id="1161">%null%</text>
01412 |   <text id="1162">%null%</text>
01413 |   <text id="1163">%null%</text>
01414 |   <text id="1164">%null%</text>
01415 |   <text id="1165">%null%</text>
01416 |   <text id="1166">%null%</text>
01417 |   <text id="1167">%null%</text>
01418 |   <text id="1168">%null%</text>
01419 |   <text id="1169">%null%</text>
01420 |   <text id="1170">Cured animal liver, dried out after pickling
      |   in an yellow medicinal solution.
      |
01421 |   Craftable item.
01422 |
01423 |   Temporarily boosts lightning damage negation, improving
      |   damage mitigation against attacks imbued with lightning.</
      |   text>
      |
      |
      |
      |
01424 |   <text id="1171">%null%</text>
01425 |   <text id="1172">%null%</text>
01426 |   <text id="1173">%null%</text>
01427 |   <text id="1174">%null%</text>
01428 |   <text id="1175">%null%</text>
01429 |   <text id="1176">%null%</text>
01430 |   <text id="1177">%null%</text>
```

```
1471 |   <text id="1178">%null%</text>
1472 |   <text id="1179">%null%</text>
1473 |   <text id="1180">Cured liver, dried out after pickling
     |
1474 |   in an golden medicinal solution.
1475 |   Craftable item.
1476 |
1477 |   Boosts holy damage negation for a short time.
     |
1478 |
1479 |   The higher the holy damage negation
1480 |   attribute, the greater the damage mitigation
1481 |   against holy imbued attacks will be.</text>
1482 |   <text id="1181">%null%</text>
1483 |   <text id="1182">%null%</text>
1484 |   <text id="1183">%null%</text>
1485 |   <text id="1184">%null%</text>
1486 |   <text id="1185">%null%</text>
1487 |   <text id="1186">%null%</text>
1488 |   <text id="1187">%null%</text>
1489 |   <text id="1188">%null%</text>
1490 |   <text id="1189">%null%</text>
1491 |   <text id="1190">The four-toed foot of a fowl, pickled after
     |
1492 |   treatment in a silvery medicinal solution.
1493 |   Craftable item.
1494 |
1495 |   Boosts item discovery for a short time.</text>
     |
     |
     |
     |
1496 |   <text id="1191">%null%</text>
1497 |   <text id="1192">%null%</text>
1498 |   <text id="1193">%null%</text>
1499 |   <text id="1194">%null%</text>
1500 |   <text id="1195">%null%</text>
1501 |   <text id="1196">%null%</text>
1502 |   <text id="1197">%null%</text>
```

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01431 |   <text id="1178">%null%</text>
01432 |   <text id="1179">%null%</text>
01433 |   <text id="1180">Cured animal liver, dried out after pickling
      |   in a golden medicinal solution.
01434 |   Craftable item.
01435 |
01436 |   Temporarily boosts holy damage negation, improving damage
      |   mitigation against attacks imbued with holiness.</text>
      |
      |
      |
01437 |   <text id="1181">%null%</text>
01438 |   <text id="1182">%null%</text>
01439 |   <text id="1183">%null%</text>
01440 |   <text id="1184">%null%</text>
01441 |   <text id="1185">%null%</text>
01442 |   <text id="1186">%null%</text>
01443 |   <text id="1187">%null%</text>
01444 |   <text id="1188">%null%</text>
01445 |   <text id="1189">%null%</text>
01446 |   <text id="1190">Four-toed foot of a fowl, pickled in a
      |   silvery medicinal solution.
01447 |   Craftable item.
01448 |
01449 |   Temporarily boosts item discovery.
01450 |
01451 |   Since old times, the needy would scrape the meat clean even
      |   from a fowl's claw.
01452 |   </text>
01453 |   <text id="1191">%null%</text>
01454 |   <text id="1192">%null%</text>
01455 |   <text id="1193">%null%</text>
01456 |   <text id="1194">%null%</text>
01457 |   <text id="1195">%null%</text>
01458 |   <text id="1196">%null%</text>
01459 |   <text id="1197">%null%</text>
```

```
1503 |   <text id="1198">%null%</text>
1504 |   <text id="1199">%null%</text>
1505 |   <text id="1200">Four-toed bird foot, pickled in a golden
     |   medicinal solution.
1506 |   Craftable item.
1507 |
1508 |   Boosts the amount of runes obtained from defeating enemies
     |   for a short time.
1509 |
1510 |   A macabre item, evidence of the desperate ends that those who
     |   crave riches will go to.</text>
1511 |   <text id="1201">%null%</text>
1512 |   <text id="1202">%null%</text>
1513 |   <text id="1203">%null%</text>
1514 |   <text id="1204">%null%</text>
1515 |   <text id="1205">%null%</text>
1516 |   <text id="1206">%null%</text>
1517 |   <text id="1207">%null%</text>
1518 |   <text id="1208">%null%</text>
1519 |   <text id="1209">%null%</text>
1520 |   <text id="1210">A lump of beast flesh pickled in a medicinal
     |   solution mixed with fiery spices.
1521 |   Craftable item.
1522 |
1523 |   Boosts physical attack for a short time.
1524 |
1525 |   Considered a delicacy in the badlands, this invigorating
     |   repast was for the exclusive benefit of those who they called
     |   heroes.</text>
1526 |   <text id="1211">%null%</text>
1527 |   <text id="1212">%null%</text>
1528 |   <text id="1213">%null%</text>
1529 |   <text id="1214">%null%</text>
1530 |   <text id="1215">%null%</text>
1531 |   <text id="1216">%null%</text>
1532 |   <text id="1217">%null%</text>
1533 |   <text id="1218">%null%</text>
1534 |   <text id="1219">%null%</text>
1535 |   <text id="1220">A grey colored cured liver, dried out
```

```
01460 |   <text id="1198">%null%</text>
01461 |   <text id="1199">%null%</text>
01462 |   <text id="1200">Four-toed foot of a fowl, pickled in a
      |   golden medicinal solution.
01463 |   Craftable item.
01464 |
01465 |   Boosts the amount of runes obtained from defeating enemies
      |   for a certain duration.
01466 |
01467 |   Since old times, the needy would scrape the meat clean even
      |   from a fowl's claw.</text>
01468 |   <text id="1201">%null%</text>
01469 |   <text id="1202">%null%</text>
01470 |   <text id="1203">%null%</text>
01471 |   <text id="1204">%null%</text>
01472 |   <text id="1205">%null%</text>
01473 |   <text id="1206">%null%</text>
01474 |   <text id="1207">%null%</text>
01475 |   <text id="1208">%null%</text>
01476 |   <text id="1209">%null%</text>
01477 |   <text id="1210">A lump of animal flesh pickled in a
      |   medicinal solution mixed with fiery spices.
01478 |   Craftable item.
01479 |
01480 |   Temporarily boosts physical attack.
01481 |
01482 |   Considered a delicacy in the badlands, this invigorating
      |   repast was for the exclusive benefit of those who they deem
      |   heroes.</text>
01483 |   <text id="1211">%null%</text>
01484 |   <text id="1212">%null%</text>
01485 |   <text id="1213">%null%</text>
01486 |   <text id="1214">%null%</text>
01487 |   <text id="1215">%null%</text>
01488 |   <text id="1216">%null%</text>
01489 |   <text id="1217">%null%</text>
01490 |   <text id="1218">%null%</text>
01491 |   <text id="1219">%null%</text>
01492 |   <text id="1220">A grey colored cured liver, dried out
```

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1536  after pickling in a medicinal solution.
1537  Craftable item.
1538
1539  Boosts instant death resistance
1540  for a short time.</text>
1541  <text id="1235">The meat of an accursed,

1542  pounded into a viscous pulp while
1543  still alive.
1544
1545  It is seasoned with only salt,
1546  and partly rotten. Consuming
1547  this will restore HP while also

1548  poisoning the user.</text>
1549  <text id="1236">%null%</text>
1550  <text id="1237">%null%</text>
1551  <text id="1238">%null%</text>
1552  <text id="1239">%null%</text>
1553  <text id="1240">The eyeball of one wrought with chaos
      sickness.

1554  This eye was uncapable of completely housing
1555  the chaos flame.
1556
1557  It resembles a large, ripened red grape

1558  and if eaten with one's eyes closed,

1559  even tastes like a rare grape variety.</text>
1560  <text id="1290">Light from pale blue stars that rained from
      above.
1561  Its afterglow remained in the earth as shards.
1562
1563  Some merchants may part ways with their
1564  wares in exchange for this.</text>
1565  <text id="1310">A green-grey colored cured liver, dried out

1566  after pickling in a medicinal solution.

1567  Craftable item.
1568
1569  Boosts immunity for a short time.
1570  The blood has been properly drained,
1571  giving it a longer effect than traditional
1572  dried meat.
1573
1574  Immunity refers to one's resistance to

1575  various sicknesses and poisons.
1576  The higher this skill, the lower chance
1577  of being inflicted with either.</text>
1578  <text id="1311">%null%</text>
1579  <text id="1312">%null%</text>
1580  <text id="1313">%null%</text>
1581  <text id="1314">%null%</text>
1582  <text id="1315">%null%</text>
1583  <text id="1316">%null%</text>
1584  <text id="1317">%null%</text>
1585  <text id="1318">%null%</text>
1586  <text id="1319">%null%</text>
1587  <text id="1320">A vermillion colored cured liver, dried out

1588  after pickling in a medicinal solution.
1589  Craftable item.
1590
1591  Boosts robustness for a short time.
1592
1593  Robustness refers to one's resistance to

1594  hemorrhaging and frostbite.
1595  The higher this skill, the lower chance
1596  of being inflicted with either.</text>
1597  <text id="1321">%null%</text>
1598  <text id="1322">%null%</text>
1599  <text id="1323">%null%</text>
1600  <text id="1324">%null%</text>
1601  <text id="1325">%null%</text>
1602  <text id="1326">%null%</text>
1603  <text id="1327">%null%</text>
1604  <text id="1328">%null%</text>
1605  <text id="1329">%null%</text>
1606  <text id="1330">A purple-yellow colored cured liver,

1607  dried out after pickling in a medicinal solution.
1608  Craftable item.
1609
1610  Boosts focus for a short time.
1611  The blood has been properly drained,
1612  giving it a longer effect than traditional
1613  dried meat.
1614
1615  Focus refers to one's resistance to

1616  sleep and madness.
1617  The higher this skill, the lower chance
1618  of being inflicted with either.</text>
1619  <text id="1331">%null%</text>
1620  <text id="1332">%null%</text>
1621  <text id="1333">%null%</text>
1622  <text id="1334">%null%</text>
1623  <text id="1335">%null%</text>
1624  <text id="1336">%null%</text>
1625  <text id="1337">%null%</text>
1626  <text id="1338">%null%</text>
1627  <text id="1339">%null%</text>
1628  <text id="1340">A mixed colored cured liver,

1629  dried out after pickling in a medicinal solution.
1630  Craftable item.
1631
1632  Boosts immunity, robustness and focus
1633  for a short time.
1634  The blood has been properly drained,
```

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01493  after pickling in a medicinal solution.
01494  Craftable item.
01495
01496  Boosts instant death resistance
01497  for a short time.</text>
01498  <text id="1235">A pungent raw meatball, made succulent by
       virtue of being on the verge of turning.

01499
01500  Restores HP but also poisons the user.
01501
01502  Not recommended for those who prefer to know the origin of
       their meats.</text>

01503  <text id="1236">%null%</text>
01504  <text id="1237">%null%</text>
01505  <text id="1238">%null%</text>
01506  <text id="1239">%null%</text>
01507  <text id="1240">A yellowing, oozing eyeball of the infirm.
       The surface is shriveled, and the inside is squishy, not
       unlike a large, overly-ripe grape.


01508
01509  Give to the blind maiden to guide her to the distant
       light.</text>
01510  <text id="1290">An ephemeral sliver that gives off a pale
       blue glow.
01511  What remains of a passing flash of starlight.


01512
01513  Use to gradually recover FP.
01514
01515  A prized item that was once used in the Eternal City as an
       ingredient in intoxicating draughts.</text>
01516  <text id="1310">A white sliced meat, dried out after
       pickling in a green medicinal solution.
01517  Craftable item.
01518
01519  Temporarily boosts immunity.


01520
01521  Lasts longer than traditional cured meat, but with reduced
       effectiveness.</text>


01522  <text id="1311">%null%</text>
01523  <text id="1312">%null%</text>
01524  <text id="1313">%null%</text>
01525  <text id="1314">%null%</text>
01526  <text id="1315">%null%</text>
01527  <text id="1316">%null%</text>
01528  <text id="1317">%null%</text>
01529  <text id="1318">%null%</text>
01530  <text id="1319">%null%</text>
01531  <text id="1320">A white sliced meat, dried out after
       pickling in a red medicinal solution.

01532  Craftable item.
01533
01534  Temporarily boosts robustness.
01535
01536  Lasts longer than traditional cured meat, but with reduced
       effectiveness.</text>


01537  <text id="1321">%null%</text>
01538  <text id="1322">%null%</text>
01539  <text id="1323">%null%</text>
01540  <text id="1324">%null%</text>
01541  <text id="1325">%null%</text>
01542  <text id="1326">%null%</text>
01543  <text id="1327">%null%</text>
01544  <text id="1328">%null%</text>
01545  <text id="1329">%null%</text>
01546  <text id="1330">A white sliced meat, dried out after
       pickling in a purple medicinal solution.

01547  Craftable item.
01548
01549  Temporarily boosts focus.


01550
01551  Lasts longer than traditional cured meat, but with reduced
       effectiveness.</text>


01552  <text id="1331">%null%</text>
01553  <text id="1332">%null%</text>
01554  <text id="1333">%null%</text>
01555  <text id="1334">%null%</text>
01556  <text id="1335">%null%</text>
01557  <text id="1336">%null%</text>
01558  <text id="1337">%null%</text>
01559  <text id="1338">%null%</text>
01560  <text id="1339">%null%</text>
01561  <text id="1340">A white sliced meat, dried out after
       pickling in a dappled medicinal solution.

01562  Craftable item.
01563
01564  Temporarily boosts immunity, robustness, and focus.
01565
01566  Lasts longer than traditional cured meat, but with reduced
       effectiveness.</text>
```

```
1635  giving it a longer effect than traditional
1636  dried meat.</text>
1637  <text id="1341">%null%</text>
1638  <text id="1342">%null%</text>
1639  <text id="1343">%null%</text>
1640  <text id="1344">%null%</text>
1641  <text id="1345">%null%</text>
1642  <text id="1346">%null%</text>
1643  <text id="1347">%null%</text>
1644  <text id="1348">%null%</text>
1645  <text id="1349">%null%</text>
1646  <text id="1350">A black-gold colored cured liver,
1647  dried out after pickling in a medicinal solution.
1648  Craftable item.
1649
1650  Boosts resistance to instant death
1651  for a short time.
1652  The blood has been properly drained,
1653  giving it a longer effect than traditional
1654  dried meat.</text>
1655  <text id="1400">Solidified grease made from a mixture of
      incendiary materials.
1656  Craftable item.
1657
1658  Coats armament, adding fire damage to attacks.
1659  The effect lasts only for a short time.</text>
1660  <text id="1401">%null%</text>
1661  <text id="1402">%null%</text>
1662  <text id="1403">%null%</text>
1663  <text id="1404">%null%</text>
1664  <text id="1405">%null%</text>
1665  <text id="1406">%null%</text>
1666  <text id="1407">%null%</text>
1667  <text id="1408">%null%</text>
1668  <text id="1409">%null%</text>
1669  <text id="1410">Solidified grease made from a mixture

1670  of fulminary materials. Craftable item.
1671
1672  Coats weapon, inflicting lightning damage.
1673  </text>
1674  <text id="1411">%null%</text>
1675  <text id="1412">%null%</text>
1676  <text id="1413">%null%</text>
1677  <text id="1414">%null%</text>
1678  <text id="1415">%null%</text>
1679  <text id="1416">%null%</text>
1680  <text id="1417">%null%</text>
1681  <text id="1418">%null%</text>
1682  <text id="1419">%null%</text>
1683  <text id="1420">Solidified grease made from a mixture of

1684  magically resonant materials. Craftable item.
1685
1686  Coats weapon, inflicting magic damage.
1687  </text>
1688  <text id="1421">%null%</text>
1689  <text id="1422">%null%</text>
1690  <text id="1423">%null%</text>
1691  <text id="1424">%null%</text>
1692  <text id="1425">%null%</text>
1693  <text id="1426">%null%</text>
1694  <text id="1427">%null%</text>
1695  <text id="1428">%null%</text>
1696  <text id="1429">%null%</text>
1697  <text id="1430">Solidified grease made from a mixture of

1698  holy resonant materials. Craftable item.
1699
1700  Coats weapon, inflicting holy damage.</text>

1701  <text id="1431">%null%</text>
1702  <text id="1432">%null%</text>
1703  <text id="1433">%null%</text>
1704  <text id="1434">%null%</text>
1705  <text id="1435">%null%</text>
1706  <text id="1436">%null%</text>
1707  <text id="1437">%null%</text>
1708  <text id="1438">%null%</text>
1709  <text id="1439">%null%</text>
1710  <text id="1440">Blistered solid grease made from a mixture

1711  of blood and other materials. Craftable item.
1712
1713  Coats weapon, inflicting hemorrhages.
1714
1715  The blistered blood breaks the skin,
1716  causing severe lacerations. Known to be
1717  the weapon of choice of schemers and
1718  malcontents since ages past.
1719  </text>
1720  <text id="1441">%null%</text>
1721  <text id="1442">%null%</text>
1722  <text id="1443">%null%</text>
1723  <text id="1444">%null%</text>
1724  <text id="1445">%null%</text>
1725  <text id="1446">%null%</text>
1726  <text id="1447">%null%</text>
1727  <text id="1448">%null%</text>
1728  <text id="1449">%null%</text>
1729  <text id="1450">Solidified grease made using St Trina's

1730  jealously guarded arts. Craftable item.
1731
1732  Coats weapon, inflicting sleep.
1733
1734  The Saint of the Cradlesong has become the very
1735  symbol of lost repose, and the feeble of heart
1736  were powerless to resist her kindness even
1737  upon the battlefield.
1738  </text>
1739  <text id="1451">%null%</text>
1740  <text id="1452">%null%</text>
1741  <text id="1453">%null%</text>
1742  <text id="1454">%null%</text>
```

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01567  <text id="1341">%null%</text>
01568  <text id="1342">%null%</text>
01569  <text id="1343">%null%</text>
01570  <text id="1344">%null%</text>
01571  <text id="1345">%null%</text>
01572  <text id="1346">%null%</text>
01573  <text id="1347">%null%</text>
01574  <text id="1348">%null%</text>
01575  <text id="1349">%null%</text>
01576  <text id="1350">A black-gold colored cured liver,
01577  dried out after pickling in a medicinal solution.
01578  Craftable item.
01579
01580  Boosts resistance to instant death
01581  for a short time.
01582  The blood has been properly drained,
01583  giving it a longer effect than traditional
01584  dried meat.</text>
01585  <text id="1400">Solidified grease made from a mixture of
      incendiary materials. Craftable item.
01586
01587  Coats armament, adding fire damage to attacks.
01588  The effect lasts only for a short time.</text>
01589  <text id="1401">%null%</text>
01590  <text id="1402">%null%</text>
01591  <text id="1403">%null%</text>
01592  <text id="1404">%null%</text>
01593  <text id="1405">%null%</text>
01594  <text id="1406">%null%</text>
01595  <text id="1407">%null%</text>
01596  <text id="1408">%null%</text>
01597  <text id="1409">%null%</text>
01598  <text id="1410">Solidified grease made from a mixture of
      fulminating materials. Craftable item.
01599
01600  Coats armament, adding lightning damage to attacks.
01601  The effect lasts only for a short time.</text>
01602  <text id="1411">%null%</text>
01603  <text id="1412">%null%</text>
01604  <text id="1413">%null%</text>
01605  <text id="1414">%null%</text>
01606  <text id="1415">%null%</text>
01607  <text id="1416">%null%</text>
01608  <text id="1417">%null%</text>
01609  <text id="1418">%null%</text>
01610  <text id="1419">%null%</text>
01611  <text id="1420">Solidified grease made from a mixture of
      magically resonant materials. Craftable item.
01612
01613  Coats armament, adding magic damage to attacks.
01614  The effect lasts only for a short time.</text>
01615  <text id="1421">%null%</text>
01616  <text id="1422">%null%</text>
01617  <text id="1423">%null%</text>
01618  <text id="1424">%null%</text>
01619  <text id="1425">%null%</text>
01620  <text id="1426">%null%</text>
01621  <text id="1427">%null%</text>
01622  <text id="1428">%null%</text>
01623  <text id="1429">%null%</text>
01624  <text id="1430">Solidified grease made from a mixture of
      holy resonant materials. Craftable item.
01625
01626  Coats armament, adding holy damage to attacks.
01627  The effect lasts only for a short time.</text>
01628  <text id="1431">%null%</text>
01629  <text id="1432">%null%</text>
01630  <text id="1433">%null%</text>
01631  <text id="1434">%null%</text>
01632  <text id="1435">%null%</text>
01633  <text id="1436">%null%</text>
01634  <text id="1437">%null%</text>
01635  <text id="1438">%null%</text>
01636  <text id="1439">%null%</text>
01637  <text id="1440">Solidified grease made from a mixture of
      blood-red materials. Craftable item.
01638
01639  Coats armament, inflicting blood loss.
01640  The effect lasts only for a short time.</text>
01641  <text id="1441">%null%</text>
01642  <text id="1442">%null%</text>
01643  <text id="1443">%null%</text>
01644  <text id="1444">%null%</text>
01645  <text id="1445">%null%</text>
01646  <text id="1446">%null%</text>
01647  <text id="1447">%null%</text>
01648  <text id="1448">%null%</text>
01649  <text id="1449">%null%</text>
01650  <text id="1450">Solidified grease made from a mixture of
      light-purple materials. Craftable item.
01651
01652  Coats armament, inflicting sleep.
01653  The effect lasts only for a short time.</text>
01654  <text id="1451">%null%</text>
01655  <text id="1452">%null%</text>
01656  <text id="1453">%null%</text>
01657  <text id="1454">%null%</text>
```

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1743 |   <text id="1455">%null%</text>
1744 |   <text id="1456">%null%</text>
1745 |   <text id="1457">%null%</text>
1746 |   <text id="1458">%null%</text>
1747 |   <text id="1459">%null%</text>
1748 |   <text id="1460">Solidified grease made from a mixture
1749 |   of rotten materials. Craftable item.
1750 |
1751 |   Coats weapon, inflicting poison.
1752 |
1753 |   Though the act of poisoning one's weapon is
1754 |   hardly uncommon in the Lands Between,
1755 |   the fanatical disciples of decay wield such
1756 |   weapons with particular fervor, delighting
1757 |   in every successful act of poisoning.
1758 |   </text>
1759 |   <text id="1461">%null%</text>
1760 |   <text id="1462">%null%</text>
1761 |   <text id="1463">%null%</text>
1762 |   <text id="1464">%null%</text>
1763 |   <text id="1465">%null%</text>
1764 |   <text id="1466">%null%</text>
1765 |   <text id="1467">%null%</text>
1766 |   <text id="1468">%null%</text>
1767 |   <text id="1469">%null%</text>
1768 |   <text id="1470">Solidified grease made using Rani's
1769 |   furtive arts. Craftable item.
1770 |
1771 |   Coats weapon, inflicting frostbite.
1772 |
1773 |   The women of the Carian royal family
1774 |   look to the moon to guide their fates.
1775 |   Rani's is a moon dark and blanketed with rime.
1776 |   </text>
1777 |   <text id="1471">%null%</text>
```

```
01658 |   <text id="1455">%null%</text>
01659 |   <text id="1456">%null%</text>
01660 |   <text id="1457">%null%</text>
01661 |   <text id="1458">%null%</text>
01662 |   <text id="1459">%null%</text>
01663 |   <text id="1460">Solidified grease made from a mixture of
      |   poison-green materials. Craftable item.
      |
01664 |
01665 |   Coats armament, inflicting poison.
01666 |   The effect lasts only for a short time.</text>
01667 |   <text id="1461">%null%</text>
01668 |   <text id="1462">%null%</text>
01669 |   <text id="1463">%null%</text>
01670 |   <text id="1464">%null%</text>
01671 |   <text id="1465">%null%</text>
01672 |   <text id="1466">%null%</text>
01673 |   <text id="1467">%null%</text>
01674 |   <text id="1468">%null%</text>
01675 |   <text id="1469">%null%</text>
01676 |   <text id="1470">Solidified grease made from a mixture of
      |   frozen materials. Craftable item.
      |
01677 |
01678 |   Coats armament, inflicting frost.
01679 |   The effect lasts only for a short time.</text>
01680 |   <text id="1471">%null%</text>
```

```
1778 |   <text id="1472">%null%</text>
1779 |   <text id="1473">%null%</text>
1780 |   <text id="1474">%null%</text>
1781 |   <text id="1475">%null%</text>
1782 |   <text id="1476">%null%</text>
1783 |   <text id="1477">%null%</text>
1784 |   <text id="1478">%null%</text>
1785 |   <text id="1479">%null%</text>
1786 |   <text id="1480">A special solidified grease covering
1787 |   the sharp edges of fine pebbles.
1788 |   Craftable item.
1789 |
1790 |   Coats weapon, granting special
1791 |   dragon attacks.</text>
1792 |   <text id="1481">%null%</text>
1793 |   <text id="1482">%null%</text>
1794 |   <text id="1483">%null%</text>
1795 |   <text id="1484">%null%</text>
1796 |   <text id="1485">%null%</text>
1797 |   <text id="1486">%null%</text>
1798 |   <text id="1487">%null%</text>
1799 |   <text id="1488">%null%</text>
1800 |   <text id="1489">%null%</text>
1801 |   <text id="1490">Solidified grease made using
1802 |   a diseased, rot covered butterfly.
1803 |   Craftable item.
1804 |
1805 |   Coats weapon, inflicting plague.</text>
1806 |   <text id="1491">%null%</text>
1807 |   <text id="1492">%null%</text>
1808 |   <text id="1493">%null%</text>
1809 |   <text id="1494">%null%</text>
```

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01681 |   <text id="1472">%null%</text>
01682 |   <text id="1473">%null%</text>
01683 |   <text id="1474">%null%</text>
01684 |   <text id="1475">%null%</text>
01685 |   <text id="1476">%null%</text>
01686 |   <text id="1477">%null%</text>
01687 |   <text id="1478">%null%</text>
01688 |   <text id="1479">%null%</text>
01689 |   <text id="1480">Solidified grease made from a mixture of
      |   Gravel Stones. Craftable item.
      |
01690 |
01691 |   Coats armament, granting anti-dragon effects.
01692 |   The effect lasts only for a short time.
01693 |
01694 |   When the dragons were born from their ancient kin, they lost
      |   their stone scales, which can now be used to cause them
      |   mortal harm.</text>
01695 |   <text id="1481">%null%</text>
01696 |   <text id="1482">%null%</text>
01697 |   <text id="1483">%null%</text>
01698 |   <text id="1484">%null%</text>
01699 |   <text id="1485">%null%</text>
01700 |   <text id="1486">%null%</text>
01701 |   <text id="1487">%null%</text>
01702 |   <text id="1488">%null%</text>
01703 |   <text id="1489">%null%</text>
01704 |   <text id="1490">Solidified grease made from a mixture of
      |   rotten materials. Craftable item.
      |
01705 |
01706 |   Coats armament, inflicting scarlet rot.
01707 |   The effect lasts only for a short time.</text>
01708 |   <text id="1491">%null%</text>
01709 |   <text id="1492">%null%</text>
01710 |   <text id="1493">%null%</text>
01711 |   <text id="1494">%null%</text>
```

```
1810 |   <text id="1495">%null%</text>
1811 |   <text id="1496">%null%</text>
1812 |   <text id="1497">%null%</text>
1813 |   <text id="1498">%null%</text>
1814 |   <text id="1499">%null%</text>
1815 |   <text id="1500">Solidified grease made from a mixture of
      |   incendiary materials.
1816 |   Craftable item.
1817 |
1818 |   A smallish lump with a short string attached.
1819 |   Quickly coats armament, inflicting fire damage.
1820 |   However, the effects are only brief.</text>
1821 |   <text id="1501">%null%</text>
1822 |   <text id="1502">%null%</text>
1823 |   <text id="1503">%null%</text>
1824 |   <text id="1504">%null%</text>
1825 |   <text id="1505">%null%</text>
1826 |   <text id="1506">%null%</text>
1827 |   <text id="1507">%null%</text>
1828 |   <text id="1508">%null%</text>
1829 |   <text id="1509">%null%</text>
1830 |   <text id="1510">Solidified grease made from a mixture
1831 |   of fulminary materials. Craftable item.
1832 |
1833 |   A short string is attached to this lump.
1834 |   Quickly coats weapon, inflicting lightning damage.
1835 |   </text>
1836 |   <text id="1511">%null%</text>
1837 |   <text id="1512">%null%</text>
1838 |   <text id="1513">%null%</text>
1839 |   <text id="1514">%null%</text>
1840 |   <text id="1515">%null%</text>
1841 |   <text id="1516">%null%</text>
1842 |   <text id="1517">%null%</text>
1843 |   <text id="1518">%null%</text>
1844 |   <text id="1519">%null%</text>
```

```
01712 |   <text id="1495">%null%</text>
01713 |   <text id="1496">%null%</text>
01714 |   <text id="1497">%null%</text>
01715 |   <text id="1498">%null%</text>
01716 |   <text id="1499">%null%</text>
01717 |   <text id="1500">Solidified grease made from a mixture of
      |   incendiary materials. Craftable item.
01718 |   A short string is attached to this lump.
01719 |
01720 |   Quickly coats armament, inflicting fire damage, but with a
      |   brief effect, owing to its small size.</text>
01721 |   <text id="1501">%null%</text>
01722 |   <text id="1502">%null%</text>
01723 |   <text id="1503">%null%</text>
01724 |   <text id="1504">%null%</text>
01725 |   <text id="1505">%null%</text>
01726 |   <text id="1506">%null%</text>
01727 |   <text id="1507">%null%</text>
01728 |   <text id="1508">%null%</text>
01729 |   <text id="1509">%null%</text>
01730 |   <text id="1510">Solidified grease made from a mixture of
      |   fulminating materials. Craftable item.
      |
01731 |   A short string is attached to this lump.
01732 |
01733 |   Quickly coats armament, inflicting lightning damage, but
      |   with a brief effect, owing to its small size.</text>
01734 |   <text id="1511">%null%</text>
01735 |   <text id="1512">%null%</text>
01736 |   <text id="1513">%null%</text>
01737 |   <text id="1514">%null%</text>
01738 |   <text id="1515">%null%</text>
01739 |   <text id="1516">%null%</text>
01740 |   <text id="1517">%null%</text>
01741 |   <text id="1518">%null%</text>
01742 |   <text id="1519">%null%</text>
```

```
1845  <text id="1520">Solidified grease made from a mixture of
1846  magically resonant materials. Craftable item.
1847
1848  A short string is attached to this lump.
1849  Quickly coats weapon, inflicting magic damage.
1850  </text>
1851  <text id="1521">%null%</text>
1852  <text id="1522">%null%</text>
1853  <text id="1523">%null%</text>
1854  <text id="1524">%null%</text>
1855  <text id="1525">%null%</text>
1856  <text id="1526">%null%</text>
1857  <text id="1527">%null%</text>
1858  <text id="1528">%null%</text>
1859  <text id="1529">%null%</text>
1860  <text id="1530">Solidified grease made from a mixture of
1861  holy resonant materials. Craftable item.
1862
1863  A short string is attached to this lump.
1864  Quickly coats weapon, inflicting holy damage.</text>
1865  <text id="1531">%null%</text>
1866  <text id="1532">%null%</text>
1867  <text id="1533">%null%</text>
1868  <text id="1534">%null%</text>
1869  <text id="1535">%null%</text>
1870  <text id="1536">%null%</text>
1871  <text id="1537">%null%</text>
1872  <text id="1538">%null%</text>
1873  <text id="1539">%null%</text>
1874  <text id="1540">Blistered solid grease made from a mixture
1875  of blood and other materials. Craftable item.
1876
1877  A short string is attached to this lump.
1878  Quickly coats weapon, inflicting hemorrhages.
1879
1880  The blistered blood breaks the skin,
1881  causing severe lacerations. Known to be
1882  the weapon of choice of schemers and
1883  malcontents since ages past.
1884  </text>
1885  <text id="1541">%null%</text>
1886  <text id="1542">%null%</text>
1887  <text id="1543">%null%</text>
1888  <text id="1544">%null%</text>
1889  <text id="1545">%null%</text>
1890  <text id="1546">%null%</text>
1891  <text id="1547">%null%</text>
1892  <text id="1548">%null%</text>
1893  <text id="1549">%null%</text>
1894  <text id="1550">Solidified grease made using St Trina's
1895  jealously guarded arts. Craftable item.
1896
1897  A short string is attached to this lump.
1898  Quickly coats weapon, inflicting sleep.
1899
1900  The Saint of the Cradlesong has become the very
1901  symbol of lost repose, and the feeble of heart
1902  were powerless to resist her kindness even
1903  upon the battlefield.
1904  </text>
1905  <text id="1551">%null%</text>
1906  <text id="1552">%null%</text>
1907  <text id="1553">%null%</text>
1908  <text id="1554">%null%</text>
1909  <text id="1555">%null%</text>
1910  <text id="1556">%null%</text>
1911  <text id="1557">%null%</text>
1912  <text id="1558">%null%</text>
1913  <text id="1559">%null%</text>
1914  <text id="1560">Solidified grease made from a mixture
1915  of rotten materials. Craftable item.
1916
1917  A short string is attached to this lump.
1918  Quickly coats weapon, inflicting poison.
1919
1920  Though the act of poisoning one's weapon is
1921  hardly uncommon in the Lands Between,
1922  the fanatical disciples of decay wield such
1923  weapons with particular fervor, delighting
1924  in every successful act of poisoning.
1925  </text>
1926  <text id="1561">%null%</text>
1927  <text id="1562">%null%</text>
1928  <text id="1563">%null%</text>
1929  <text id="1564">%null%</text>
1930  <text id="1565">%null%</text>
1931  <text id="1566">%null%</text>
1932  <text id="1567">%null%</text>
1933  <text id="1568">%null%</text>
1934  <text id="1569">%null%</text>
1935  <text id="1570">Solidified grease made using Rani's
1936  furtive arts. Craftable item.
1937
1938  A short string is attached to this lump.
1939  Quickly coats weapon, inflicting frostbite.
1940
1941  The women of the Carian royal family
1942  look to the moon to guide their fates.
1943  Rani's is a moon dark and blanketed with rime.
1944  </text>
1945  <text id="1590">Solidified grease made using
1946  a diseased, rot covered butterfly.
```

```
01743  <text id="1520">Solidified grease made from a mixture of
       magically resonant materials. Craftable item.
01744
01745  A short string is attached to this lump.
01746  Quickly coats armament, inflicting magic damage, but with a
       brief effect, owing to its small size.
01747  </text>
01748  <text id="1521">%null%</text>
01749  <text id="1522">%null%</text>
01750  <text id="1523">%null%</text>
01751  <text id="1524">%null%</text>
01752  <text id="1525">%null%</text>
01753  <text id="1526">%null%</text>
01754  <text id="1527">%null%</text>
01755  <text id="1528">%null%</text>
01756  <text id="1529">%null%</text>
01757  <text id="1530">Solidified grease made from a mixture of
       holy resonant materials. Craftable item.
01758
01759  A short string is attached to this lump.
01760  Quickly coats armament, inflicting holy damage, but with a
       brief effect, owing to its small size.</text>
01761  <text id="1531">%null%</text>
01762  <text id="1532">%null%</text>
01763  <text id="1533">%null%</text>
01764  <text id="1534">%null%</text>
01765  <text id="1535">%null%</text>
01766  <text id="1536">%null%</text>
01767  <text id="1537">%null%</text>
01768  <text id="1538">%null%</text>
01769  <text id="1539">%null%</text>
01770  <text id="1540">Blistered solid grease made from a mixture
       of blood-red materials. Craftable item.
01771
01772
01773  Quickly coats armament, inflicting blood loss, but with a
       brief effect, owing to its small size.
01774  </text>
01775  <text id="1541">%null%</text>
01776  <text id="1542">%null%</text>
01777  <text id="1543">%null%</text>
01778  <text id="1544">%null%</text>
01779  <text id="1545">%null%</text>
01780  <text id="1546">%null%</text>
01781  <text id="1547">%null%</text>
01782  <text id="1548">%null%</text>
01783  <text id="1549">%null%</text>
01784  <text id="1550">Solidified grease made from a mixture of
       light-purple materials. Craftable item.
01785  A short string is attached to this lump.
01786
01787  Quickly coats armament, inflicting sleep, but with a brief
       effect, owing to its small size.
01788  </text>
01789  <text id="1551">%null%</text>
01790  <text id="1552">%null%</text>
01791  <text id="1553">%null%</text>
01792  <text id="1554">%null%</text>
01793  <text id="1555">%null%</text>
01794  <text id="1556">%null%</text>
01795  <text id="1557">%null%</text>
01796  <text id="1558">%null%</text>
01797  <text id="1559">%null%</text>
01798  <text id="1560">Solidified grease made from a mixture of
       poison-green materials. Craftable item.
01799  A short string is attached to this lump.
01800
01801  Quickly coats armament, inflicting poison, but with a brief
       effect, owing to its small size.</text>
01802  <text id="1561">%null%</text>
01803  <text id="1562">%null%</text>
01804  <text id="1563">%null%</text>
01805  <text id="1564">%null%</text>
01806  <text id="1565">%null%</text>
01807  <text id="1566">%null%</text>
01808  <text id="1567">%null%</text>
01809  <text id="1568">%null%</text>
01810  <text id="1569">%null%</text>
01811  <text id="1570">Solidified grease made using Rani's
01812  furtive arts. Craftable item.
01813
01814  A short string is attached to this lump.
01815  Quickly coats weapon, inflicting frostbite.
01816
01817  The women of the Carian royal family
01818  look to the moon to guide their fates.
01819  Rani's is a moon dark and blanketed with rime.
01820  </text>
01821  <text id="1590">Solidified grease made from a mixture of
       rotten materials. Craftable item.
```

```
1947  Craftable item.
1948
1949  A short string is attached to this lump.
1950  Quickly coats weapon, inflicting plague.</text>
1951  <text id="1690">Solidified grease made from a mixture of
1952  magically resonant materials. Craftable item.
1953
1954  Coats shield, boosting physical damage
1955  negation for a short time.</text>
1956  <text id="1691">%null%</text>
1957  <text id="1692">%null%</text>
1958  <text id="1693">%null%</text>
1959  <text id="1694">%null%</text>
1960  <text id="1695">%null%</text>
1961  <text id="1696">%null%</text>
1962  <text id="1697">%null%</text>
1963  <text id="1698">%null%</text>
1964  <text id="1699">%null%</text>
1965  <text id="1700">Short dagger for throwing. It has no
      handguard.
1966  The blade is polished, and its weight is expertly balanced.
1967
1968  Throw at enemy to deal damage.
1969
1970  An auxiliary weapon used primarily to constrain an enemy's
      movements, it can still be deadly in the right hands.</text>
1971  <text id="1701">%null%</text>
1972  <text id="1702">%null%</text>
1973  <text id="1703">%null%</text>
1974  <text id="1704">%null%</text>
1975  <text id="1705">%null%</text>
1976  <text id="1706">%null%</text>
1977  <text id="1707">%null%</text>
1978  <text id="1708">%null%</text>
1979  <text id="1709">%null%</text>
1980  <text id="1710">Animal bone sharpened into a knife for
      throwing.
1981  Craftable item.
1982
1983  Throw at enemy to deal damage.
1984
1985  First came into use among the hunters who lay low in the
      wilds.</text>
1986  <text id="1711">%null%</text>
1987  <text id="1712">%null%</text>
1988  <text id="1713">%null%</text>
1989  <text id="1714">%null%</text>
1990  <text id="1715">%null%</text>
1991  <text id="1716">%null%</text>
1992  <text id="1717">%null%</text>
1993  <text id="1718">%null%</text>
1994  <text id="1719">%null%</text>
1995  <text id="1720">Poisoned covered knife for throwing.
1996  Craftable item.
1997
1998  Throw at enemy to deal physical damage
1999  and inflict poison.</text>
2000  <text id="1721">%null%</text>
2001  <text id="1722">%null%</text>
2002  <text id="1723">%null%</text>
2003  <text id="1724">%null%</text>
2004  <text id="1725">%null%</text>
2005  <text id="1726">%null%</text>
2006  <text id="1727">%null%</text>
2007  <text id="1728">%null%</text>
2008  <text id="1729">%null%</text>
2009  <text id="1730">A small saber used for throwing.
2010  Throw at enemy to deal physical damage
2011  and inflict hemorrhaging.</text>
2012  <text id="1731">%null%</text>
2013  <text id="1732">%null%</text>
2014  <text id="1733">%null%</text>
2015  <text id="1734">%null%</text>
2016  <text id="1735">%null%</text>
2017  <text id="1736">%null%</text>
2018  <text id="1737">%null%</text>
2019  <text id="1738">%null%</text>
2020  <text id="1739">%null%</text>
2021  <text id="1740">Crystal shard sharpened into a knife for
      throwing.
2022  Craftable item.
2023
2024  Consumes FP when used, but deals magic damage
2025  when hurled at foe.
2026
2027  An example of the most primitive form of
2028  glintstone sorcery.</text>
2029  <text id="1741">%null%</text>
2030  <text id="1742">%null%</text>
2031  <text id="1743">%null%</text>
2032  <text id="1744">%null%</text>
2033  <text id="1745">%null%</text>
2034  <text id="1746">%null%</text>
2035  <text id="1747">%null%</text>
2036  <text id="1748">%null%</text>
2037  <text id="1749">%null%</text>
2038  <text id="1750">A group of very thin throwing knives,
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```
01822  A short string is attached to this lump.
01823
01824  Quickly coats armament, inflicting scarlet rot, but with a
       brief effect, owing to its small size.</text>
01825  <text id="1690">Solidified grease made from a mixture of
       magically resonant materials. Craftable item.
01826
01827  Coats left-hand armament, boosting guarding ability and all
       forms of damage negation.
01828  The effect lasts only for a short time.
01829
01830  Primarily used on shields.</text>
01831  <text id="1691">%null%</text>
01832  <text id="1692">%null%</text>
01833  <text id="1693">%null%</text>
01834  <text id="1694">%null%</text>
01835  <text id="1695">%null%</text>
01836  <text id="1696">%null%</text>
01837  <text id="1697">%null%</text>
01838  <text id="1698">%null%</text>
01839  <text id="1699">%null%</text>
01840  <text id="1700">Short dagger for throwing. It has no
       handguard.
01841  The blade is polished, and its weight is expertly balanced.
01842
01843  Throw at enemies to deal damage.
01844
01845  This auxiliary weapon, used primarily to constrain an
       enemy's movements, can still be deadly in the right hands.</
       text>
01846  <text id="1701">%null%</text>
01847  <text id="1702">%null%</text>
01848  <text id="1703">%null%</text>
01849  <text id="1704">%null%</text>
01850  <text id="1705">%null%</text>
01851  <text id="1706">%null%</text>
01852  <text id="1707">%null%</text>
01853  <text id="1708">%null%</text>
01854  <text id="1709">%null%</text>
01855  <text id="1710">Animal bone sharpened into a knife for
       throwing.
01856  Craftable item.
01857
01858  Throw at enemies to inflict damage.</text>
01859  <text id="1711">%null%</text>
01860  <text id="1712">%null%</text>
01861  <text id="1713">%null%</text>
01862  <text id="1714">%null%</text>
01863  <text id="1715">%null%</text>
01864  <text id="1716">%null%</text>
01865  <text id="1717">%null%</text>
01866  <text id="1718">%null%</text>
01867  <text id="1719">%null%</text>
01868  <text id="1720">Animal bone sharpened into a knife for
       throwing, with a poison-laced tip.
01869  Craftable item.
01870
01871  Throw at enemies to inflict damage and build up poison.</
       text>
01872  <text id="1721">%null%</text>
01873  <text id="1722">%null%</text>
01874  <text id="1723">%null%</text>
01875  <text id="1724">%null%</text>
01876  <text id="1725">%null%</text>
01877  <text id="1726">%null%</text>
01878  <text id="1727">%null%</text>
01879  <text id="1728">%null%</text>
01880  <text id="1729">%null%</text>
01881  <text id="1730">A large knife used for throwing.
01882  Its curved blade is sharp enough to slice flesh cleanly.
01883
01884  Throw at enemies to inflict damage and build up onset of
       blood loss.
01885
01886  This heavy throwing weapon is unsuitable for swift attacks,
       but is able to inflict heavy damage.</text>
01887  <text id="1731">%null%</text>
01888  <text id="1732">%null%</text>
01889  <text id="1733">%null%</text>
01890  <text id="1734">%null%</text>
01891  <text id="1735">%null%</text>
01892  <text id="1736">%null%</text>
01893  <text id="1737">%null%</text>
01894  <text id="1738">%null%</text>
01895  <text id="1739">%null%</text>
01896  <text id="1740">Throwing knife chiseled from impure crystal.
01897  Craftable item.
01898
01899  Consumes FP. Throw at enemies to deal magic damage.
01900
01901  Long ago, it is said that a golem crafter employed a similar
       crystal tool.</text>
01902  <text id="1741">%null%</text>
01903  <text id="1742">%null%</text>
01904  <text id="1743">%null%</text>
01905  <text id="1744">%null%</text>
01906  <text id="1745">%null%</text>
01907  <text id="1746">%null%</text>
01908  <text id="1747">%null%</text>
01909  <text id="1748">%null%</text>
01910  <text id="1749">%null%</text>
01911  <text id="1750">A set of five throwing knives bundled
       together.
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2039    bundled at the base like a fan.
2040    The thin knives split when thrown as
2041    they fly towards the target.</text>
2042    <text id="1751">%null%</text>
2043    <text id="1752">%null%</text>
2044    <text id="1753">%null%</text>
2045    <text id="1754">%null%</text>
2046    <text id="1755">%null%</text>
2047    <text id="1756">%null%</text>
2048    <text id="1757">%null%</text>
2049    <text id="1758">%null%</text>
2050    <text id="1759">%null%</text>
2051    <text id="1760">Stone fragment found near places where ruins
        have fallen from the sky.
2052
2053    Can be used for crafting, or simply for throwing at enemies.
2054
2055    These shards of stone are believed to have once been part of
        a temple in the sky.
2056    They glow with a faint light from within.</text>
2057    <text id="1810">A lump of beast flesh pickled in egg wash.
2058    Craftable item.
2059
2060    Beasts are highly attracted to its scent.
2061
2062    The rancid scent prevents ingestion by any
2063    ordinary human.
2064    </text>
2065    <text id="1830">A small stone that explodes on impact.
2066    Explodes when thrown at enemies,
2067    dealing damage.</text>
2068    <text id="1831">A small pebble that explodes on impact.
2069    Explodes when thrown at enemies,

2070    dealing damage.</text>
2071    <text id="1832">%null%</text>
2072    <text id="1833">%null%</text>
2073    <text id="1834">%null%</text>
2074    <text id="1835">%null%</text>
2075    <text id="1836">%null%</text>
2076    <text id="1837">%null%</text>
2077    <text id="1838">%null%</text>
2078    <text id="1839">%null%</text>
2079    <text id="1840">A small stone smeared with poison.
2080    Throw at enemies to cause poison
2081    build-up.</text>
2082    <text id="1841">A small pebble smeared with poison.
2083    Throw at enemies to cause poison

2084    build-up.</text>
2085    <text id="2020">Stone ruin fragment that has undergone some
        simple processing.
2086    Craftable item.
2087
2088    Stones such as these shine with the colors of the rainbow,
        making them useful markers when placed on the ground.
2089
2090    Can also be dropped to gauge the distance of a fall. The more
        high-pitched the sound it makes, the more likely it is that
        the fall will be fatal.
2091
2092    Once used to entertain children in the Lands Between.</text>
2093    <text id="2021">%null%</text>
2094    <text id="2022">%null%</text>
2095    <text id="2023">%null%</text>
2096    <text id="2024">%null%</text>
2097    <text id="2025">%null%</text>
2098    <text id="2026">%null%</text>
2099    <text id="2027">%null%</text>
2100    <text id="2028">%null%</text>
2101    <text id="2029">%null%</text>
2102    <text id="2030">Polished stone ruin fragment that shines
        brighter than a rainbow stone.
2103    Craftable item.
2104
2105    Emits light from the location it is placed, illuminating
        surroundings.
2106    However, the effect is short-lived, and it lacks the diverse
        colors of rainbow stones.
2107
2108    May serve some benefit in dark places, or at night.</text>
2109    <text id="2031">%null%</text>
2110    <text id="2032">%null%</text>
2111    <text id="2033">%null%</text>
2112    <text id="2034">%null%</text>
2113    <text id="2035">%null%</text>
2114    <text id="2036">%null%</text>
2115    <text id="2037">%null%</text>
2116    <text id="2038">%null%</text>
2117    <text id="2039">%null%</text>
2118    <text id="2040">Astrology tool used by members of the Carian
        royal family.
2119    Part of a larger instrument, removed and stolen away.
2120
2121    Allows the viewer to better see faraway things.
2122
2123    During the age of the Erdtree, Carian astrology withered on
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01912    A concealed weapon cherished by the raptor assassins.
01913
01914    The thin knives fan out when thrown, dealing damage to the
         target.
01915
01916    Each knife deals paltry damage, but the wide range makes it
         suitable for constraining enemies.</text>
01917    <text id="1751">%null%</text>
01918    <text id="1752">%null%</text>
01919    <text id="1753">%null%</text>
01920    <text id="1754">%null%</text>
01921    <text id="1755">%null%</text>
01922    <text id="1756">%null%</text>
01923    <text id="1757">%null%</text>
01924    <text id="1758">%null%</text>
01925    <text id="1759">%null%</text>
01926    <text id="1760">Stone fragment found near places where ruins
         have fallen from the sky.
01927    Can be used for crafting, or simply for throwing at enemies.
01928
01929    These shards of stone are believed to have once been part of
         a temple in the sky.
01930    They glow with a faint light from within.</text>
01931    <text id="1810">A lump of beast flesh pickled in egg wash.
01932    Craftable item.
01933
01934    Beasts are highly attracted to its scent.
01935
01936    The rancid scent prevents ingestion by any
01937    ordinary human.
01938    </text>
01939    <text id="1830">A small stone with a smoldering core.
01940
01941    Explodes when thrown at enemies, inflicting fire damage.
01942
01943    Miners employ these stones as tools for rock blasting, but
         have long forgotten how to craft them.</text>
01944    <text id="1831">A clump of small stones with smoldering
         cores.
01945
01946    Explodes when thrown together at enemies, inflicting fire
         damage.
01947
01948    Miners employ these stones as tools for rock blasting, but
         have long forgotten how to craft them.</text>
01949    <text id="1832">%null%</text>
01950    <text id="1833">%null%</text>
01951    <text id="1834">%null%</text>
01952    <text id="1835">%null%</text>
01953    <text id="1836">%null%</text>
01954    <text id="1837">%null%</text>
01955    <text id="1838">%null%</text>
01956    <text id="1839">%null%</text>
01957    <text id="1840">A small stone with a poison core.
01958
01959    Throw at enemies to cause buildup of poison.
01960
01961    Miners employ these stones as tools for pest extermination,
         but have long forgotten how to craft them.</text>
01962    <text id="1841">A clump of small stones with poison cores.
01963
01964    Throw together at enemies to cause buildup of poison.
01965
01966    Miners employ these stones as tools for pest extermination,
         but have long forgotten how to craft them.</text>
01967    <text id="2020">Ruin Fragment that has undergone some simple
         processing.
01968    Craftable item.
01969
01970    Stones such as these shine with the colors of the rainbow,
         making them useful markers when placed on the ground.
01971
01972    Can also be dropped to gauge the distance of a fall. The
         higher the pitch of the sound, the higher the likelihood of
         the fall being fatal.
01973
01974    Once used to entertain children on the fringes of the Lands
         Between.</text>
01975    <text id="2021">%null%</text>
01976    <text id="2022">%null%</text>
01977    <text id="2023">%null%</text>
01978    <text id="2024">%null%</text>
01979    <text id="2025">%null%</text>
01980    <text id="2026">%null%</text>
01981    <text id="2027">%null%</text>
01982    <text id="2028">%null%</text>
01983    <text id="2029">%null%</text>
01984    <text id="2030">Polished Ruin Fragment that shines brighter
         than Rainbow Stone.
01985    Craftable item.
01986
01987    Emits light from the location it is placed, illuminating
         surroundings.
01988    However, the effect is short-lived, and it lacks the diverse
         colors of rainbow stones.
01989
01990    May serve some benefit in dark places, or at night.</text>
01991    <text id="2031">%null%</text>
01992    <text id="2032">%null%</text>
01993    <text id="2033">%null%</text>
01994    <text id="2034">%null%</text>
01995    <text id="2035">%null%</text>
01996    <text id="2036">%null%</text>
01997    <text id="2037">%null%</text>
01998    <text id="2038">%null%</text>
01999    <text id="2039">%null%</text>
02000    <text id="2040">Astrology tool used by members of the Carian
         royal family.
02001    A stolen part of a larger instrument.
02002
02003    Allows the viewer to better see faraway things.
02004
02005    During the age of the Erdtree, Carian astrology withered on
```

the vine.	the vine. The fate once writ in the night skies had been fettered by the Golden Order.</text>
2124 The fate once writ in the night skies had been fettered by the Golden Order.</text>	
2125 <text id="2041">%null%</text>	02006 <text id="2041">%null%</text>
2126 <text id="2042">%null%</text>	02007 <text id="2042">%null%</text>
2127 <text id="2043">%null%</text>	02008 <text id="2043">%null%</text>
2128 <text id="2044">%null%</text>	02009 <text id="2044">%null%</text>
2129 <text id="2045">%null%</text>	02010 <text id="2045">%null%</text>
2130 <text id="2046">%null%</text>	02011 <text id="2046">%null%</text>
2131 <text id="2047">%null%</text>	02012 <text id="2047">%null%</text>
2132 <text id="2048">%null%</text>	02013 <text id="2048">%null%</text>
2133 <text id="2049">%null%</text>	02014 <text id="2049">%null%</text>
2134 <text id="2050">Placing on the ground causes	02015 <text id="2050">A fetish indicating the guidance of grace.
2135 lines of light to appear.	02016 Craftable item.
2136	02017
2137 These lines are said to guide Tarnished	02018 Similar to grace, this fetish draws rays guiding the way, only without any sense of order.
2138 down the right path. Whether you follow	02019
2139 this path or not, is your choice.</text>	02020 Useful as a last resort for those who have lost their way, or for use by those who believe that unrefined guidance will lead to truer encounters.</text>
2140 <text id="2070">A small waist-worn lantern used by those who	02021 <text id="2070">A small waist-worn lantern that illuminates surroundings.
2141 delve into crypts in search of treasure.	02022
2142	02023 Use once to turn on, and again to turn off.
2143 While its light is dimmer than that of a torch,	02024
2144 it can be turned on and off, all while freeing	02025 While its light is dimmer than that of a torch,
2145 up the user's hands.</text>	02026 it has the advantage of freeing up the user's hands.</text>
2146 <text id="2071">%null%</text>	02027 <text id="2071">%null%</text>
2147 <text id="2072">%null%</text>	02028 <text id="2072">%null%</text>
2148 <text id="2073">%null%</text>	02029 <text id="2073">%null%</text>
2149 <text id="2074">%null%</text>	02030 <text id="2074">%null%</text>
2150 <text id="2075">%null%</text>	02031 <text id="2075">%null%</text>
2151 <text id="2076">%null%</text>	02032 <text id="2076">%null%</text>
2152 <text id="2077">%null%</text>	02033 <text id="2077">%null%</text>
2153 <text id="2078">%null%</text>	02034 <text id="2078">%null%</text>
2154 <text id="2079">%null%</text>	02035 <text id="2079">%null%</text>
2155 <text id="2080">A white shield that diverts the power	02036 <text id="2080">A slab of rock engraved with traces of the Rune of Death.
2156 of the Black Blade.	02037
2157	02038 Can deflect the power of the Black Blade.
2158 Diverting it’s waves allows the wielder to	02039
2159 create openings from which to strike.</text>	02040 On the night of the dire plot, Ranni rewarded Praetor Rykard with these traces. Should the coming trespass one day transpire, they would serve as a last-resort foil, allowing Rykard to challenge Maliketh the Black Blade, the black beast of Destined Death.</text>
2160 <text id="2081">%null%</text>	02041 <text id="2081">%null%</text>
2161 <text id="2082">%null%</text>	02042 <text id="2082">%null%</text>
2162 <text id="2083">%null%</text>	02043 <text id="2083">%null%</text>
2163 <text id="2084">%null%</text>	02044 <text id="2084">%null%</text>
2164 <text id="2085">%null%</text>	02045 <text id="2085">%null%</text>
2165 <text id="2086">%null%</text>	02046 <text id="2086">%null%</text>
2166 <text id="2087">%null%</text>	02047 <text id="2087">%null%</text>
2167 <text id="2088">%null%</text>	02048 <text id="2088">%null%</text>
2168 <text id="2089">%null%</text>	02049 <text id="2089">%null%</text>
2169 <text id="2090">A trimming from a young sapling of the death tree that often form on shards of the Rune of death.	02050 <text id="2090">A source that gives rise to Those Who Live in Death.
2170	02051
2171 Sought after by Gurranq, the beast clergyman.</text>	02052 The Beast Clergyman, found at Bestial Sanctum in the distant east, collects and devours these roots.
	02053
	02054 On the night of the dire plot the stolen Rune of Death enabled the first Death of a demigod. Later, the Rune of Death spread across the Lands Between through the underground roots of the Greattree, sprouting in the form of Deathroot.</text>
2172 <text id="2091">%null%</text>	02055 <text id="2091">%null%</text>
2173 <text id="2092">%null%</text>	02056 <text id="2092">%null%</text>
2174 <text id="2093">%null%</text>	02057 <text id="2093">%null%</text>
2175 <text id="2094">%null%</text>	02058 <text id="2094">%null%</text>
2176 <text id="2095">%null%</text>	02059 <text id="2095">%null%</text>
2177 <text id="2096">%null%</text>	02060 <text id="2096">%null%</text>
2178 <text id="2097">%null%</text>	02061 <text id="2097">%null%</text>
2179 <text id="2098">%null%</text>	02062 <text id="2098">%null%</text>
2180 <text id="2099">%null%</text>	02063 <text id="2099">%null%</text>
2181 <text id="2100">A sturdy processed cotton formed from splitting	02064 <text id="2100">A soft but sturdy cotton formed from splitting open Rowa fruit in a particular manner.
2182 open a shrub fruit in a particular manner.	02065 Craftable item.
2183	02066
2184 Attaching this cotton to the bottom of one's feet	02067 Attaching this cotton to the bottom of one's feet allows for a temporary reduction in fall damage and sound. It also reduces the sound of one's footsteps.
2185 allows for a brief reduction in fall damage	
2186 and footfall sound.</text>	
2187 <text id="2120">A plant based soap made from various	
2188 mushrooms and plant leaves. Craftable item.	
2189	02068
2190 Cleans off filth such as mud while also	02069 If you must court danger, at the very least, tread lightly.</text>
2191 slightly healing poison build-up.</text>	02070 <text id="2120">A plant-based soap made from mushroom juice.
	02071 Craftable item.
	02072
	02073 Cleans off filth and other accumulations on the body while also slightly reducing poison buildup.
	02074
	02075 Filth covering the exterior eventually seeps inside, soiling one's very spirit.</text>
2192 <text id="2121">%null%</text>	02076 <text id="2121">%null%</text>
2193 <text id="2122">%null%</text>	02077 <text id="2122">%null%</text>
2194 <text id="2123">%null%</text>	02078 <text id="2123">%null%</text>
2195 <text id="2124">%null%</text>	02079 <text id="2124">%null%</text>
2196 <text id="2125">%null%</text>	02080 <text id="2125">%null%</text>
2197 <text id="2126">%null%</text>	02081 <text id="2126">%null%</text>
2198 <text id="2127">%null%</text>	02082 <text id="2127">%null%</text>
2199 <text id="2128">%null%</text>	02083 <text id="2128">%null%</text>
2200 <text id="2129">%null%</text>	02084 <text id="2129">%null%</text>
2201 <text id="2130">A nostrum used by members of the Carian	02085 <text id="2130">A hidden Tear found in the Eternal City.
2202 royal family, made from gathered moon tears	02086 Also known as a Night Tear.
2203 remaining above ground.	
2204 An old magic hides within, known to	
2205 interfere with fate itself	

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2206
2207    Pardons wrongdoings against NPCs
2208    who have become hostile.</text>
2209    <text id="2131">%null%</text>
2210    <text id="2132">%null%</text>
2211    <text id="2133">%null%</text>
2212    <text id="2134">%null%</text>
2213    <text id="2135">%null%</text>
2214    <text id="2136">%null%</text>
2215    <text id="2137">%null%</text>
2216    <text id="2138">%null%</text>
2217    <text id="2139">%null%</text>
2218    <text id="2140">A fetish bathed in golden magic.
2219    Shackles were used to bind the accursed people called the
        Omen, and these ones were made to keep a particular Omen
        child under strictest confinement.
2220
2221    Though faint, the shackles still retain vestiges of power—
        enough to trap the once-bound Margit on earth, if only for a
        short time.</text>
2222    <text id="2141">%null%</text>
2223    <text id="2142">%null%</text>
2224    <text id="2143">%null%</text>
2225    <text id="2144">%null%</text>
2226    <text id="2145">%null%</text>
2227    <text id="2146">%null%</text>
2228    <text id="2147">%null%</text>
2229    <text id="2148">%null%</text>
2230    <text id="2149">%null%</text>
2231    <text id="2150">A charm infused with golden magic once used
        to restrain accursed known as children of omen.
2232    This tool in particular is used to restrain
2233    only one of these accursed.
2234
2235    It still has a tinge of magic remaining within,
2236    and may be used to briefly restrain the once imprisoned
        Mohg.</text>
2237    <text id="2151">%null%</text>
2238    <text id="2152">%null%</text>
2239    <text id="2153">%null%</text>
2240    <text id="2154">%null%</text>
2241    <text id="2155">%null%</text>
2242    <text id="2156">%null%</text>
2243    <text id="2157">%null%</text>
2244    <text id="2158">%null%</text>
2245    <text id="2159">%null%</text>
2246    <text id="2160">A sign that one has sworn loyalty to
2247    Mohg, Lord of Blood.
2248    Grants the user an audience with Mohg.</text>
2249    <text id="2190">A charm that suppresses frenzied flame.
2250
2251    While it is capable of suppressing
2252    frenzied flame it can only be used after
2253    receiving the flame.</text>
2254    <text id="2191">%null%</text>
2255    <text id="2192">%null%</text>
2256    <text id="2193">%null%</text>
2257    <text id="2194">%null%</text>
2258    <text id="2195">%null%</text>
2259    <text id="2196">%null%</text>
2260    <text id="2197">%null%</text>
2261    <text id="2198">%null%</text>
2262    <text id="2199">%null%</text>
2263    <text id="2200">Twisted clay sculpt in the shape of a human
        head.
2264    Emits a voice that says "Hello".
2265
2266    Said to be the wistful fetish of a now extinct
2267    ancient race who turned into clods of earth,
2268    losing not only their voices, but also their words.</text>
2269    <text id="2201">Twisted clay sculpt in the shape of a human
        head.
2270    Emits a voice that says "Thank you".
2271
2272    Said to be the wistful fetish of a now extinct
2273    ancient race who turned into clods of earth,
2274    losing not only their voices, but also their words.</text>
2275    <text id="2202">Twisted clay sculpt in the shape of a human
        head.
2276    Emits a voice that says "Apologies".
2277
2278    Said to be the wistful fetish of a now extinct
2279    ancient race who turned into clods of earth,
2280    losing not only their voices, but also their words.</text>
2281    <text id="2203">Twisted clay sculpt in the shape of a human
        head.
2282    Emits a voice that says "Wonderful".
2283
2284    Said to be the wistful fetish of a now extinct
2285    ancient race who turned into clods of earth,
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02087
02088   Allows one to carry out an Absolution at the Church of Vows,
        reversing all antagonizations.
02089
02090   Once upon a time, the stars of the night sky guided fate,
        and this is a recollection of those times.</text>
02091   <text id="2131">%null%</text>
02092   <text id="2132">%null%</text>
02093   <text id="2133">%null%</text>
02094   <text id="2134">%null%</text>
02095   <text id="2135">%null%</text>
02096   <text id="2136">%null%</text>
02097   <text id="2137">%null%</text>
02098   <text id="2138">%null%</text>
02099   <text id="2139">%null%</text>
02100   <text id="2140">A fetish bathed in golden magic.
02101   Shackles were used to bind the accursed people called the
        Omen, and these ones were made to keep a particular Omen
        under strictest confinement.
02102
02103   Though faint, the shackles still retain vestiges of power—
        enough to trap the once-bound Margit on earth, if only for a
        short time.</text>
02104   <text id="2141">%null%</text>
02105   <text id="2142">%null%</text>
02106   <text id="2143">%null%</text>
02107   <text id="2144">%null%</text>
02108   <text id="2145">%null%</text>
02109   <text id="2146">%null%</text>
02110   <text id="2147">%null%</text>
02111   <text id="2148">%null%</text>
02112   <text id="2149">%null%</text>
02113   <text id="2150">A fetish bathed in golden magic.
02114   Shackles were used to bind the accursed people called the
        Omen, and these ones were made to keep a particular Omen
        under strictest confinement.
02115
02116   Though faint, the shackles still retain vestiges of power—
        enough to trap the once-bound Mohg on earth, if only for a
        short time.</text>
02117   <text id="2151">%null%</text>
02118   <text id="2152">%null%</text>
02119   <text id="2153">%null%</text>
02120   <text id="2154">%null%</text>
02121   <text id="2155">%null%</text>
02122   <text id="2156">%null%</text>
02123   <text id="2157">%null%</text>
02124   <text id="2158">%null%</text>
02125   <text id="2159">%null%</text>
02126   <text id="2160">Proof that one is a glorious knight of the
        new Dynasty of Mohgwyn that the Lord of Blood will
        inaugurate.
02127
02128   Use to be granted audience with Mohg. Only, it is not yet
        time.
02129
02130   For Mohg yet slumbers beside the Divinity.
02131   Be patient. The new dynasty is nigh.</text>
02132   <text id="2190">One of the unalloyed gold needles that
        Miquella crafted to ward away the meddling of outer gods.
02133
02134   Capable of subduing the flame of frenzy if inherited,
        allowing one to cheat fate and avoid becoming Lord of
        Frenzied Flame.
02135
02136   However, the needle is as yet unfinished and can only be
        used in the heart of the storm beyond time said to be found
        in Farum Azula.</text>
02137   <text id="2191">%null%</text>
02138   <text id="2192">%null%</text>
02139   <text id="2193">%null%</text>
02140   <text id="2194">%null%</text>
02141   <text id="2195">%null%</text>
02142   <text id="2196">%null%</text>
02143   <text id="2197">%null%</text>
02144   <text id="2198">%null%</text>
02145   <text id="2199">%null%</text>
02146   <text id="2200">Twisted clay sculpt in the shape of a human
        head.
02147   Emits a voice that says "Hello."
02148
02149   A wistful fetish that imparts voices and words on an eternal
        journey.</text>
02150   <text id="2201">Twisted clay sculpt in the shape of a human
        head.
02151   Emits a voice that says "Thank you."
02152
02153   A wistful fetish that imparts voices and words on an eternal
        journey.</text>
02154   <text id="2202">Twisted clay sculpt in the shape of a human
        head.
02155   Emits a voice that says "Apologies."
02156
02157   A wistful fetish that imparts voices and words on an eternal
        journey.</text>
02158   <text id="2203">Twisted clay sculpt in the shape of a human
        head.
02159   Emits a voice that says "Wonderful."
02160
02161   A wistful fetish that imparts voices and words on an eternal
        journey.</text>
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losing not only their voices, but also their words.</text>
<text id="2204">Twisted clay sculpt in the shape of a human head.
Emits a voice that says "Please help".

Said to be the wistful fetish of a now extinct

ancient race who turned into clods of earth,
losing not only their voices, but also their words.</text>
<text id="2205">Twisted clay sculpt in the shape of a human head.
Emits a voice that says "Love you".

Said to be the wistful fetish of a now extinct

ancient race who turned into clods of earth,
losing not only their voices, but also their words.

Words of love, and indeed their very meanings
were the first to be lost.</text>
<text id="2206">Twisted clay sculpt in the shape of a human head.
Emits a voice that says "Let's get to it".

Said to be the wistful fetish of a now extinct

ancient race who turned into clods of earth,

losing not only their voices, but also their words.</text>
<text id="2207">Twisted clay sculpt in the shape of a human head.
Emits a voice that says "You're beautiful".

Said to be the wistful fetish of a now extinct

ancient race who turned into clods of earth,
losing not only their voices, but also their words.</text>
<text id="2900">Grace that dwells within the inhabitants of The Lands Between; the lingering residue of gold.

Use to gain a few runes.

For all that they may be feeble things, these runes will act as nourishment for the development of any Tarnished. Provided a Finger Maiden can be found...</text>
<text id="2901">Grace that dwells within the inhabitants of The Lands Between; the lingering residue of gold.

Use to gain runes.

Even now, runes are still imbued with the power of gold.
Do you see the Erdtree towering o'er?</text>
<text id="2902">Grace that dwells within the inhabitants of The Lands Between; the lingering residue of gold.

Use to gain runes.

Even now, runes are still imbued with the power of gold.
Do you see the Erdtree towering o'er?</text>
<text id="2903">Grace that dwells within the inhabitants of The Lands Between; the lingering residue of gold.

Use to gain runes.

Even now, runes are still imbued with the power of gold.
Do you see the Erdtree towering o'er?</text>
<text id="2904">Grace that dwells within the inhabitants of The Lands Between; the lingering residue of gold.

Use to gain runes.

Even now, runes are still imbued with the power of gold.
Do you see the Erdtree towering o'er?</text>
<text id="2905">Grace that dwells within the inhabitants of The Lands Between; the lingering residue of gold.

Use to gain many runes.

Grace was brought to the very fringes and lowlands
of the Lands Between. And with the Golden Order
came the weight of its history. A history of conquest
and subjugation.</text>
<text id="2906">Grace that dwells within the inhabitants of The Lands Between; the lingering residue of gold.

Use to gain many runes.

Grace was brought to the very fringes and lowlands
of the Lands Between. And with the Golden Order
came the weight of its history. A history of conquest
and subjugation.</text>
<text id="2907">Grace that dwells within the inhabitants of

<text id="2204">Twisted clay sculpt in the shape of a human head.
Emits a voice that says "Please help."

A wistful fetish that imparts voices and words on an eternal journey.</text>

<text id="2205">Twisted clay sculpt in the shape of a human head.
Emits a voice that says "My beloved."

A wistful fetish that imparts voices and words on an eternal journey.

Expressions of love are among the most fickle.</text>

<text id="2206">Twisted clay sculpt in the shape of a human head.
Emits a voice that says "Let's get to it."

A wistful fetish that imparts voices and words on an eternal journey.</text>
<text id="2207">Twisted clay sculpt in the shape of a demi-human head.
Emits a voice that says "You're beautiful."

A wistful fetish that imparts voices and words on an eternal journey.

Unconditional love. Unrestrained assurance.
It must have been a mother speaking.</text>
<text id="2290">Grace that dwells within the inhabitants of The Lands Between; the lingering residue of gold.

Use to gain many runes.

Grace was brought to the very fringes and lowlands
of the Lands Between. And with the Golden Order
came the weight of its history. A history of conquest
and subjugation.</text>
<text id="2900">Grace that dwells within the inhabitants of the Lands Between; the lingering trace of gold.

Use to gain 200 runes.

Runes are nourishment for the development of any Tarnished. Provided a Finger Maiden can be found...</text>
<text id="2901">Grace that dwells within the inhabitants of the Lands Between; the lingering trace of gold.

Use to gain 400 runes.

Runes are nourishment for the development of any Tarnished. Provided a Finger Maiden can be found...</text>
<text id="2902">Grace that dwells within the inhabitants of the Lands Between; the lingering trace of gold.

Use to gain 800 runes.

Even now, runes are still imbued with the power of life itself. Do you see the Erdtree towering o'er?</text>
<text id="2903">Grace that dwells within the inhabitants of the Lands Between; the lingering trace of gold.

Use to gain 1200 runes.

Even now, runes are still imbued with the power of life itself. Do you see the Erdtree towering o'er?</text>
<text id="2904">Grace that dwells within the inhabitants of the Lands Between; the lingering trace of gold.

Use to gain 1600 runes.

Even now, runes are still imbued with the power of life itself. Do you see the Erdtree towering o'er?</text>
<text id="2905">Grace that dwells within the inhabitants of the Lands Between; the lingering residue of gold.

Use to gain 2000 runes.

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2362  The Lands Between; the lingering residue of gold.
2363
2364  Use to gain many runes.
2365
2366  Grace was brought to the very fringes and lowlands
2367  of the Lands Between. And with the Golden Order
2368  came the weight of its history. A history of conquest
2369  and subjugation.</text>
2370  <text id="2908">Grace that dwells within the inhabitants of
2371  The Lands Between; the lingering residue of gold.
2372
2373  Use to gain many runes.
2374
2375  Grace was brought to the very fringes and lowlands
2376  of the Lands Between. And with the Golden Order
2377  came the weight of its history. A history of conquest
2378  and subjugation.</text>
2379  <text id="2909">Grace that dwells within the inhabitants of
2380  The Lands Between; the lingering residue of gold.
2381
2382  Use to gain a great many runes.
2383
2384  Those born at the base of the Erdtree
2385  are blessed. At least, such is the blind belief
2386  of those dwelling in the capital.</text>
2387  <text id="2910">Grace that dwells within the inhabitants of
2388  The Lands Between; the lingering residue of gold.
2389
2390  Use to gain a great many runes.
2391
2392  Those born at the base of the Erdtree
2393  are blessed. At least, such is the blind belief
2394  of those dwelling in the capital.</text>
2395  <text id="2911">Grace that dwells within the inhabitants of
2396  The Lands Between; the lingering residue of gold.
2397
2398  Use to gain a great many runes.
2399
2400  Those born at the base of the Erdtree
2401  are blessed. At least, such is the blind belief
2402  of those dwelling in the capital.</text>
2403  <text id="2912">Grace that dwells within the inhabitants of
2404  The Lands Between; the lingering residue of gold.
2405
2406  Use to gain a great many runes.
2407
2408  Those born at the base of the Erdtree
2409  are blessed. At least, such is the blind belief
2410  of those dwelling in the capital.</text>
2411  <text id="2913">Grace that dwells within the inhabitants of
2412  The Lands Between; the lingering residue of gold.
2413
2414  Use to gain a multitude of runes.
2415
2416  The grace of gold blessed those who were
2417  first to serve it with the most vivid coloration.</text>
2418  <text id="2914">Grace that dwells within the inhabitants of
2419  The Lands Between; the lingering residue of gold.
2420
2421  Use to gain a multitude of runes.
2422
2423  The grace of gold blessed those who were
2424  first to serve it with the most vivid coloration.</text>
2425  <text id="2915">Grace that dwells within the inhabitants of
2426  The Lands Between; the lingering residue of gold.
2427
2428  Use to gain a multitude of runes.
2429
2430  The grace of gold blessed those who were
2431  first to serve it with the most vivid coloration.</text>
2432  <text id="2916">Grace that dwells within the inhabitants of
2433  The Lands Between; the lingering residue of gold.
2434
2435  Use to gain a multitude of runes.
2436
2437  The grace of gold blessed those who were
2438  first to serve it with the most vivid coloration.</text>
2439  <text id="2917">Grace that dwells within the inhabitants of
2440  The Lands Between; true vestiges of gold.
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02220
02221  Those born at the foot of the Erdtree are blessed. At least,
       that is the enduring belief of the people of the plateau.</
       text>
02222  <text id="2906">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02223
02224  Use to gain 2500 runes.
02225
02226  Those born at the foot of the Erdtree are blessed. At least,
       that is the enduring belief of the people of the plateau.</
       text>
02227  <text id="2907">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02228
02229  Use to gain 3000 runes.
02230
02231  Those born at the foot of the Erdtree are blessed. At least,
       that is the enduring belief of the people of the plateau.</
       text>
02232  <text id="2908">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02233
02234  Use to gain 3800 runes.
02235
02236  Those born at the foot of the Erdtree are blessed. At least,
       that is the enduring belief of the people of the plateau.</
       text>
02237  <text id="2909">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02238
02239  Use to gain 5000 runes.
02240
02241  The grace of gold blessed those who were first to serve it
       with the most vivid coloration.</text>
02242  <text id="2910">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02243
02244  Use to gain 6250 runes.
02245
02246  The grace of gold blessed those who were first to serve it
       with the most vivid coloration.</text>
02247  <text id="2911">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02248
02249  Use to gain 7500 runes.
02250
02251  The grace of gold blessed those who were first to serve it
       with the most vivid coloration.</text>
02252  <text id="2912">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02253
02254  Use to gain 10000 runes.
02255
02256  The grace of gold blessed those who were first to serve it
       with the most vivid coloration.</text>
02257  <text id="2913">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02258
02259  Use to gain 12500 runes.
02260
02261  The Numen are said to have come from outside the Lands
       Between, and are in fact of the same stock as Queen Marika
       herself.</text>
02262  <text id="2914">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02263
02264  Use to gain 15000 runes.
02265
02266  There were once heroes who walked the battlefields,
       abundantly blessed by the Erdtree itself, who upon earning
       their honor simply died.</text>
02267  <text id="2915">Grace that dwells within the inhabitants of
       the Lands Between; the lingering residue of gold.
02268
02269  Use to gain 20000 runes.
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2441
2442    Use to gain an abundance of runes.
2443
2444    The Numen are said to have come from outside
2445    the Lands Between, and are in fact of the same
2446    stock as Queen Marika herself.</text>
2447    <text id="2918">Grace that dwells within the inhabitants of
2448    The Lands Between; true vestiges of gold.
2449
2450    Use to gain an abundance of runes.
2451
2452    A chosen few warriors graced by gold, fought
2453    and died in the Shattering. And in dying,
2454    they became heroes.</text>
2455    <text id="2919">Grace that dwells within the inhabitants of
2456    The Lands Between; true vestiges of gold.
2457
2458    Use to gain an enormous abundance of runes.
2459
2460    Runes of one who was destined to become a
2461    Lord, but when the Elden Ring was shattered,
2462    all that remained was a distant duty.</text>
2463    <text id="2950">Rune belonging to Godrick, the Grafted.
2464    One of the runes of power.
2465
2466    Aside from receiving a large amount of runes
2467    upon use, it may also be transposed in order
2468    to unleash its true power.</text>
2469    <text id="2951">Rune belonging to Radahn, Starscourge.
2470    One of the runes of power.
2471
2472    Aside from receiving a large amount of runes
2473    upon use, it may also be transposed in order
2474    to unleash its true power.</text>
2475    <text id="2952">Rune belonging to Morgott, Lord of Omen.
2476    One of the runes of power.
2477
2478    Aside from receiving a large amount of runes
2479    upon use, it may also be transposed in order
2480    to unleash its true power.</text>
2481    <text id="2953">Rune belonging to Rykard, the Profane Lord.
2482    One of the runes of power.
2483
2484    Aside from receiving a large amount of runes
2485    upon use, it may also be transposed in order
2486    to unleash its true power.</text>
2487    <text id="2954">Rune belonging to Malenia, Goddess of Rot.
2488    One of the runes of power.
2489
2490    Aside from receiving a large amount of runes
2491    upon use, it may also be transposed in order
2492    to unleash its true power.</text>
2493    <text id="2955">Rune belonging to Mohg, the Fell Omen.
2494    One of the runes of power.
2495
2496    Aside from receiving a large amount of runes
2497    upon use, it may also be transposed in order
2498    to unleash its true power.</text>
2499    <text id="2956">Rune belonging to Maliketh the Black Blade.
2500    One of the runes of power.
2501
2502    Aside from receiving a large amount of runes
2503    upon use, it may also be transposed in order
2504    to unleash its true power.</text>
2505    <text id="2957">Rune belonging to Godfrey, the First Lord.
2506    One of the runes of power.
2507
2508    Aside from receiving a large amount of runes
2509    upon use, it may also be transposed in order
2510    to unleash its true power.</text>
2511    <text id="2958">Rune belonging to Dragonlord Placidusax.
2512    One of the runes of power.
2513
2514    Aside from receiving a large amount of runes
2515    upon use, it may also be transposed in order
2516    to unleash its true power.</text>
2517    <text id="2959">Rune belonging to Rennala, the Full Moon
       Queen.
2518    One of the runes of power.
2519
2520    Aside from receiving a large amount of runes
```

```
02270
02271    There were once heroes who walked the battlefields,
         abundantly blessed by the Erdtree itself, who upon earning
         their honor simply died.</text>
02272    <text id="2916">Grace that dwells within the inhabitants of
         the Lands Between; the lingering residue of gold.
02273
02274    Use to gain 25000 runes.
02275
02276    There were once heroes who walked the battlefields,
         abundantly blessed by the Erdtree itself, who upon earning
         their honor simply died.</text>
02277    <text id="2917">Grace that dwells within the inhabitants of
         the Lands Between; the lingering residue of gold.
02278
02279    Use to gain 30000 runes.
02280
02281    There were once heroes who walked the battlefields,
         abundantly blessed by the Erdtree itself, who upon earning
         their honor simply died.</text>
02282    <text id="2918">Grace that dwells within the inhabitants of
         the Lands Between; the lingering residue of gold.
02283
02284    Use to gain 35000 runes.
02285
02286    There were once heroes who walked the battlefields,
         abundantly blessed by the Erdtree itself, who upon earning
         their honor simply died.</text>
02287    <text id="2919">Grace that dwells within the inhabitants of
         the Lands Between; true vestiges of gold.
02288
02289    Use to gain 50000 runes.
02290
02291    Runes of one who was destined to become a Lord, but when the
         Elden Ring was shattered, all that remained was a distant
         duty.</text>
02292    <text id="2950">Remembrance of Godrick, the Grafted, hewn
         into the Erdtree.
02293
02294    The power of its namesake can be unlocked by the Finger
         Reader.
02295    Alternatively, it can be used to gain a great bounty of
         runes.
02296
02297    A feeble man sought power through the grotesque act of
         grafting. "One day we'll return together, to our home,
         bathed in rays of gold."</text>
02298    <text id="2951">Remembrance of Starscourge Radahn, hewn into
         the Erdtree.
02299
02300    The power of its namesake can be unlocked by the Finger
         Reader.
02301    Alternatively, it can be used to gain a great bounty of
         runes.
02302
02303    The Red Lion General wielded gravitational powers which he
         learned in Sellia during his younger days. All so he would
         never have to abandon his beloved but scrawny steed.</text>
02304    <text id="2952">Remembrance of Morgott, the Omen King, hewn
         into the Erdtree.
02305
02306    The power of its namesake can be unlocked by the Finger
         Reader.
02307    Alternatively, it can be used to gain a great bounty of
         runes.
02308
02309    Though born one of the graceless Omen, Morgott took it upon
         himself to become the Erdtree's protector. He loved not in
         return, for he was never loved, but nevertheless, love it he
         did.</text>
02310    <text id="2953">Remembrance of Rykard, Lord of Blasphemy,
         hewn into the Erdtree.
02311
02312    The power of its namesake can be unlocked by the Finger
```

2521	upon use, it may also be transposed in order	02313	Reader. Alternatively, it can be used to gain a great bounty of runes.
2522	to unleash its true power.</text>		
2523	<text id="2960">Rune belonging to Ancient Dragon Descendant, Ransax.		
2524	One of the runes of power.		
2525		02314	
2526	Aside from receiving a large amount of runes	02315	Rykard took the form of a giant serpent that he might devour, grow, and live eternally. "I understand. The road of blasphemy is long and perilous. One cannot walk it unprepared to sin."</text>
2527	upon use, it may also be transposed in order	02316	<text id="2954">Remembrance of Malenia, Goddess of Rot, hewn into the Erdtree.
2528	to unleash its true power.</text>		
2529	<text id="2961">Rune belonging to the Fire Giant.		
2530	One of the runes of power.		
2531		02317	
2532	Aside from receiving a large amount of runes	02318	The power of its namesake can be unlocked by the Finger Reader.
2533	upon use, it may also be transposed in order	02319	Alternatively, it can be used to gain a great bounty of runes.
2534	to unleash its true power.</text>		
2535	<text id="2962">Rune of an Ancestral spirit.		
2536	One of the runes of power.		
2537		02320	
2538	Aside from receiving a large amount of runes	02321	Miquella and Malenia are both the children of a single god. As such they are both Empyreans, but suffered afflictions from birth. One was cursed with eternal childhood, and the other harbored rot within.</text>
2539	upon use, it may also be transposed in order	02322	<text id="2955">Remembrance of Mohg, Lord of Blood, hewn into the Erdtree.
2540	to unleash its true power.</text>		
2541	<text id="2963">Rune belonging to Marika.		
2542	One of the runes of power.		
2543		02323	
2544	Aside from receiving a large amount of runes	02324	The power of its namesake can be unlocked by the Finger Reader.
2545	upon use, it may also be transposed in order	02325	Alternatively, it can be used to gain a great bounty of runes.
2546	to unleash its true power.</text>		
2547	<text id="2964">Rune belonging to Astel, Misbegotten of the Void.		
2548	One of the runes of power.		
2549		02326	
2550	Aside from receiving a large amount of runes	02327	Wishing to raise Miquella to full godhood, Mohg wished to become his consort, taking the role of monarch. But no matter how much of his bloody bedchamber he tried to share, he received no response from the young Empyrean.</text>
2551	upon use, it may also be transposed in order	02328	<text id="2956">Remembrance of Maliketh, the Black Blade, hewn into the Erdtree.
2552	to unleash its true power.</text>		
2553	<text id="2990">Grace that dwells within the inhabitants of		
2554	The Lands Between; the lingering residue of gold.		
2555		02329	
2556	Use to gain many runes.	02330	The power of its namesake can be unlocked by the Finger Reader.
		02331	Alternatively, it can be used to gain a great bounty of runes.
2557		02332	
2558	Grace was brought to the very fringes and lowlands	02333	Maliketh was a shadowbound beast given to his Empyrean. Marika's sole need of her shadow was a vessel to lock away Destined Death. Even then, she betrayed him.</text>
2559	of the Lands Between. And with the Golden Order	02334	<text id="2957">Remembrance of the warrior Hoarah Loux, hewn into the Erdtree.
2560	came the weight of its history. A history of conquest	02335	
2561	and subjugation.</text>	02336	The power of its namesake can be unlocked by the Finger Reader.
		02337	Alternatively, it can be used to gain a great bounty of runes.
		02338	
		02339	When Godfrey, first Elden Lord was robbed of his grace, becoming Tarnished, he took with him his kinfolk and left the Lands Between.
		02340	
		02341	After the Long March of the Tarnished came to an end, Godfrey divested himself of kingship, becoming a simple warrior once more.</text>
		02342	<text id="2958">Remembrance of Dragonlord Placidusax, hewn into the Erdtree.
		02343	
		02344	The power of its namesake can be unlocked by the Finger Reader.
		02345	Alternatively, it can be used to gain a great bounty of runes.
		02346	
		02347	The Dragonlord whose seat lies at the heart of the storm beyond time is said to have been Elden Lord in the age before the Erdtree. Once his god was fled, the lord continued to await its return.</text>
		02348	<text id="2959">Remembrance of Rennala, Queen of the Full Moon, hewn into the Erdtree.
		02349	
		02350	The power of its namesake can be unlocked by the Finger Reader.
		02351	Alternatively, it can be used to gain a great bounty of runes.
		02352	
		02353	In her youth, Rennala was a prominent champion who charmed the academy with her lunar magic, becoming its master. She also led the Glintstone Knights and established the house of Caria as royalty.</text>
		02354	<text id="2960">Remembrance of Lichdragon Fortissax, hewn into the Erdtree.
		02355	
		02356	The power of its namesake can be unlocked by the Finger Reader.
		02357	Alternatively, it can be used to gain a great bounty of runes.
		02358	
		02359	After Godwyn the Golden became the Prince of Death, the ancient dragon fought long and hard against the Death within its companion. Alas, victory was never achieved and its only reward was corruption.</text>
		02360	<text id="2961">Remembrance of Fire Giant, hewn into the

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2607    Use FP to summon pillars of light around the
2608    wielder, damaging nearby enemies.</text>
2609    <text id="3021">%null%</text>
2610    <text id="3022">%null%</text>
2611    <text id="3023">%null%</text>
2612    <text id="3024">%null%</text>
2613    <text id="3025">%null%</text>
2614    <text id="3026">%null%</text>
2615    <text id="3027">%null%</text>
2616    <text id="3028">%null%</text>
2617    <text id="3029">%null%</text>
2618    <text id="3030">Craftable with a cracked pot. Sullied remains
2619    and such are mixed together and sealed in
2620    the pot.
2621
2622    Consumes FP. Throw at enemy to set
2623    vicious pursuing wraiths upon them.
2624
2625    A curse works in tandem with the act of
2626    defilement to summon the wraiths,
2627    calling them into deadly action.</text>
2628    <text id="3031">%null%</text>
2629    <text id="3032">%null%</text>
2630    <text id="3033">%null%</text>
2631    <text id="3034">%null%</text>
2632    <text id="3035">%null%</text>
2633    <text id="3036">%null%</text>
2634    <text id="3037">%null%</text>
2635    <text id="3038">%null%</text>
2636    <text id="3039">%null%</text>
2637    <text id="3040">A magic tool that obstructs the target's
2638    perception, showing them something else entirely.
2639    Transforms the user into something that fits
2640    the current surroundings</text>
2641    <text id="3041">%null%</text>
2642    <text id="3042">%null%</text>
2643    <text id="3043">%null%</text>
2644    <text id="3044">%null%</text>
2645    <text id="3045">%null%</text>
2646    <text id="3046">%null%</text>
2647    <text id="3047">%null%</text>
2648    <text id="3048">%null%</text>
2649    <text id="3049">%null%</text>
2650    <text id="3050">A small shard of glintstone containing
2651    magical power. Shattering the gem sends out
2652    magic bolts that seek out enemies.</text>
2653    <text id="3051">A larger shard of glintstone containing
2654    magical power. Shattering the gem sends out
2655    even stronger magic bolts that seek out enemies.</text>
2656    <text id="3052">%null%</text>
2657    <text id="3053">%null%</text>
2658    <text id="3054">%null%</text>
2659    <text id="3055">%null%</text>
2660    <text id="3056">%null%</text>
2661    <text id="3057">%null%</text>
2662    <text id="3058">%null%</text>
2663    <text id="3059">%null%</text>
2664    <text id="3060">Shard of rock found in the wake of a
    meteorite strike.
2665    It is imbued with a particularly weighty magic.
2666
2667    Consumes FP. Throw at the ground to create a gravitational
    shockwave.
2668
2669    The desperate ones who scavenge for these shards dub
    themselves "starcallers".</text>
2670    <text id="3061">%null%</text>
2671    <text id="3062">%null%</text>
2672    <text id="3063">%null%</text>
2673    <text id="3064">%null%</text>
2674    <text id="3065">%null%</text>
2675    <text id="3066">%null%</text>
2676    <text id="3067">%null%</text>
2677    <text id="3068">%null%</text>
2678    <text id="3069">%null%</text>
2679    <text id="3070">A large, sharp spear-shaped shard of
    glintstone
2680    containing magical power. Shattering the gem
2681    summons stone spears from below,
2682    impaling enemies.</text>
2683    <text id="3071">%null%</text>
2684    <text id="3072">%null%</text>
2685    <text id="3073">%null%</text>
2686    <text id="3074">%null%</text>
2687    <text id="3075">%null%</text>
2688    <text id="3076">%null%</text>
2689    <text id="3077">%null%</text>
2690    <text id="3078">%null%</text>
2691    <text id="3079">%null%</text>
2692    <text id="3080">A bell that has the ability to call upon
2693    on a grudge.
2694
2695    Ringing the bell will cause a grudge to appear,
2696    attacking enemies. Can be used
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02436    Uses FP to call down a deluge of light.
02437
02438    Miranda, maiden of the Flower Crucible is said to have been
    the very first of this breed.</text>
02439    <text id="3021">%null%</text>
02440    <text id="3022">%null%</text>
02441    <text id="3023">%null%</text>
02442    <text id="3024">%null%</text>
02443    <text id="3025">%null%</text>
02444    <text id="3026">%null%</text>
02445    <text id="3027">%null%</text>
02446    <text id="3028">%null%</text>
02447    <text id="3029">%null%</text>
02448    <text id="3030">Lump of broken qlintstone enwreathed with
    magic power. A "faux sorcery" used by the Knights of the
    Cuckoo. Craftable item.
02449
02450    Launched straight ahead, using FP. A magic bolt springs
    forth from the point of impact.</text>
02451    <text id="3031">%null%</text>
02452    <text id="3032">%null%</text>
02453    <text id="3033">%null%</text>
02454    <text id="3034">%null%</text>
02455    <text id="3035">%null%</text>
02456    <text id="3036">%null%</text>
02457    <text id="3037">%null%</text>
02458    <text id="3038">%null%</text>
02459    <text id="3039">%null%</text>
02460    <text id="3040">Golden veil of intricate design.
02461
02462    Uses FP to mimic nearby objects.
02463
02464    When Godrick was hounded from Leyndell, the Royal Capital,
    this was one of a multitude of treasures he took with him.
    Also known as "Marika's Mischief."</text>
02465    <text id="3041">%null%</text>
02466    <text id="3042">%null%</text>
02467    <text id="3043">%null%</text>
02468    <text id="3044">%null%</text>
02469    <text id="3045">%null%</text>
02470    <text id="3046">%null%</text>
02471    <text id="3047">%null%</text>
02472    <text id="3048">%null%</text>
02473    <text id="3049">%null%</text>
02474    <text id="3050">Piece of glintstone tinged with unstable
    magic. Found in crystal tunnels.
02475
02476    Break gem, using FP to produce a magic bolt.
02477
02478    Poor quality and thereby easily broken, a sorcerer wouldn't
    give it a second look.</text>
02479    <text id="3051">Large piece of glintstone tinged with
    unstable magic. Found in crystal tunnels.
02480
02481    Break gem, using FP to produce a magic bolt.
02482
02483    Poor quality and thereby easily broken, a sorcerer wouldn't
    give it a second look.</text>
02484    <text id="3052">%null%</text>
02485    <text id="3053">%null%</text>
02486    <text id="3054">%null%</text>
02487    <text id="3055">%null%</text>
02488    <text id="3056">%null%</text>
02489    <text id="3057">%null%</text>
02490    <text id="3058">%null%</text>
02491    <text id="3059">%null%</text>
02492    <text id="3060">Shard of rock found in the wake of a
    meteorite strike.
02493    It is imbued with a particularly weighty magic.
02494
02495    Uses FP to emit gravitational shockwave.
02496
02497    The desperate ones who scavenge for these shards dub
    themselves "starcallers."</text>
02498    <text id="3061">%null%</text>
02499    <text id="3062">%null%</text>
02500    <text id="3063">%null%</text>
02501    <text id="3064">%null%</text>
02502    <text id="3065">%null%</text>
02503    <text id="3066">%null%</text>
02504    <text id="3067">%null%</text>
02505    <text id="3068">%null%</text>
02506    <text id="3069">%null%</text>
02507    <text id="3070">Shard of rock found in the wake of a
    meteorite strike.
02508    It is imbued with a particularly weighty magic.
02509
02510    Throw at enemies, using FP to cause a gravitational
    explosion.
02511
02512    The desperate ones who scavenge for these shards dub
    themselves "starcallers."</text>
02513    <text id="3071">%null%</text>
02514    <text id="3072">%null%</text>
02515    <text id="3073">%null%</text>
02516    <text id="3074">%null%</text>
02517    <text id="3075">%null%</text>
02518    <text id="3076">%null%</text>
02519    <text id="3077">%null%</text>
02520    <text id="3078">%null%</text>
02521    <text id="3079">%null%</text>
02522    <text id="3080">Bell used by worshippers of revenants.
02523
02524    Ring bell, using FP to summon prowling wraiths. This can be
    done multiple times in a row.
02525
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2697  continuously if FP is available.</text>
2698  <text id="3300">Grease which holds the blessing of the Erdtree.
2699  Craftable item.
2700
2701  Consumes FP when coated on weapon, allowing
2702  it to deal magical damage and purify those who
2703  have lived beyond death.
2704
2705  There is no place in the Golden Order for those
2706  who have exceeded life's bounds. These blemishes
2707  must be hunted down by the Virtuous.</text>
2708  <text id="3301">%null%</text>
2709  <text id="3302">%null%</text>
2710  <text id="3303">%null%</text>
2711  <text id="3304">%null%</text>
2712  <text id="3305">%null%</text>
2713  <text id="3306">%null%</text>
2714  <text id="3307">%null%</text>
2715  <text id="3308">%null%</text>
2716  <text id="3309">%null%</text>
2717  <text id="3310">A stone fragment blessed by the Finger Reader.
2718  Craftable item.
2719
2720  Consumes FP to continuously heal nearby allies.
2721
2722  The entirety of the Lands Between were all one
2723  great holy land, before the fracturing of the
2724  Elden Ring, according to the maidens of the
2725  Finger Reader.</text>
2726  <text id="3311">A stone shard etched with chaos spells.
2727
2728  Consumes FP to continuously heal
2729  the HP of chaos followers.</text>
2730  <text id="3312">%null%</text>
2731  <text id="3313">%null%</text>
2732  <text id="3314">%null%</text>
2733  <text id="3315">%null%</text>
2734  <text id="3316">%null%</text>
2735  <text id="3317">%null%</text>
2736  <text id="3318">%null%</text>
2737  <text id="3319">%null%</text>
2738  <text id="3320">Ruin fragment inscribed with letters.
2739  Craftable item.
2740
2741  Reveals additional messages from other worlds.
2742
2743  Words are gregarious things, drawn to one another much as people are.</text>
2744  <text id="3350">A sapling etched with Miquella's ivory gold spell.
2745  Craftable item.
2746
2747  Charms stabbed enemies, turning them into a
2748  temporary ally.</text>
2749  <text id="3351">%null%</text>
2750  <text id="3352">%null%</text>
2751  <text id="3353">%null%</text>
2752  <text id="3354">%null%</text>
2753  <text id="3355">%null%</text>
2754  <text id="3356">%null%</text>
2755  <text id="3357">%null%</text>
2756  <text id="3358">%null%</text>
2757  <text id="3359">%null%</text>
2758  <text id="3360">Protection of a hidden shrine, that looks
2759  much like a bedchamber.
2760
2761  Consumes FP to temporarily reduce knockback
2762  when taking damage.
2763
2764  The seductive light of the Firefly allows
2765  the viewer to forget bodily aches and pains,
2766  if only for a while.
2767  Death is only peace, pain is but a promise.</text>
2768  <text id="3361">Protection of a hidden temple in the guise of a bedchamber. This blessing is of the utmost rarity.
2769
2770  Uses FP to temporarily raise poise.
2771  The effect lasts longer than a mere favor.
2772
2773  It's said a deathbed companion will only produce a blessing of this kind for a champion but once in her entire life. The sole blessing which she imbues with her own volition.</text>
2774  <text id="3500">Craftable with a perfume bottle.
2775  A concoction of scents sealed inside a container.
2776
2777  Uses FP to raise the attack power of
2778  nearby allies as well as protecting the
2779  user from an enemy attack only once.</text>
2780  <text id="3501">%null%</text>
2781  <text id="3502">%null%</text>
2782  <text id="3503">%null%</text>
2783  <text id="3504">%null%</text>
2784  <text id="3505">%null%</text>
2785  <text id="3506">%null%</text>
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02526  Wraiths are said to be the vengeful spirits of those who died when cursed.</text>
02527  <text id="3300">Grease which holds the blessing of the Erdtree.
02528  Craftable item.
02529
02530  Consumes FP when coated on weapon, allowing
02531  it to deal magical damage and purify those who
02532  have lived beyond death.
02533
02534  There is no place in the Golden Order for those
02535  who have exceeded life's bounds. These blemishes
02536  must be hunted down by the Virtuous.</text>
02537  <text id="3301">%null%</text>
02538  <text id="3302">%null%</text>
02539  <text id="3303">%null%</text>
02540  <text id="3304">%null%</text>
02541  <text id="3305">%null%</text>
02542  <text id="3306">%null%</text>
02543  <text id="3307">%null%</text>
02544  <text id="3308">%null%</text>
02545  <text id="3309">%null%</text>
02546  <text id="3310">Ruin Fragment blessed with an incantation of the Two Fingers. Craftable item.
02547
02548  Uses FP to generate warmth, continuously restoring the HP of those nearby.
02549
02550  It's said that the Erdtree was once as warm as the gentle sun, and would gradually heal all who bathed in its rays.</text>
02551  <text id="3311">Ruin Fragment blessed with an incantation of the Three Fingers. Craftable item.
02552
02553  Uses FP to generate warmth, continuously restoring the HP of those who host the frenzied flame.
02554
02555  Confers madness upon those who have not adopted the flame. Take care not to mistake this for its gentler cousin.</text>
02556  <text id="3312">%null%</text>
02557  <text id="3313">%null%</text>
02558  <text id="3314">%null%</text>
02559  <text id="3315">%null%</text>
02560  <text id="3316">%null%</text>
02561  <text id="3317">%null%</text>
02562  <text id="3318">%null%</text>
02563  <text id="3319">%null%</text>
02564  <text id="3320">Ruin Fragment with a cipher inscription.
02565  Craftable item.
02566
02567  Uses FP to reveal more messages from other worlds.
02568
02569  Words are gregarious things, drawn to one another much as people are.</text>
02570  <text id="3350">Tree branch blessed with an incantation of unalloyed gold.
02571  Craftable item.
02572
02573  Pierce a foe, using FP to turn them into a temporary ally.
02574
02575  The Empyrean Miquella is loved by many people. Indeed, he has learned very well how to compel such affection.</text>
02576  <text id="3351">%null%</text>
02577  <text id="3352">%null%</text>
02578  <text id="3353">%null%</text>
02579  <text id="3354">%null%</text>
02580  <text id="3355">%null%</text>
02581  <text id="3356">%null%</text>
02582  <text id="3357">%null%</text>
02583  <text id="3358">%null%</text>
02584  <text id="3359">%null%</text>
02585  <text id="3360">Favor bestowed by a deathbed companion. Protection of a hidden temple in the guise of a bedchamber.
02586
02587  Uses FP to temporarily boost poise.
02588
02589  The favor allows one to forget any aches and pains. In Death, there is only peace, for in Death, there can be no sensation.</text>
02590  <text id="3361">Protection of a hidden temple in the guise of a bedchamber. This blessing is of the utmost rarity.
02591
02592  Uses FP to temporarily raise poise.
02593  The effect lasts longer than a mere favor.
02594
02595  It is said a deathbed companion will only produce a blessing of this kind for a champion but once in her entire life. The sole blessing which she imbues of her own volition.</text>
02596  <text id="3500">Art of the perfumers who fought in the Shattering.
02597  Craftable with a perfume bottle.
02598
02599  Uses FP to raise the attack power of the user and nearby allies while also reducing the damage from one incoming attack by half.
02600
02601  This aromatic has an extremely potent morale-raising effect that makes those accustomed to it fearless in the face of death. It was this influence that made the perfumers exceptional commanders.</text>
02602  <text id="3501">%null%</text>
02603  <text id="3502">%null%</text>
02604  <text id="3503">%null%</text>
02605  <text id="3504">%null%</text>
02606  <text id="3505">%null%</text>
02607  <text id="3506">%null%</text>
```

```
2786    <text id="3507">%null%</text>
2787    <text id="3508">%null%</text>
2788    <text id="3509">%null%</text>
2789    <text id="3510">Craftable with an perfume bottle.

2790    A concoction of scents sealed inside a container.
2791
2792    Consumes FP to broadly scatter sparks

2793    in a wide arc straight ahead.
2794
2795    A standard technique for perfumers sent to war.

2796    The perfumers once served the Erdtree, and their
2797    sparks vanished instantly, without spreading fire.</text>
2798    <text id="3511">%null%</text>
2799    <text id="3512">%null%</text>
2800    <text id="3513">%null%</text>
2801    <text id="3514">%null%</text>
2802    <text id="3515">%null%</text>
2803    <text id="3516">%null%</text>
2804    <text id="3517">%null%</text>
2805    <text id="3518">%null%</text>
2806    <text id="3519">%null%</text>
2807    <text id="3520">Craftable with a perfume bottle.
2808    A concoction of scents sealed inside a container.
2809
2810    Uses FP to raise damage cut and resistance


2811    while also increasing weight.</text>
2812    <text id="3550">Craftable with a perfume bottle.
2813    A concoction of scents sealed inside a container.
2814
2815    Uses FP to raise maximum attack power


2816    and stamina while also increasing
2817    damage received.</text>
2818    <text id="3580">Craftable with a perfume bottle.
2819    A concoction of scents sealed inside a container.
2820
2821    Uses FP to release a poison mist from


2822    user's mouth</text>
2823    <text id="3610">Craftable with an perfume bottle.
2824    A concoction of scents sealed inside a container.
2825
2826    Consumes FP to spray mist from the mouth that

2827    lowers defense.

2828
2829    A technique employed by depraved perfumers.

2830    The powder mixed inside the mouth is treated
2831    with vinegary, fetid organic odors, and


2832    briefly saps armor, scales, and hides.</text>
2833    <text id="4000">A glintstone sorcery discovered at the Raya
       Lucaria Academy.
2834
2835    The glintstone serves as a conduit, launching magical
       projectiles at foes.
2836    This sorcery can be cast repeatedly and while in motion.
2837
2838    This is a universal first step on the journey to true
       knowledge of sorcery.</text>
2839    <text id="4001">Fires larger magic fragments of glintstone</
       text>
2840    <text id="4002">%null%</text>
2841    <text id="4003">%null%</text>
2842    <text id="4004">%null%</text>
2843    <text id="4005">%null%</text>
2844    <text id="4006">%null%</text>
2845    <text id="4007">%null%</text>
2846    <text id="4008">%null%</text>
2847    <text id="4009">%null%</text>
2848    <text id="4010">Fires small magic shards of glintstone</text>
2849    <text id="4011">%null%</text>
2850    <text id="4012">%null%</text>
2851    <text id="4013">%null%</text>
2852    <text id="4014">%null%</text>
2853    <text id="4015">%null%</text>
2854    <text id="4016">%null%</text>
2855    <text id="4017">%null%</text>
2856    <text id="4018">%null%</text>
2857    <text id="4019">%null%</text>
```

```
02608    <text id="3507">%null%</text>
02609    <text id="3508">%null%</text>
02610    <text id="3509">%null%</text>
02611    <text id="3510">Art of the perfumers who fought in the
         Shattering.
02612    Craftable with a perfume bottle.
02613
02614    Uses FP to broadly scatter sparks in a wide arc straight
         ahead.
02615
02616    Though fire was prohibited to those who served the Erdtree,
         this rule was forgotten as the war drew ever on.</text>


02617    <text id="3511">%null%</text>
02618    <text id="3512">%null%</text>
02619    <text id="3513">%null%</text>
02620    <text id="3514">%null%</text>
02621    <text id="3515">%null%</text>
02622    <text id="3516">%null%</text>
02623    <text id="3517">%null%</text>
02624    <text id="3518">%null%</text>
02625    <text id="3519">%null%</text>
02626    <text id="3520">Forbidden art of depraved perfumers.
02627    Craftable with a perfume bottle.
02628
02629    Uses FP to temporarily turn body to steel, boosting poise,
         resistances and damage negation at the expense of mobility
         and lightning resistance.


02630
02631    An art that requires fragments of hunted noble jars.
         Depraved perfumers are plainly in league with jar
         poachers.</text>
02632    <text id="3550">Forbidden art of depraved perfumers.
02633    Craftable with a perfume bottle.


02634
02635    Uses FP to enter a temporary state of fervor, raising
         maximum attack power and stamina while also increasing
         damage received.


02636
02637    "Even upon the battlefield, do you fear being wounded? Take
         a good look. Your limbs are frozen stiff."</text>
02638    <text id="3580">Forbidden art of depraved perfumers.
02639    Craftable with a perfume bottle.
02640
02641    Uses FP to release a poison mist from user's mouth, causing
         a buildup of poison.
02642
02643    Perfumed powder is held in the mouth to dissolve before
         being expelled. It was once a restorative art, or so it is
         said.</text>
02644    <text id="3610">Forbidden art of depraved perfumers.
02645    Craftable with a perfume bottle.
02646
02647    Uses FP to release an acidic mist from user's mouth,
         damaging armaments and temporarily lowering attack power.
02648
02649    Perfumed powder is held in the mouth to dissolve before
         being expelled. It was once a restorative art, or so it is
         said.</text>
02650    <text id="4000">The most basic glintstone sorcery of the
         Academy of Raya Lucaria.
02651
02652    The glintstone serves as a conduit, launching magical
         projectiles at foes.
02653    This sorcery can be cast repeatedly and while in motion.
02654
02655    This is a universal first step on the journey to true
         knowledge of sorcery.</text>
02656    <text id="4001">One of the glintstone sorceries of the
         Academy of Raya Lucaria.
02657
02658    The glintstone serves as a conduit, launching large magical
         projectiles at foes.
02659    This sorcery can be cast repeatedly and while in motion.
02660
02661    Those unworthy of the stone crown typically end their brief
         journey into sorcery here.</text>
02662    <text id="4002">%null%</text>
02663    <text id="4003">%null%</text>
02664    <text id="4004">%null%</text>
02665    <text id="4005">%null%</text>
02666    <text id="4006">%null%</text>
02667    <text id="4007">%null%</text>
02668    <text id="4008">%null%</text>
02669    <text id="4009">%null%</text>
02670    <text id="4010">One of the glintstone sorceries of the
         Academy of Raya Lucaria.
02671
02672    The glintstone serves as a conduit, launching swift magical
         projectiles at foes.
02673    This sorcery can be used without delay after performing
         another action.
02674
02675    Those unworthy of the stone crown typically end their brief
         journey into sorcery here.</text>
02676    <text id="4011">%null%</text>
02677    <text id="4012">%null%</text>
02678    <text id="4013">%null%</text>
02679    <text id="4014">%null%</text>
02680    <text id="4015">%null%</text>
02681    <text id="4016">%null%</text>
02682    <text id="4017">%null%</text>
02683    <text id="4018">%null%</text>
02684    <text id="4019">%null%</text>
```

```
2858    <text id="4020">Fires a spear shaped fragment of glintstone</text>
2859    <text id="4021">Fires a sharpened glintstone javelin</text>
2860    <text id="4022">%null%</text>
2861    <text id="4023">%null%</text>
2862    <text id="4024">%null%</text>
2863    <text id="4025">%null%</text>
2864    <text id="4026">%null%</text>
2865    <text id="4027">%null%</text>
2866    <text id="4028">%null%</text>
2867    <text id="4029">%null%</text>
2868    <text id="4030">Fires spiraling magic shards of glintstone</text>
2869    <text id="4031">%null%</text>
2870    <text id="4032">%null%</text>
2871    <text id="4033">%null%</text>
2872    <text id="4034">%null%</text>
2873    <text id="4035">%null%</text>
2874    <text id="4036">%null%</text>
2875    <text id="4037">%null%</text>
2876    <text id="4038">%null%</text>
2877    <text id="4039">%null%</text>
2878    <text id="4040">A glintstone sorcery discovered at the Raya Lucaria Academy.

2879
2880    Fires highly directable magic shooting stars.
2881    This sorcery can be cast repeatedly and while in motion, and it increases in power when charged up.

2882
2883    An ancient sorcery, thought to be close to the primeval current itself.</text>
2884    <text id="4041">%null%</text>
2885    <text id="4042">%null%</text>
2886    <text id="4043">%null%</text>
2887    <text id="4044">%null%</text>
2888    <text id="4045">%null%</text>
2889    <text id="4046">%null%</text>
2890    <text id="4047">%null%</text>
2891    <text id="4048">%null%</text>
2892    <text id="4049">%null%</text>
2893    <text id="4050">Fires numerous homing shards of glintstone</text>
2894    <text id="4051">%null%</text>
2895    <text id="4052">%null%</text>
2896    <text id="4053">%null%</text>
2897    <text id="4054">%null%</text>
2898    <text id="4055">%null%</text>
2899    <text id="4056">%null%</text>
2900    <text id="4057">%null%</text>
2901    <text id="4058">%null%</text>
2902    <text id="4059">%null%</text>
2903    <text id="4060">Fires a continuous volley of shards of

2904    glintstone</text>
2905    <text id="4061">%null%</text>
2906    <text id="4062">%null%</text>
2907    <text id="4063">%null%</text>
2908    <text id="4064">%null%</text>
2909    <text id="4065">%null%</text>
2910    <text id="4066">%null%</text>
2911    <text id="4067">%null%</text>
2912    <text id="4068">%null%</text>
2913    <text id="4069">%null%</text>
2914    <text id="4070">A glintstone sorcery discovered at the Raya Lucaria Academy.

2915
2916    A horizontal arc of magic spreads outward.
2917    This sorcery can be cast repeatedly and while in motion.
2918
2919    This sorcery is granted to sorcerers who set off from the Academy to travel, in order to protect them against large groups of would-be adversaries.
2920    Fools often roam in packs.</text>
2921    <text id="4071">%null%</text>
2922    <text id="4072">%null%</text>
2923    <text id="4073">%null%</text>
2924    <text id="4074">%null%</text>
2925    <text id="4075">%null%</text>
2926    <text id="4076">%null%</text>
```

```
02685    <text id="4020">One of the glintstone sorceries of the Academy of Raya Lucaria.

02686
02687    Fires a magical comet with a trailing tail.
02688    This sorcery can be cast repeatedly and while in motion.
         Charging enhances potency.
02689
02690    A sorcery of the Karolos Conspectus, the most venerable of the academy.</text>
02691    <text id="4021">One of the glintstone sorceries of the Academy of Raya Lucaria.

02692
02693    Fires a great magical comet.
02694    This sorcery can be cast repeatedly and while in motion.
         Charging enhances potency.
02695
02696    The greatest of the Karolos Conspectus's sorceries, that only a very few sorcerers have ever mastered.</text>
02697    <text id="4022">%null%</text>
02698    <text id="4023">%null%</text>
02699    <text id="4024">%null%</text>
02700    <text id="4025">%null%</text>
02701    <text id="4026">%null%</text>
02702    <text id="4027">%null%</text>
02703    <text id="4028">%null%</text>
02704    <text id="4029">%null%</text>
02705    <text id="4030">One of the glintstone sorceries of the Academy of Raya Lucaria.

02706
02707    Fires twin projectiles that form a spiral as they travel.
02708    This sorcery can be cast repeatedly and while in motion.
         Charging enhances potency.
02709
02710    A sorcery of the Karolos Conspectus, the most venerable of the academy. This was the product of a failed attempt to create a new comet.</text>
02711    <text id="4031">%null%</text>
02712    <text id="4032">%null%</text>
02713    <text id="4033">%null%</text>
02714    <text id="4034">%null%</text>
02715    <text id="4035">%null%</text>
02716    <text id="4036">%null%</text>
02717    <text id="4037">%null%</text>
02718    <text id="4038">%null%</text>
02719    <text id="4039">%null%</text>
02720    <text id="4040">One of the glintstone sorceries of the Academy of Raya Lucaria.

02721
02722    Fires three magic shooting stars that pursue the target.
02723    This sorcery can be cast while in motion. Charging enhances potency.

02724
02725    A sorcery of the Olivinus Conspectus, which attracts sorcerers from Sellia, Town of Sorcery.</text>
02726    <text id="4041">%null%</text>
02727    <text id="4042">%null%</text>
02728    <text id="4043">%null%</text>
02729    <text id="4044">%null%</text>
02730    <text id="4045">%null%</text>
02731    <text id="4046">%null%</text>
02732    <text id="4047">%null%</text>
02733    <text id="4048">%null%</text>
02734    <text id="4049">%null%</text>
02735    <text id="4050">One of the glintstone sorceries of the Academy of Raya Lucaria.

02736
02737    Fires six magic shooting stars that pursue the target.
02738    This sorcery can be cast while in motion. Charging enhances potency.

02739
02740    The most difficult to master of the Olivinus Conspectus sorceries.</text>
02741    <text id="4051">%null%</text>
02742    <text id="4052">%null%</text>
02743    <text id="4053">%null%</text>
02744    <text id="4054">%null%</text>
02745    <text id="4055">%null%</text>
02746    <text id="4056">%null%</text>
02747    <text id="4057">%null%</text>
02748    <text id="4058">%null%</text>
02749    <text id="4059">%null%</text>
02750    <text id="4060">One of the glintstone sorceries of the Academy of Raya Lucaria.

02751
02752    Fires a volley of glintstone crystal shards.
02753    Charging increases potency.

02754
02755    A sorcery of the Crystal Cadre, a group of sorcerers who pursue the wisdom of stone—the secrets locked in the faint cogitation of the Crystalians.</text>
02756    <text id="4061">%null%</text>
02757    <text id="4062">%null%</text>
02758    <text id="4063">%null%</text>
02759    <text id="4064">%null%</text>
02760    <text id="4065">%null%</text>
02761    <text id="4066">%null%</text>
02762    <text id="4067">%null%</text>
02763    <text id="4068">%null%</text>
02764    <text id="4069">%null%</text>
02765    <text id="4070">One of the glintstone sorceries of the Academy of Raya Lucaria.

02766
02767    Fires a horizontal arc of magic that spreads outward.
02768    This sorcery can be cast repeatedly and while in motion.
02769
02770    Granted to sorcerers who depart from the academy to embark on journeys, in order to fend off large groups of would-be adversaries. Fools often roam in packs.</text>
02771    <text id="4071">%null%</text>
02772    <text id="4072">%null%</text>
02773    <text id="4073">%null%</text>
02774    <text id="4074">%null%</text>
02775    <text id="4075">%null%</text>
02776    <text id="4076">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 2927

```
2927    <text id="4077">%null%</text>
2928    <text id="4078">%null%</text>
2929    <text id="4079">%null%</text>
2930    <text id="4080">Fires exploding magic shards of glintstone</
        text>
2931    <text id="4081">%null%</text>
2932    <text id="4082">%null%</text>
2933    <text id="4083">%null%</text>
2934    <text id="4084">%null%</text>
2935    <text id="4085">%null%</text>
2936    <text id="4086">%null%</text>
2937    <text id="4087">%null%</text>
2938    <text id="4088">%null%</text>
2939    <text id="4089">%null%</text>
2940    <text id="4090">Fires bursts of glintstone at enemies</text>
2941    <text id="4091">%null%</text>
2942    <text id="4092">%null%</text>
2943    <text id="4093">%null%</text>
2944    <text id="4094">%null%</text>
2945    <text id="4095">%null%</text>
2946    <text id="4096">%null%</text>
2947    <text id="4097">%null%</text>
2948    <text id="4098">%null%</text>
2949    <text id="4099">%null%</text>
2950    <text id="4100">Thrust staff into ground to cause small
        explosion</text>
2951    <text id="4101">%null%</text>
2952    <text id="4102">%null%</text>
2953    <text id="4103">%null%</text>
2954    <text id="4104">%null%</text>
2955    <text id="4105">%null%</text>
2956    <text id="4106">%null%</text>
2957    <text id="4107">%null%</text>
2958    <text id="4108">%null%</text>
2959    <text id="4109">%null%</text>
2960    <text id="4110">Raise magic engulfed staff upwards and
        attack</text>
2961    <text id="4111">%null%</text>
2962    <text id="4112">%null%</text>
2963    <text id="4113">%null%</text>
2964    <text id="4114">%null%</text>
2965    <text id="4115">%null%</text>
2966    <text id="4116">%null%</text>
2967    <text id="4117">%null%</text>
2968    <text id="4118">%null%</text>
2969    <text id="4119">%null%</text>
2970    <text id="4120">Attacks using a magical glintstone
        greathammer</text>
2971    <text id="4121">%null%</text>
2972    <text id="4122">%null%</text>
2973    <text id="4123">%null%</text>
2974    <text id="4124">%null%</text>
2975    <text id="4125">%null%</text>
2976    <text id="4126">%null%</text>
2977    <text id="4127">%null%</text>
2978    <text id="4128">%null%</text>
2979    <text id="4129">%null%</text>
2980    <text id="4130">Releases glintstone magic in the vicinity,
2981    raising the strength of nearby casters.</text>
2982    <text id="4131">%null%</text>
2983    <text id="4132">%null%</text>
2984    <text id="4133">%null%</text>
2985    <text id="4134">%null%</text>
2986    <text id="4135">%null%</text>
2987    <text id="4136">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 2777

```
02777    <text id="4077">%null%</text>
02778    <text id="4078">%null%</text>
02779    <text id="4079">%null%</text>
02780    <text id="4080">One of the glintstone sorceries of the
         Academy of Raya Lucaria.
02781
02782    Lobs an explosive magic projectile that flies in an arc.
02783    Charging enhances potency.
02784
02785    Drawn from the conspectus of Haima, the adjudicator of the
         academy, this sorcery employs might as a means to quell
         conflict.</text>
02786    <text id="4081">%null%</text>
02787    <text id="4082">%null%</text>
02788    <text id="4083">%null%</text>
02789    <text id="4084">%null%</text>
02790    <text id="4085">%null%</text>
02791    <text id="4086">%null%</text>
02792    <text id="4087">%null%</text>
02793    <text id="4088">%null%</text>
02794    <text id="4089">%null%</text>
02795    <text id="4090">One of the glintstone sorceries of the
         Academy of Raya Lucaria.
02796
02797    Fires a burst of glintstone crystal shards.
02798    This sorcery can be cast repeatedly and while in motion.
         Charging increases potency.
02799
02800    A sorcery of the Crystal Cadre, a group of sorcerers who
         pursued the wisdom of stone—the secrets locked in the faint
         cogitation of the Crystalians.</text>
02801    <text id="4091">%null%</text>
02802    <text id="4092">%null%</text>
02803    <text id="4093">%null%</text>
02804    <text id="4094">%null%</text>
02805    <text id="4095">%null%</text>
02806    <text id="4096">%null%</text>
02807    <text id="4097">%null%</text>
02808    <text id="4098">%null%</text>
02809    <text id="4099">%null%</text>
02810    <text id="4100">One of the glintstone sorceries of the
         Academy of Raya Lucaria.
02811
02812    Imbues the ferrule of the caster's staff with magic, then
         thrusts it into the ground to create a magical shockwave.
02813    Allows one follow-up attack.
02814
02815    A Stonedigger sorcery used by the glintstone miners of the
         crystal tunnel. At the academy, use of this sorcery was a
         stigma that marked out failed scholars.</text>
02816    <text id="4101">%null%</text>
02817    <text id="4102">%null%</text>
02818    <text id="4103">%null%</text>
02819    <text id="4104">%null%</text>
02820    <text id="4105">%null%</text>
02821    <text id="4106">%null%</text>
02822    <text id="4107">%null%</text>
02823    <text id="4108">%null%</text>
02824    <text id="4109">%null%</text>
02825    <text id="4110">One of the glintstone sorceries of the
         Academy of Raya Lucaria.
02826
02827    Imbues the ferrule of the caster's staff with magic, then
         thrusts it into the ground to create a massive magical
         shockwave.
02828
02829    Hold to continue moving without striking the ground, and
         then push the end of the staff into enemies.
02830
02831    An enhanced version of the glintstone miners' Stonedigger
         sorcery.</text>
02832    <text id="4111">%null%</text>
02833    <text id="4112">%null%</text>
02834    <text id="4113">%null%</text>
02835    <text id="4114">%null%</text>
02836    <text id="4115">%null%</text>
02837    <text id="4116">%null%</text>
02838    <text id="4117">%null%</text>
02839    <text id="4118">%null%</text>
02840    <text id="4119">%null%</text>
02841    <text id="4120">One of the glintstone sorceries of the
         Academy of Raya Lucaria.
02842
02843    Creates a magical greathammer and slams it down.
02844    Allows one follow-up attack.
02845
02846    Drawn from the scholarly conspectus of Haima, the
         adjudicator of the academy, this sorcery employs might as a
         means to quell conflict.</text>
02847    <text id="4121">%null%</text>
02848    <text id="4122">%null%</text>
02849    <text id="4123">%null%</text>
02850    <text id="4124">%null%</text>
02851    <text id="4125">%null%</text>
02852    <text id="4126">%null%</text>
02853    <text id="4127">%null%</text>
02854    <text id="4128">%null%</text>
02855    <text id="4129">%null%</text>
02856    <text id="4130">One of the glintstone sorceries of the
         Academy of Raya Lucaria.
02857
02858    Draws an academy sigil upon the ground, raising the magic
         strength of those within.
02859
02860    Once, the sigil would be cast from the highest belfry of the
         academy, covering the entire institution's grounds. This
         spell allows such vivid experience of spell-casting success,
         it turns many a fledgling into a true sorcerer in a flash of
         newfound understanding.</text>
02861    <text id="4131">%null%</text>
02862    <text id="4132">%null%</text>
02863    <text id="4133">%null%</text>
02864    <text id="4134">%null%</text>
02865    <text id="4135">%null%</text>
02866    <text id="4136">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 2988

```
<text id="4137">%null%</text>
<text id="4138">%null%</text>
<text id="4139">%null%</text>
<text id="4140">Creates a light that illuminates surroundings</text>
<text id="4200">Release magic from within into a powerful stream</text>
<text id="4201">%null%</text>
<text id="4202">%null%</text>
<text id="4203">%null%</text>
<text id="4204">%null%</text>
<text id="4205">%null%</text>
<text id="4206">%null%</text>
<text id="4207">%null%</text>
<text id="4208">%null%</text>
<text id="4209">%null%</text>
<text id="4210">Release magic from within to form a downpour</text>
<text id="4211">%null%</text>
<text id="4212">%null%</text>
<text id="4213">%null%</text>
<text id="4214">%null%</text>
<text id="4215">%null%</text>
<text id="4216">%null%</text>
<text id="4217">%null%</text>
<text id="4218">%null%</text>
<text id="4219">%null%</text>
<text id="4220">A technique of the of the enchanted knights who served the Caria family, lords of Raya Lucaria.
A glintstone sorcery.

Forms a faintly shining sword, and thrusts its magic blade.


The Caria family looks to the moon for protection, and this sword is a blade of moonlight.</text>

<text id="4300">Forms defensive magic sword around user</text>
<text id="4301">Forms multiple defensive magic swords around user</text>
<text id="4302">Forms a large defensive magic sword around user</text>
<text id="4360">Transform into a moon and attack enemies</text>
<text id="4361">Transform into a coldmoon and attack enemies</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 2867

```
<text id="4137">%null%</text>
<text id="4138">%null%</text>
<text id="4139">%null%</text>
<text id="4140">One of the glintstone sorceries of the Academy of Raya Lucaria.


Creates a small, floating star light that illuminates surroundings.
This sorcery can be cast while in motion.

Granted to sorcerers who depart from the academy to embark on journeys. Even during the blackest nights, sojourns underground, or imprisonment in gaol, the stars are never far from a sorcerer's side.</text>
<text id="4200">Legendary sorcery devised by Azur, primeval sorcerer.

Fires a tremendous comet in a torrent akin to the distant starry expanse, the place said to be the origin of glintstone.
Hold to continue releasing the sorcery's power.

When Azur glimpsed into the primeval current, he saw darkness. He was left both bewitched and fearful of the abyss.</text>
<text id="4201">%null%</text>
<text id="4202">%null%</text>
<text id="4203">%null%</text>
<text id="4204">%null%</text>
<text id="4205">%null%</text>
<text id="4206">%null%</text>
<text id="4207">%null%</text>
<text id="4208">%null%</text>
<text id="4209">%null%</text>
<text id="4210">The eldest primeval sorcery, said to have been discovered by an ancient astrologer. A sorcery of legendary status.

Summons a dark cloud of stars overhead. Shortly after, the cloud will release a violent deluge of star rain. This sorcery can be cast while in motion. Charging increases potency.

Thought to be the founding glintstone sorcery. The glimpse of the primeval current that the astrologer saw became real, and the stars' amber rained down on this land.</text>
<text id="4211">%null%</text>
<text id="4212">%null%</text>
<text id="4213">%null%</text>
<text id="4214">%null%</text>
<text id="4215">%null%</text>
<text id="4216">%null%</text>
<text id="4217">%null%</text>
<text id="4218">%null%</text>
<text id="4219">%null%</text>
<text id="4220">Legendary sorcery devised by Lusat, primeval sorcerer.

Fires twelve dark shooting stars that pursue the target.
This sorcery can be cast while in motion. Charging increases potency.

When Lusat glimpsed into the primeval current, he beheld the final moments of a great star cluster, and upon seeing it, he too was broken.</text>
<text id="4300">One of the sorceries of the Carian royal family.

Creates a defensive arch of magic glintblades overhead, which automatically attack nearby foes.
This sorcery can be cast while in motion.

Bestowed upon the enchanted Carian knights, who combined this art with their swordsmanship to maintain pressure upon their foes, striking in waves of steel and sorcery.</text>
<text id="4301">One of the sorceries of the Carian royal family.

Creates a defensive arch of numerous magic glintblades overhead, which automatically attack nearby foes.
This sorcery can be used cast while in motion.

An enhanced version of the glintblade sorcery used by enchanted knights.</text>
<text id="4302">One of the sorceries of the Carian royal family.

Creates a defensive arch of larger magic glintblades overhead, which automatically attack nearby foes.

Used by the enchanted troll knights.
They were the comrades of the young Rennala, bound by oath.</text>
<text id="4360">Sorcery symbolic of the Carian queen.

Uses the caster as a vessel to incarnate a full moon, then sends it floating toward foes. The full moon dispels all sorcery that touches it, and temporarily reduces magic damage negation for those it strikes.

Queen Rennala encountered this enchanting moon when she was young, and later, it would bewitch the academy.</text>
<text id="4361">Legendary sorcery symbolic of the Carian queen.

Uses the caster as a vessel to incarnate a cold, dark moon, then sends it floating toward foes. The dark moon dispels all sorcery that touches it, and temporarily reduces magic damage negation for those it strikes.
```

```
3023    <text id="4362">%null%</text>
3024    <text id="4363">%null%</text>
3025    <text id="4364">%null%</text>
3026    <text id="4365">%null%</text>
3027    <text id="4366">%null%</text>
3028    <text id="4367">%null%</text>
3029    <text id="4368">%null%</text>
3030    <text id="4369">%null%</text>
3031    <text id="4370">Fires shards from floating chunk of glintstone</text>
3032    <text id="4371">%null%</text>
3033    <text id="4372">%null%</text>
3034    <text id="4373">%null%</text>
3035    <text id="4374">%null%</text>
3036    <text id="4375">%null%</text>
3037    <text id="4376">%null%</text>
3038    <text id="4377">%null%</text>
3039    <text id="4378">%null%</text>
3040    <text id="4379">%null%</text>
3041    <text id="4380">Fires piercing shot from a glintstone bow</text>
3042    <text id="4381">Fires many piercing shots from a glintstone bow</text>
3043    <text id="4382">%null%</text>
3044    <text id="4383">%null%</text>
3045    <text id="4384">%null%</text>
3046    <text id="4385">%null%</text>
3047    <text id="4386">%null%</text>
3048    <text id="4387">%null%</text>
3049    <text id="4388">%null%</text>
3050    <text id="4389">%null%</text>
3051    <text id="4390">Forms glintstone chunk that fires shards on delay</text>
3052    <text id="4391">%null%</text>
3053    <text id="4392">%null%</text>
3054    <text id="4393">%null%</text>
3055    <text id="4394">%null%</text>
3056    <text id="4395">%null%</text>
3057    <text id="4396">%null%</text>
3058    <text id="4397">%null%</text>
3059    <text id="4398">%null%</text>
3060    <text id="4399">%null%</text>
3061    <text id="4400">Fire larger frost shards formed from glintstone</text>
3062    <text id="4401">%null%</text>
3063    <text id="4402">%null%</text>
3064    <text id="4403">%null%</text>
3065    <text id="4404">%null%</text>
3066    <text id="4405">%null%</text>
3067    <text id="4406">%null%</text>
3068    <text id="4407">%null%</text>
3069    <text id="4408">%null%</text>
3070    <text id="4409">%null%</text>
3071    <text id="4410">Creates frost tornado, attacking those nearby</text>
3072    <text id="4411">%null%</text>
3073    <text id="4412">%null%</text>
3074    <text id="4413">%null%</text>
3075    <text id="4414">%null%</text>
3076    <text id="4415">%null%</text>
3077    <text id="4416">%null%</text>
3078    <text id="4417">%null%</text>
3079    <text id="4418">%null%</text>
3080    <text id="4419">%null%</text>
3081    <text id="4420">Releases mist that deals frostbite status effect</text>
```



```
02938    This moon was encountered by a young Ranni, led by the hand of her mother, Rennala. What she beheld was cold, dark, and veiled in occult mystery.</text>
02939    <text id="4362">%null%</text>
02940    <text id="4363">%null%</text>
02941    <text id="4364">%null%</text>
02942    <text id="4365">%null%</text>
02943    <text id="4366">%null%</text>
02944    <text id="4367">%null%</text>
02945    <text id="4368">%null%</text>
02946    <text id="4369">%null%</text>
02947    <text id="4370">One of the sorceries of the Carian royal family.
02948
02949    Summons a mass of magic that fires projectiles over a wide area.
02950    This sorcery can be cast while in motion. Charging extends duration.
02951
02952    Said to have been taught by the Crystalians to mark the swearing of the old concord.</text>
02953    <text id="4371">%null%</text>
02954    <text id="4372">%null%</text>
02955    <text id="4373">%null%</text>
02956    <text id="4374">%null%</text>
02957    <text id="4375">%null%</text>
02958    <text id="4376">%null%</text>
02959    <text id="4377">%null%</text>
02960    <text id="4378">%null%</text>
02961    <text id="4379">%null%</text>
02962    <text id="4380">Sorcery used by Royal Knight Loretta.
02963
02964    Creates a magic greatbow and fires a great arrow.
02965    Charging enhances potency. Hold to keep the great arrow nocked.
02966
02967    It is said that the bow was Loretta's favored weapon.</text>
02968    <text id="4381">Sorcery used by Loretta, Knight of the Haligtree.
02969
02970    Creates a magic greatbow and fires four great arrows simultaneously.
02971    Charging enhances potency. Hold to keep the great arrows nocked.
02972
02973    Developed by Loretta after her long, bloody journey to seek out a place where the Albinaurics could live in peace.</text>
02974    <text id="4382">%null%</text>
02975    <text id="4383">%null%</text>
02976    <text id="4384">%null%</text>
02977    <text id="4385">%null%</text>
02978    <text id="4386">%null%</text>
02979    <text id="4387">%null%</text>
02980    <text id="4388">%null%</text>
02981    <text id="4389">%null%</text>
02982    <text id="4390">An old sorcery of the Carian royal family.
02983
02984    Creates a sigil overhead, from which an enemy-seeking glintblade appears after a brief delay.
02985    This sorcery can be used while in motion. Charging increases the delay.
02986
02987    Said to be the prototype of the sword-phalanx sorceries wielded by royal enchanted knights.</text>
02988    <text id="4391">%null%</text>
02989    <text id="4392">%null%</text>
02990    <text id="4393">%null%</text>
02991    <text id="4394">%null%</text>
02992    <text id="4395">%null%</text>
02993    <text id="4396">%null%</text>
02994    <text id="4397">%null%</text>
02995    <text id="4398">%null%</text>
02996    <text id="4399">%null%</text>
02997    <text id="4400">Sorcery said to have been used by the old snow witch.
02998
02999    The glintstone serves as a conduit, launching a mass of cold magic.
03000    This sorcery can be cast repeatedly and while in motion.
03001
03002    The snowy crone taught the young Ranni to fear the dark moon as she imparted her cold sorcery.</text>
03003    <text id="4401">%null%</text>
03004    <text id="4402">%null%</text>
03005    <text id="4403">%null%</text>
03006    <text id="4404">%null%</text>
03007    <text id="4405">%null%</text>
03008    <text id="4406">%null%</text>
03009    <text id="4407">%null%</text>
03010    <text id="4408">%null%</text>
03011    <text id="4409">%null%</text>
03012    <text id="4410">Ice sorcery of the Town of Zamor.
03013
03014    Strike the ground with the staff to create a freezing tornado.
03015    Charging enhances potency.
03016
03017    Cloaked in icy tempests, the knights of Zamor have challenged the Fire Giants since ancient times.</text>
03018    <text id="4411">%null%</text>
03019    <text id="4412">%null%</text>
03020    <text id="4413">%null%</text>
03021    <text id="4414">%null%</text>
03022    <text id="4415">%null%</text>
03023    <text id="4416">%null%</text>
03024    <text id="4417">%null%</text>
03025    <text id="4418">%null%</text>
03026    <text id="4419">%null%</text>
03027    <text id="4420">Sorcery said to have been used by the old snow witch.
```

```
3082    <text id="4421">%null%</text>
3083    <text id="4422">%null%</text>
3084    <text id="4423">%null%</text>
3085    <text id="4424">%null%</text>
3086    <text id="4425">%null%</text>
3087    <text id="4426">%null%</text>
3088    <text id="4427">%null%</text>
3089    <text id="4428">%null%</text>
3090    <text id="4429">%null%</text>
3091    <text id="4430">Attacks using a magical glintstone
        greatsword</text>
3092    <text id="4431">Attacks using a frozen magical glintstone
        sword</text>
3093    <text id="4432">%null%</text>
3094    <text id="4433">%null%</text>
3095    <text id="4434">%null%</text>
3096    <text id="4435">%null%</text>
3097    <text id="4436">%null%</text>
3098    <text id="4437">%null%</text>
3099    <text id="4438">%null%</text>
3100    <text id="4439">%null%</text>
3101    <text id="4440">Slashes with faintly shining sword</text>
3102    <text id="4441">%null%</text>
3103    <text id="4442">%null%</text>
3104    <text id="4443">%null%</text>
3105    <text id="4444">%null%</text>
3106    <text id="4445">%null%</text>
3107    <text id="4446">%null%</text>
3108    <text id="4447">%null%</text>
3109    <text id="4448">%null%</text>
3110    <text id="4449">%null%</text>
3111    <text id="4450">A glintstone sorcery used by the enchanted
        knights who served the Carian royal family.
3112
3113    Forms a magic sword to impale one's foes.
3114    This sorcery increases in power when charged up.
3115
3116    Blades of pure moonlight epitomize the protection the moon
        grants to Caria.</text>
3117    <text id="4451">%null%</text>
3118    <text id="4452">%null%</text>
3119    <text id="4453">%null%</text>
3120    <text id="4454">%null%</text>
3121    <text id="4455">%null%</text>
3122    <text id="4456">%null%</text>
3123    <text id="4457">%null%</text>
3124    <text id="4458">%null%</text>
3125    <text id="4459">%null%</text>
3126    <text id="4460">Imbues equipped weapon with magic damage</
       text>
3127    <text id="4461">%null%</text>
3128    <text id="4462">%null%</text>
3129    <text id="4463">%null%</text>
3130    <text id="4464">%null%</text>
3131    <text id="4465">%null%</text>
3132    <text id="4466">%null%</text>
3133    <text id="4467">%null%</text>
3134    <text id="4468">%null%</text>
3135    <text id="4469">%null%</text>
3136    <text id="4470">Boosts equipped shield's defense</text>
3137    <text id="4471">%null%</text>
3138    <text id="4472">%null%</text>
3139    <text id="4473">%null%</text>
3140    <text id="4474">%null%</text>
3141    <text id="4475">%null%</text>
3142    <text id="4476">%null%</text>
3143    <text id="4477">%null%</text>
3144    <text id="4478">%null%</text>
3145    <text id="4479">%null%</text>
```

```
03028
03029   Releases a cold mist before the caster.
03030   This sorcery can be cast while in motion. Charging enhances
        range of the mist.
03031
03032   The snowy crone taught the young Ranni to fear the dark moon
        as she imparted her cold sorcery.</text>
03033   <text id="4421">%null%</text>
03034   <text id="4422">%null%</text>
03035   <text id="4423">%null%</text>
03036   <text id="4424">%null%</text>
03037   <text id="4425">%null%</text>
03038   <text id="4426">%null%</text>
03039   <text id="4427">%null%</text>
03040   <text id="4428">%null%</text>
03041   <text id="4429">%null%</text>
03042   <text id="4430">One of the sorceries of the Carian royal
        family.
03043
03044   Conjures a magic greatsword and then delivers a sweeping
        blow.
03045   This sorcery can be cast repeatedly.
03046
03047   Armed with this spell, sorcerers gain the strength of
        knights, their loyalty sworn to the moon.</text>
03048   <text id="4431">Sorcery of Adula, the Glintstone Dragon.
03049
03050   Conjures a cold magic greatsword, then delivers a sweeping
        blow that launches a blade-like projectile of frost.
03051   This sorcery can be cast repeatedly.
03052
03053   Adula, a devourer of sorcerers, was bested by Ranni and
        subsequently swore a knightly oath to her Dark Moon.</text>
03054   <text id="4432">%null%</text>
03055   <text id="4433">%null%</text>
03056   <text id="4434">%null%</text>
03057   <text id="4435">%null%</text>
03058   <text id="4436">%null%</text>
03059   <text id="4437">%null%</text>
03060   <text id="4438">%null%</text>
03061   <text id="4439">%null%</text>
03062   <text id="4440">One of the sorceries of the Carian royal
        family.
03063
03064   Conjures a magic sword and delivers a swift sweeping slash.
03065   This sorcery can be used without delay after performing
        another action.
03066
03067   Even among the Carian sword sorceries, this is a notably
        effective technique.</text>
03068   <text id="4441">%null%</text>
03069   <text id="4442">%null%</text>
03070   <text id="4443">%null%</text>
03071   <text id="4444">%null%</text>
03072   <text id="4445">%null%</text>
03073   <text id="4446">%null%</text>
03074   <text id="4447">%null%</text>
03075   <text id="4448">%null%</text>
03076   <text id="4449">%null%</text>
03077   <text id="4450">One of the sorceries of the Carian royal
       family.
03078
03079   Conjures a magic greatsword to impale foes.
03080   Charging lengthens the initial step in.
03081
03082   This sorcery forms a counterpart to Carian Greatsword.
03083   Highly lethal when used against single foes riding alone.</
       text>
03084   <text id="4451">%null%</text>
03085   <text id="4452">%null%</text>
03086   <text id="4453">%null%</text>
03087   <text id="4454">%null%</text>
03088   <text id="4455">%null%</text>
03089   <text id="4456">%null%</text>
03090   <text id="4457">%null%</text>
03091   <text id="4458">%null%</text>
03092   <text id="4459">%null%</text>
03093   <text id="4460">One of the glintstone sorceries of the
        Academy of Raya Lucaria.
03094
03095   Enchants armament held in the right hand with magic-affinity
        attacks.
03096   This sorcery can be cast while in motion.
03097
03098   Taught to the Knights of the Cuckoo by the academy as
        payment for their contract.</text>
03099   <text id="4461">%null%</text>
03100   <text id="4462">%null%</text>
03101   <text id="4463">%null%</text>
03102   <text id="4464">%null%</text>
03103   <text id="4465">%null%</text>
03104   <text id="4466">%null%</text>
03105   <text id="4467">%null%</text>
03106   <text id="4468">%null%</text>
03107   <text id="4469">%null%</text>
03108   <text id="4470">One of the glintstone sorceries of the
        Academy of Raya Lucaria.
03109
03110   Enchants shield held in the left hand with additional damage
        negation.
03111   This sorcery can be cast while in motion.
03112
03113   Taught to the Knights of the Cuckoo by the academy as
        payment for their contract.</text>
03114   <text id="4471">%null%</text>
03115   <text id="4472">%null%</text>
03116   <text id="4473">%null%</text>
03117   <text id="4474">%null%</text>
03118   <text id="4475">%null%</text>
03119   <text id="4476">%null%</text>
03120   <text id="4477">%null%</text>
03121   <text id="4478">%null%</text>
03122   <text id="4479">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 3146

```
3146    <text id="4480">Heals the sleep and madness status effects</
        text>
3147    <text id="4481">%null%</text>
3148    <text id="4482">%null%</text>
3149    <text id="4483">%null%</text>
3150    <text id="4484">%null%</text>
3151    <text id="4485">%null%</text>
3152    <text id="4486">%null%</text>
3153    <text id="4487">%null%</text>
3154    <text id="4488">%null%</text>
3155    <text id="4489">%null%</text>
3156    <text id="4490">Imbue equipped weapon with frostbite status
        effect</text>
3157    <text id="4491">%null%</text>
3158    <text id="4492">%null%</text>
3159    <text id="4493">%null%</text>
3160    <text id="4494">%null%</text>
3161    <text id="4495">%null%</text>
3162    <text id="4496">%null%</text>
3163    <text id="4497">%null%</text>
3164    <text id="4498">%null%</text>
3165    <text id="4499">%null%</text>
3166    <text id="4500">Fires bursts of crystal at enemies</text>
3167    <text id="4501">%null%</text>
3168    <text id="4502">%null%</text>
3169    <text id="4503">%null%</text>
3170    <text id="4504">%null%</text>
3171    <text id="4505">%null%</text>
3172    <text id="4506">%null%</text>
3173    <text id="4507">%null%</text>
3174    <text id="4508">%null%</text>
3175    <text id="4509">%null%</text>
3176    <text id="4510">Bursts of crystal shards fly towards
        surroundings</text>
3177    <text id="4511">%null%</text>
3178    <text id="4512">%null%</text>
3179    <text id="4513">%null%</text>
3180    <text id="4514">%null%</text>
3181    <text id="4515">%null%</text>
3182    <text id="4516">%null%</text>
3183    <text id="4517">%null%</text>
3184    <text id="4518">%null%</text>
3185    <text id="4519">%null%</text>
3186    <text id="4520">Fires a storm of countless crystal shards</
        text>
3187    <text id="4600">Slice unaware enemies from behind with
        glintstone</text>
3188    <text id="4601">%null%</text>
3189    <text id="4602">%null%</text>
3190    <text id="4603">%null%</text>
3191    <text id="4604">%null%</text>
3192    <text id="4605">%null%</text>
3193    <text id="4606">%null%</text>
3194    <text id="4607">%null%</text>
3195    <text id="4608">%null%</text>
3196    <text id="4609">%null%</text>
3197    <text id="4610">Fires a silent glintstone arrow</text>
3198    <text id="4611">%null%</text>
3199    <text id="4612">%null%</text>
3200    <text id="4613">%null%</text>
3201    <text id="4614">%null%</text>
3202    <text id="4615">%null%</text>
3203    <text id="4616">%null%</text>
3204    <text id="4617">%null%</text>
3205    <text id="4618">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 3123

```
03123    <text id="4480">One of the sorceries of the Carian royal
         family.
03124
03125    Alleviates buildup of sleep and madness.
03126    This sorcery can be cast while in motion.
03127
03128    The Carian knights never waver.</text>
03129    <text id="4481">%null%</text>
03130    <text id="4482">%null%</text>
03131    <text id="4483">%null%</text>
03132    <text id="4484">%null%</text>
03133    <text id="4485">%null%</text>
03134    <text id="4486">%null%</text>
03135    <text id="4487">%null%</text>
03136    <text id="4488">%null%</text>
03137    <text id="4489">%null%</text>
03138    <text id="4490">Sorcery said to have been used by the old
         snow witch.
03139
03140    Enchants armament held in the right hand with frost.
03141    This sorcery can be cast while in motion.
03142
03143    The snowy crone taught the young Ranni to fear the dark moon
         as she imparted her cold sorcery.</text>
03144    <text id="4491">%null%</text>
03145    <text id="4492">%null%</text>
03146    <text id="4493">%null%</text>
03147    <text id="4494">%null%</text>
03148    <text id="4495">%null%</text>
03149    <text id="4496">%null%</text>
03150    <text id="4497">%null%</text>
03151    <text id="4498">%null%</text>
03152    <text id="4499">%null%</text>
03153    <text id="4500">Sorcery of the mysterious Crystalians.
03154
03155    Creates a mass of crystal, then shatters it in a forward
         burst.
03156    Charging enhances potency.
03157
03158    The Crystalians are inorganic beings, yet they live. They
         cleave close to the ideals of the primeval current, and as
         such, they are revered guests of the sorcerers.</text>
03159    <text id="4501">%null%</text>
03160    <text id="4502">%null%</text>
03161    <text id="4503">%null%</text>
03162    <text id="4504">%null%</text>
03163    <text id="4505">%null%</text>
03164    <text id="4506">%null%</text>
03165    <text id="4507">%null%</text>
03166    <text id="4508">%null%</text>
03167    <text id="4509">%null%</text>
03168    <text id="4510">Sorcery of the mysterious Crystalians.
03169
03170    Creates a mass of crystal, then shatters it to scour a wide
         area with a violent rain of crystal shards.
03171
03172    This sorcery is used by high-ranking adepts among the
         Crystalians. Some also call this sorcery "the Crystal
         Sun."</text>
03173    <text id="4511">%null%</text>
03174    <text id="4512">%null%</text>
03175    <text id="4513">%null%</text>
03176    <text id="4514">%null%</text>
03177    <text id="4515">%null%</text>
03178    <text id="4516">%null%</text>
03179    <text id="4517">%null%</text>
03180    <text id="4518">%null%</text>
03181    <text id="4519">%null%</text>
03182    <text id="4520">Sorcery of the mysterious Crystalians.
03183
03184    Creates a mass of crystal, then fires off shards in rapid
         succession.
03185    Hold to continue firing shards.
03186
03187    The wrath of the Crystalians encapsulated in sorcery. Each
         shard is of substantial size, making even a stray blow
         capable of inflicting a severe wound.</text>
03188    <text id="4600">One of the night sorceries of Sellia, Town
         of Sorcery.
03189
03190    Launches a projectile from a distance removed from the
         caster, so as to strike the enemy from behind.
03191    This sorcery can be cast repeatedly.
03192
03193    The Sellian sorcerers were assassins, and it is said that
         they often hunted their fellows.</text>
03194    <text id="4601">%null%</text>
03195    <text id="4602">%null%</text>
03196    <text id="4603">%null%</text>
03197    <text id="4604">%null%</text>
03198    <text id="4605">%null%</text>
03199    <text id="4606">%null%</text>
03200    <text id="4607">%null%</text>
03201    <text id="4608">%null%</text>
03202    <text id="4609">%null%</text>
03203    <text id="4610">One of the night sorceries of Sellia, Town
         of Sorcery.
03204
03205    Swiftly fires a semi-invisible projectile.
03206    This sorcery can be used without delay after performing
         another action.
03207
03208    The Sellian sorcerers were assassins, and it is said that
         they often hunted their fellows.</text>
03209    <text id="4611">%null%</text>
03210    <text id="4612">%null%</text>
03211    <text id="4613">%null%</text>
03212    <text id="4614">%null%</text>
03213    <text id="4615">%null%</text>
03214    <text id="4616">%null%</text>
03215    <text id="4617">%null%</text>
03216    <text id="4618">%null%</text>
```

```
3206    <text id="4619">%null%</text>
3207    <text id="4620">Fires a silent glintstone spear</text>
3208    <text id="4621">%null%</text>
3209    <text id="4622">%null%</text>
3210    <text id="4623">%null%</text>
3211    <text id="4624">%null%</text>
3212    <text id="4625">%null%</text>
3213    <text id="4626">%null%</text>
3214    <text id="4627">%null%</text>
3215    <text id="4628">%null%</text>
3216    <text id="4629">%null%</text>
3217    <text id="4630">Creates a wall of light that deflects enemy
        spells</text>
3218    <text id="4631">%null%</text>
3219    <text id="4632">%null%</text>
3220    <text id="4633">%null%</text>
3221    <text id="4634">%null%</text>
3222    <text id="4635">%null%</text>
3223    <text id="4636">%null%</text>
3224    <text id="4637">%null%</text>
3225    <text id="4638">%null%</text>
3226    <text id="4639">%null%</text>
3227    <text id="4640">Forms space where enemy spells become magic
        swords</text>
3228    <text id="4641">%null%</text>
3229    <text id="4642">%null%</text>
3230    <text id="4643">%null%</text>
3231    <text id="4644">%null%</text>
3232    <text id="4645">%null%</text>
3233    <text id="4646">%null%</text>
3234    <text id="4647">%null%</text>
3235    <text id="4648">%null%</text>
3236    <text id="4649">%null%</text>
3237    <text id="4650">Creates a space that confuses enemy spells</
        text>
3238    <text id="4651">%null%</text>
3239    <text id="4652">%null%</text>
3240    <text id="4653">%null%</text>
3241    <text id="4654">%null%</text>
3242    <text id="4655">%null%</text>
3243    <text id="4656">%null%</text>
3244    <text id="4657">%null%</text>
3245    <text id="4658">%null%</text>
3246    <text id="4659">%null%</text>
3247    <text id="4660">Makes right hand weapon invisible</text>
3248    <text id="4661">%null%</text>
3249    <text id="4662">%null%</text>
3250    <text id="4663">%null%</text>
3251    <text id="4664">%null%</text>
3252    <text id="4665">%null%</text>
3253    <text id="4666">%null%</text>
3254    <text id="4667">%null%</text>
3255    <text id="4668">%null%</text>
3256    <text id="4669">%null%</text>
3257    <text id="4670">Makes caster's body mostly invisible</text>

3258    <text id="4700">A glintstone sorcery that draws on
        gravitational force, used by a great white king with stone
        skin.
3259
3260    Calls small meteorites down from the sky.
3261    The meteor shower continues for as long as the sorcery is in
        effect.
3262
3263    It is said that, in the Eternal City, now lost in ruin
        underground, meteorites held the same import as stars.</text>
3264    <text id="4701">Attacks with asteroids summoned from high
        above</text>
```

```
03217    <text id="4619">%null%</text>
03218    <text id="4620">One of the night sorceries of Sellia, Town
         of Sorcery.
03219
03220    Fires a semi-invisible magic comet.
03221    This sorcery can be cast repeatedly and while in motion.
         Charging enhances potency.
03222
03223    The Sellian sorcerers were assassins, and it is said that
         they often hunted their fellows.</text>
03224    <text id="4621">%null%</text>
03225    <text id="4622">%null%</text>
03226    <text id="4623">%null%</text>
03227    <text id="4624">%null%</text>
03228    <text id="4625">%null%</text>
03229    <text id="4626">%null%</text>
03230    <text id="4627">%null%</text>
03231    <text id="4628">%null%</text>
03232    <text id="4629">%null%</text>
03233    <text id="4630">The lifelong pursuit of Thops the
         Bluntstone.
03234
03235    Creates a magic forcefield that deflects sorceries and
         incantations.
03236    Hold to continuously create barriers.
03237
03238    Future generations will learn. They will know the
         foolishness of the sneering sorcerers who ridiculed this
         theory, little realizing that it was in fact a discovery
         worthy of a new conspectus of the academy.</text>
03239    <text id="4631">%null%</text>
03240    <text id="4632">%null%</text>
03241    <text id="4633">%null%</text>
03242    <text id="4634">%null%</text>
03243    <text id="4635">%null%</text>
03244    <text id="4636">%null%</text>
03245    <text id="4637">%null%</text>
03246    <text id="4638">%null%</text>
03247    <text id="4639">%null%</text>
03248    <text id="4640">One of the sorceries of the Carian royal
         family.
03249
03250    Swing your staff to dispel incoming sorceries and
         incantations, using their power to retaliate with
         glintblades.
03251
03252    This was the Carian royal family's secret means to prepare
         against the disloyalty of the academy. The moon and stars
         would one day go their separate ways.</text>
03253    <text id="4641">%null%</text>
03254    <text id="4642">%null%</text>
03255    <text id="4643">%null%</text>
03256    <text id="4644">%null%</text>
03257    <text id="4645">%null%</text>
03258    <text id="4646">%null%</text>
03259    <text id="4647">%null%</text>
03260    <text id="4648">%null%</text>
03261    <text id="4649">%null%</text>
03262    <text id="4650">Forbidden sorcery of Sellia, Town of
         Sorcery.
03263
03264    Creates a space of darkness that draws in sorceries and
         incantations.
03265    This sorcery can be cast while in motion.
03266
03267    Originally a lost sorcery of the Eternal City; the despair
         that brought about its ruin made manifest.</text>
03268    <text id="4651">%null%</text>
03269    <text id="4652">%null%</text>
03270    <text id="4653">%null%</text>
03271    <text id="4654">%null%</text>
03272    <text id="4655">%null%</text>
03273    <text id="4656">%null%</text>
03274    <text id="4657">%null%</text>
03275    <text id="4658">%null%</text>
03276    <text id="4659">%null%</text>
03277    <text id="4660">One of the night sorceries of Sellia, Town
         of Sorcery.
03278
03279    Enchants armament held in right hand, making it completely
         invisible.
03280    This sorcery can be cast while in motion.
03281
03282    Used by Sellian assassins to present themselves as unarmed
         sorcerers.</text>
03283    <text id="4661">%null%</text>
03284    <text id="4662">%null%</text>
03285    <text id="4663">%null%</text>
03286    <text id="4664">%null%</text>
03287    <text id="4665">%null%</text>
03288    <text id="4666">%null%</text>
03289    <text id="4667">%null%</text>
03290    <text id="4668">%null%</text>
03291    <text id="4669">%null%</text>
03292    <text id="4670">One of the night sorceries of Sellia, Town
         of Sorcery.
03293
03294    Makes the caster semi-invisible.
03295    While on horseback, effect extends to cover the mount.
03296    This sorcery can be cast while in motion.
03297
03298    The Sellian assassins considered every option that aided
         their dirty work.</text>
03299    <text id="4700">One of the glintstone sorceries that
         manipulates gravitational forces.
03300
03301    Summons a void that emits a rain of small meteorites.
03302    Hold to continue the effect.
03303
03304    This sorcery originates from the Onyx Lords, who had skin of
         stone, and were called lords in reverential fear of their
```

```
                                                
```

```
hand in penance for sins.
This sorcery can be cast repeatedly.

The Academy reviles this sorcery, which draws its power from faith.</text>
```

```
explosions in their wake.


These spirits manifest from the rancor of heroes who met a violent end. The lord granted them an audience, whereupon they were welcomed by the maw of the great serpent—and within the serpent's bowels, they became the lord's kin.</text>
<text id="4900">An aberrant sorcery discovered by exiled criminals.
Theirs are the sorceries most reviled by the academy.

Wounds the caster with thorns of sin, creating a spiral of bloodthorns.
This sorcery can be cast repeatedly, up to three times.

The guilty, their eyes gouged by thorns, lived in eternal darkness. There, they discovered the blood star.</text>
```

```
<text id="4901">%null%</text>
<text id="4902">%null%</text>
<text id="4903">%null%</text>
<text id="4904">%null%</text>
<text id="4905">%null%</text>
<text id="4906">%null%</text>
<text id="4907">%null%</text>
<text id="4908">%null%</text>
<text id="4909">%null%</text>
<text id="4910">Summons blood thorns from below to impale enemies</text>
<text id="5000">Summons multiple apparitions to attack enemies</text>
<text id="5001">Summons even more apparitions to attack enemies</text>
```

```
<text id="4901">%null%</text>
<text id="4902">%null%</text>
<text id="4903">%null%</text>
<text id="4904">%null%</text>
<text id="4905">%null%</text>
<text id="4906">%null%</text>
<text id="4907">%null%</text>
<text id="4908">%null%</text>
<text id="4909">%null%</text>
<text id="4910">An aberrant sorcery discovered by exiled criminals.
Theirs are the sorceries most reviled by the academy.


Wounds the caster with thorns of punishment, sending a trail of bloodthorns running over the ground to impale enemies from below.
This sorcery can be cast repeatedly.

The guilty, their eyes gouged by thorns, lived in eternal darkness. There, they discovered the blood star.</text>
<text id="5000">Sorcery of the servants of Death.

Summons vengeful spirits that chase down foes.
Charging enhances potency.

Once thought lost, this ancient death hex was rediscovered by the necromancer Garris.</text>
<text id="5001">Sorcery of the servants of Death.

Summons a horde of vengeful spirits that chase down foes.
Charging enhances potency.

They are cinders of the ancient death hex, raked from the fires of ghostflame by Deathbirds.</text>
```

```
<text id="5002">%null%</text>
<text id="5003">%null%</text>
<text id="5004">%null%</text>
<text id="5005">%null%</text>
<text id="5006">%null%</text>
<text id="5007">%null%</text>
<text id="5008">%null%</text>
<text id="5009">%null%</text>
<text id="5010">Flame lines extend before becoming flame pillars</text>
```

```
<text id="5002">%null%</text>
<text id="5003">%null%</text>
<text id="5004">%null%</text>
<text id="5005">%null%</text>
<text id="5006">%null%</text>
<text id="5007">%null%</text>
<text id="5008">%null%</text>
<text id="5009">%null%</text>
<text id="5010">Sorcery of the servants of Death.


Strike the ground with the staff, triggering an explosion of ghostflame that burns the surrounding area.

In the time when there was no Erdtree, death was burned in ghostflame. Deathbirds were the keepers of that fire.</text>
```

```
<text id="5011">%null%</text>
<text id="5012">%null%</text>
<text id="5013">%null%</text>
<text id="5014">%null%</text>
<text id="5015">%null%</text>
<text id="5016">%null%</text>
<text id="5017">%null%</text>
<text id="5018">%null%</text>
<text id="5019">%null%</text>
<text id="5020">Create mist that deals instant death status effect</text>
```

```
<text id="5011">%null%</text>
<text id="5012">%null%</text>
<text id="5013">%null%</text>
<text id="5014">%null%</text>
<text id="5015">%null%</text>
<text id="5016">%null%</text>
<text id="5017">%null%</text>
<text id="5018">%null%</text>
<text id="5019">%null%</text>
<text id="5020">Sorcery of Fia, the Deathbed Companion.


Creates a deathly mist before the caster, which inflicts Death blight upon those who enter.
This sorcery can be cast while in motion. Charging enhances range of the mist.

This sorcery was developed to oppose the Roundtable Hold, and is effective only against the Tarnished.</text>
```

```
<text id="5021">%null%</text>
<text id="5022">%null%</text>
<text id="5023">%null%</text>
<text id="5024">%null%</text>
<text id="5025">%null%</text>
<text id="5026">%null%</text>
<text id="5027">%null%</text>
<text id="5028">%null%</text>
<text id="5029">%null%</text>
<text id="5030">Summons skeletons around the target to attack them</text>
```

```
<text id="5021">%null%</text>
<text id="5022">%null%</text>
<text id="5023">%null%</text>
<text id="5024">%null%</text>
<text id="5025">%null%</text>
<text id="5026">%null%</text>
<text id="5027">%null%</text>
<text id="5028">%null%</text>
<text id="5029">%null%</text>
<text id="5030">Sorcery of the servants of Death.


Summons a group of Those Lost in Death.
Three skeletons will appear some distance from the caster and attack foes before disappearing.

The dead have long been left to wander; what they need is leadership. </text>
```

```
<text id="5031">%null%</text>
<text id="5032">%null%</text>
<text id="5033">%null%</text>
<text id="5034">%null%</text>
<text id="5035">%null%</text>
<text id="5036">%null%</text>
<text id="5037">%null%</text>
<text id="5038">%null%</text>
```

```
<text id="5031">%null%</text>
<text id="5032">%null%</text>
<text id="5033">%null%</text>
<text id="5034">%null%</text>
<text id="5035">%null%</text>
<text id="5036">%null%</text>
<text id="5037">%null%</text>
<text id="5038">%null%</text>
```

```
3371    <text id="5039">%null%</text>
3372    <text id="5040">Causes black lightning to strike around the
        caster</text>
3373    <text id="5100">A lost, ancient glintstone sorcery used by
        wretches who dwell in underground ruins.
3374
3375    Produces several bubbles of magic that drift until they
        naturally pop.
3376    Charging up this sorcery makes the bubbles linger for a
        longer time.</text>
3377    <text id="5101">%null%</text>
3378    <text id="5102">%null%</text>
3379    <text id="5103">%null%</text>
3380    <text id="5104">%null%</text>
3381    <text id="5105">%null%</text>
3382    <text id="5106">%null%</text>
3383    <text id="5107">%null%</text>
3384    <text id="5108">%null%</text>
3385    <text id="5109">%null%</text>
3386    <text id="5110">Fires large bubbles that explode when
        touched</text>
3387    <text id="6000">An incantation from the Fire Monks, guardians
        of the giants' flame of ruin.
3388
3389    Momentarily sparks a roaring flame from the caster's hands.
3390
        This incantation can be cast rapidly after dashes, dodge
        rolls, and other maneuvers.</text>
3391    <text id="6001">Generates a larger flame within the caster's
        hand</text>
3392    <text id="6002">%null%</text>
3393    <text id="6003">%null%</text>
3394    <text id="6004">%null%</text>
3395    <text id="6005">%null%</text>
3396    <text id="6006">%null%</text>
3397    <text id="6007">%null%</text>
3398    <text id="6008">%null%</text>
3399    <text id="6009">%null%</text>
3400    <text id="6010">An incantation from the Fire Monks, guardians
        of the giants' flame of ruin.
3401
3402    Produces and throws a ball of raging fire.
3403    Charging up this incantation makes it more powerful and cases
        the ball to explode.
3404
3405    Fire beguiles those who look upon it.
3406
        Those who would guard the flame would also come to worship
        it.</text>
3407    <text id="6011">%null%</text>
3408    <text id="6012">%null%</text>
3409    <text id="6013">%null%</text>
3410    <text id="6014">%null%</text>
3411    <text id="6015">%null%</text>
3412    <text id="6016">%null%</text>
3413    <text id="6017">%null%</text>
3414    <text id="6018">%null%</text>
3415    <text id="6019">%null%</text>
3416    <text id="6020">Throws violently exploding fireball</text>
3417    <text id="6021">%null%</text>
3418    <text id="6022">%null%</text>
3419    <text id="6023">%null%</text>
3420    <text id="6024">%null%</text>
3421    <text id="6025">%null%</text>
3422    <text id="6026">%null%</text>
3423    <text id="6027">%null%</text>
3424    <text id="6028">%null%</text>
3425    <text id="6029">%null%</text>
3426    <text id="6030">Attack with a flame whip</text>
```

```
03482    <text id="5039">%null%</text>
03483    <text id="5040">Incantation that channels the power of the
         ancient dragon Fortissax, now corrupted by Death.
03484
03485    Strikes surroundings with a storm of Death lightning.
03486    Inflicts Death blight upon foes.
03487    Charging extends duration of the storm.
03488
03489    It said that this golden lightning was wielded by Godwyn,
         who befriended Fortissax.</text>
03490    <text id="5100">Sorcery of the claymen who served as priests
         in the ancient dynasty.
03491
03492    Produces several small magical bubbles that drift towards
         foes before they naturally pop.
03493    Charging increases the delay before the bubbles pop.
03494
03495    The claymen search for lost oracles within their bubbles.</
         text>
03496    <text id="5101">%null%</text>
03497    <text id="5102">%null%</text>
03498    <text id="5103">%null%</text>
03499    <text id="5104">%null%</text>
03500    <text id="5105">%null%</text>
03501    <text id="5106">%null%</text>
03502    <text id="5107">%null%</text>
03503    <text id="5108">%null%</text>
03504    <text id="5109">%null%</text>
03505    <text id="5110">Sorcery of the claymen who served as priests
         in the ancient dynasty.
03506
03507    Produces a gigantic magical bubble that drifts towards foes
         before it naturally ruptures.
03508    Charging increases the delay before the bubble pops.
03509
03510    The claymen search for lost oracles within their bubbles.</
         text>
03511    <text id="6000">Incantation originating from a sinister
         prophecy.
03512
03513    Momentarily sparks flame from the caster's hand.
03514    This incantation can be cast without delay after performing
         another action.
03515
03516    The flame of ruin is anathema to the Erdtree. But prophets
         sometimes glimpse it within the faith all the same. Sadly
         when this occurs their sole reward is banishment.</text>
03517    <text id="6001">Incantation of the Fire Monks.
03518
03519    Momentarily sparks roaring flame from the caster's hand.
03520    Charging enhances potency.
03521
03522    The Giants' Flame still smolders upon the distant northern
         mountaintop, and the Fire Monks are its guardians.</text>
03523    <text id="6002">%null%</text>
03524    <text id="6003">%null%</text>
03525    <text id="6004">%null%</text>
03526    <text id="6005">%null%</text>
03527    <text id="6006">%null%</text>
03528    <text id="6007">%null%</text>
03529    <text id="6008">%null%</text>
03530    <text id="6009">%null%</text>
03531    <text id="6010">Incantation originating from a sinister
         prophecy.
03532
03533    Throws a ball of raging fire.
03534    Charging enhances potency and causes the ball of fire to
         explode.
03535
03536    The flame of ruin is anathema to the Erdtree. But prophets
         sometimes glimpse it within the faith all the same. Sadly
         when this occurs their sole reward is banishment.</text>
03537    <text id="6011">%null%</text>
03538    <text id="6012">%null%</text>
03539    <text id="6013">%null%</text>
03540    <text id="6014">%null%</text>
03541    <text id="6015">%null%</text>
03542    <text id="6016">%null%</text>
03543    <text id="6017">%null%</text>
03544    <text id="6018">%null%</text>
03545    <text id="6019">%null%</text>
03546    <text id="6020">One of the incantations that draws directly
         from the power of the Fire Giants.
03547
03548    Hurls several balls of fire at once.
03549    Charging enhances potency and causes the balls of fire to
         explode.
03550
03551    There is no record of this incantation in common
         prayerbooks. Only a select few prelates know of its
         existence.</text>
03552    <text id="6021">%null%</text>
03553    <text id="6022">%null%</text>
03554    <text id="6023">%null%</text>
03555    <text id="6024">%null%</text>
03556    <text id="6025">%null%</text>
03557    <text id="6026">%null%</text>
03558    <text id="6027">%null%</text>
03559    <text id="6028">%null%</text>
03560    <text id="6029">%null%</text>
03561    <text id="6030">Superior incantation of the Fire Monks.
03562
03563    Creates a spiraling stream of fire that burns the area
         before the caster.
03564    Charging enhances potency and reach.
```

```
3427    <text id="6031">%null%</text>
3428    <text id="6032">%null%</text>
3429    <text id="6033">%null%</text>
3430    <text id="6034">%null%</text>
3431    <text id="6035">%null%</text>
3432    <text id="6036">%null%</text>
3433    <text id="6037">%null%</text>
3434    <text id="6038">%null%</text>
3435    <text id="6039">%null%</text>
3436    <text id="6040">Heals poison and plague status</text>
3437    <text id="6041">%null%</text>
3438    <text id="6042">%null%</text>
3439    <text id="6043">%null%</text>
3440    <text id="6044">%null%</text>
3441    <text id="6045">%null%</text>
3442    <text id="6046">%null%</text>
3443    <text id="6047">%null%</text>
3444    <text id="6048">%null%</text>
3445    <text id="6049">%null%</text>
3446    <text id="6050">Raises fire and normal attack power</text>
3447    <text id="6051">%null%</text>
3448    <text id="6052">%null%</text>
3449    <text id="6053">%null%</text>
3450    <text id="6054">%null%</text>
3451    <text id="6055">%null%</text>
3452    <text id="6056">%null%</text>
3453    <text id="6057">%null%</text>
3454    <text id="6058">%null%</text>
3455    <text id="6059">%null%</text>
3456    <text id="6060">Temporarily increase flame damage
      resistance</text>
3457    <text id="6100">Throws large fireball</text>
3458    <text id="6101">%null%</text>
3459    <text id="6102">%null%</text>
3460    <text id="6103">%null%</text>
3461    <text id="6104">%null%</text>
3462    <text id="6105">%null%</text>
3463    <text id="6106">%null%</text>
3464    <text id="6107">%null%</text>
3465    <text id="6108">%null%</text>
3466    <text id="6109">%null%</text>
3467    <text id="6110">Summons living fireballs that chase enemies</
      text>
3468    <text id="6111">%null%</text>
3469    <text id="6112">%null%</text>
3470    <text id="6113">%null%</text>
3471    <text id="6114">%null%</text>
3472    <text id="6115">%null%</text>
3473    <text id="6116">%null%</text>
3474    <text id="6117">%null%</text>
3475    <text id="6118">%null%</text>
3476    <text id="6119">%null%</text>
3477    <text id="6120">Raises flame pillars around caster</text>
3478    <text id="6210">Throws black fireball</text>
3479    <text id="6211">%null%</text>
3480    <text id="6212">%null%</text>
3481    <text id="6213">%null%</text>
3482    <text id="6214">%null%</text>
```

```
03565
03566    Fire beguiles those who gaze into it. And so the guardians
       of the Flame are also its worshippers.</text>
03567    <text id="6031">%null%</text>
03568    <text id="6032">%null%</text>
03569    <text id="6033">%null%</text>
03570    <text id="6034">%null%</text>
03571    <text id="6035">%null%</text>
03572    <text id="6036">%null%</text>
03573    <text id="6037">%null%</text>
03574    <text id="6038">%null%</text>
03575    <text id="6039">%null%</text>
03576    <text id="6040">One of the incantations of the Fire Monks.
03577
03578    Creates a fire within that burns away toxins.
03579    Alleviates poison and scarlet rot buildup and cures these
       ailments.
03580
03581    This incantation leaves the caster with subtle burns—a
       reminder that they must fear the flame.</text>
03582    <text id="6041">%null%</text>
03583    <text id="6042">%null%</text>
03584    <text id="6043">%null%</text>
03585    <text id="6044">%null%</text>
03586    <text id="6045">%null%</text>
03587    <text id="6046">%null%</text>
03588    <text id="6047">%null%</text>
03589    <text id="6048">%null%</text>
03590    <text id="6049">%null%</text>
03591    <text id="6050">Superior incantation of the Fire Monks.
03592
03593    Creates an invigorating fire within that enhances physical
       and fire-affinity attack power.
03594
03595    This incantation does not burn the caster, and so it is
       considered forbidden by the guardians of the Flame.</text>
03596    <text id="6051">%null%</text>
03597    <text id="6052">%null%</text>
03598    <text id="6053">%null%</text>
03599    <text id="6054">%null%</text>
03600    <text id="6055">%null%</text>
03601    <text id="6056">%null%</text>
03602    <text id="6057">%null%</text>
03603    <text id="6058">%null%</text>
03604    <text id="6059">%null%</text>
03605    <text id="6060">The most ancient of the Fire Monks'
       incantations.
03606
03607    Creates a fire within that greatly increases fire damage
       negation.
03608
03609    It is said that this incantation was used during the War
       against the Giants long ago, during which it protected the
       champions of the Erdtree.</text>
03610    <text id="6100">One of the incantations that draws directly
       from the power of the Fire Giants.
03611
03612    Hurls a massive ball of raging fire.
03613    Charging enhances potency and causes the ball of fire to
       explode.
03614
03615    There is no record of this incantation in common
       prayerbooks. Only a select few prelates know of its
       existence.</text>
03616    <text id="6101">%null%</text>
03617    <text id="6102">%null%</text>
03618    <text id="6103">%null%</text>
03619    <text id="6104">%null%</text>
03620    <text id="6105">%null%</text>
03621    <text id="6106">%null%</text>
03622    <text id="6107">%null%</text>
03623    <text id="6108">%null%</text>
03624    <text id="6109">%null%</text>
03625    <text id="6110">This legendary incantation is one of several
       that draws directly from the power of the Fire Giants.
03626
03627    Releases a ball of raging fire said to be inhabited by a
       fell god. The fireball floats toward enemies and explodes,
       setting the area ablaze.
03628
03629    Arghanthy, the chief guardian of the Flame, had kept this
       incantation a well-kept secret until it was stolen by Adan.
       The fell god still lurks within the Fire Giants.</text>
03630    <text id="6111">%null%</text>
03631    <text id="6112">%null%</text>
03632    <text id="6113">%null%</text>
03633    <text id="6114">%null%</text>
03634    <text id="6115">%null%</text>
03635    <text id="6116">%null%</text>
03636    <text id="6117">%null%</text>
03637    <text id="6118">%null%</text>
03638    <text id="6119">%null%</text>
03639    <text id="6120">One of the incantations that draws directly
       from the power of the Fire Giants.
03640
03641    Raises a series of flame pillars around the caster.
03642    Charging further increases the number of flame pillars.
03643
03644    The Fire Giants borrowed from the power of a fell god, and
       still they were defeated. Yet their failure released them
       from their solitary curse: to serve as keepers of the Flame
       for eternity.</text>
03645    <text id="6210">A black flame incantation of the Godskin
       Apostles.
03646
03647    Throws a ball of raging black fire.
03648    Charging enhances potency and causes the fireball to
       explode.
03649
03650    Black flame is weighty. After dealing damage it continues to
       sap foes' HP for a very short time.</text>
03651    <text id="6211">%null%</text>
03652    <text id="6212">%null%</text>
03653    <text id="6213">%null%</text>
03654    <text id="6214">%null%</text>
```

```
3483    <text id="6215">%null%</text>
3484    <text id="6216">%null%</text>
3485    <text id="6217">%null%</text>
3486    <text id="6218">%null%</text>
3487    <text id="6219">%null%</text>
3488    <text id="6220">Creates flow of continuous flame</text>
3489    <text id="6221">%null%</text>
3490    <text id="6222">%null%</text>
3491    <text id="6223">%null%</text>
3492    <text id="6224">%null%</text>
3493    <text id="6225">%null%</text>
3494    <text id="6226">%null%</text>
3495    <text id="6227">%null%</text>
3496    <text id="6228">%null%</text>
3497    <text id="6229">%null%</text>
3498    <text id="6230">Attack with a black flame whip</text>
3499    <text id="6231">%null%</text>
3500    <text id="6232">%null%</text>
3501    <text id="6233">%null%</text>
3502    <text id="6234">%null%</text>
3503    <text id="6235">%null%</text>
3504    <text id="6236">%null%</text>
3505    <text id="6237">%null%</text>
3506    <text id="6238">%null%</text>
3507    <text id="6239">%null%</text>
3508    <text id="6240">Creates black flame wall around caster</text>
3509    <text id="6241">%null%</text>
3510    <text id="6242">%null%</text>
3511    <text id="6243">%null%</text>
3512    <text id="6244">%null%</text>
3513    <text id="6245">%null%</text>
3514    <text id="6246">%null%</text>
3515    <text id="6247">%null%</text>
3516    <text id="6248">%null%</text>
3517    <text id="6249">%null%</text>
3518    <text id="6250">Engulf weapon in black flame, raising fire
3519    and normal attack power</text>
3520    <text id="6251">%null%</text>
3521    <text id="6252">%null%</text>
3522    <text id="6253">%null%</text>
3523    <text id="6254">%null%</text>
3524    <text id="6255">%null%</text>
3525    <text id="6256">%null%</text>
3526    <text id="6257">%null%</text>
3527    <text id="6258">%null%</text>
3528    <text id="6259">%null%</text>
3529    <text id="6260">Raises defense but lowers heal amount</text>
3530    <text id="6261">%null%</text>
3531    <text id="6262">%null%</text>
3532    <text id="6263">%null%</text>
3533    <text id="6264">%null%</text>
3534    <text id="6265">%null%</text>
3535    <text id="6266">%null%</text>
3536    <text id="6267">%null%</text>
3537    <text id="6268">%null%</text>
3538    <text id="6269">%null%</text>
3539    <text id="6270">Creates rising force wave</text>
3540    <text id="6300">Explode dripping blood from other world
      offering</text>
3541    <text id="6301">%null%</text>
3542    <text id="6302">%null%</text>
```

```
03655    <text id="6215">%null%</text>
03656    <text id="6216">%null%</text>
03657    <text id="6217">%null%</text>
03658    <text id="6218">%null%</text>
03659    <text id="6219">%null%</text>
03660    <text id="6220">Superior incantation of the Fire Monks.
03661
03662    Creates a stream of fire to burn the area before the caster.
03663    This incantation can be cast while in motion. Hold to
         maintain the effect.
03664
03665    The Giants' Flame is the flame of ruin, capable of burning
         the Erdtree. And so, following the War against the Giants,
         its ruinous blaze was sealed, and guardians were appointed
         to watch over it.</text>
03666    <text id="6221">%null%</text>
03667    <text id="6222">%null%</text>
03668    <text id="6223">%null%</text>
03669    <text id="6224">%null%</text>
03670    <text id="6225">%null%</text>
03671    <text id="6226">%null%</text>
03672    <text id="6227">%null%</text>
03673    <text id="6228">%null%</text>
03674    <text id="6229">%null%</text>
03675    <text id="6230">A black flame incantation of the Godskin
         Apostles.
03676
03677    Sweeps a wide area before the caster with black flame.
03678    Charging enhances range.
03679
03680    The black flame could once slay gods. But when Maliketh
         sealed Destined Death, the true power of the black flame was
         lost.</text>
03681    <text id="6231">%null%</text>
03682    <text id="6232">%null%</text>
03683    <text id="6233">%null%</text>
03684    <text id="6234">%null%</text>
03685    <text id="6235">%null%</text>
03686    <text id="6236">%null%</text>
03687    <text id="6237">%null%</text>
03688    <text id="6238">%null%</text>
03689    <text id="6239">%null%</text>
03690    <text id="6240">Superior black flame incantation of the
         Godskin Apostles.
03691
03692    Summons a circle of black flame pillars around the caster.
03693    Charging increases the size of the circle.
03694
03695    The Gloam-Eyed Queen led the apostles. It is said that she
         was an Empyrean chosen by the Fingers.</text>
03696    <text id="6241">%null%</text>
03697    <text id="6242">%null%</text>
03698    <text id="6243">%null%</text>
03699    <text id="6244">%null%</text>
03700    <text id="6245">%null%</text>
03701    <text id="6246">%null%</text>
03702    <text id="6247">%null%</text>
03703    <text id="6248">%null%</text>
03704    <text id="6249">%null%</text>
03705    <text id="6250">A black flame incantation of the Godskin
         Apostles.
03706
03707    Enqulfs armament held in the right hand with black flame.
03708    This incantation can be cast without delay after performing
         another action.
03709
03710    Black flame is weighty. After dealing damage it continues to
         sap foes' HP for a very short time.</text>
03711    <text id="6251">%null%</text>
03712    <text id="6252">%null%</text>
03713    <text id="6253">%null%</text>
03714    <text id="6254">%null%</text>
03715    <text id="6255">%null%</text>
03716    <text id="6256">%null%</text>
03717    <text id="6257">%null%</text>
03718    <text id="6258">%null%</text>
03719    <text id="6259">%null%</text>
03720    <text id="6260">A black flame incantation of the Godskin
         Apostles.
03721
03722    Summons black fire within, increasing physical damage
         negation. However, sacred flasks and other such forms of HP
         restoration are impaired.
03723
03724    The Apostles were all embraced by the Gloam-Eyed Queen, and
         the black flame was their armor within.</text>
03725    <text id="6261">%null%</text>
03726    <text id="6262">%null%</text>
03727    <text id="6263">%null%</text>
03728    <text id="6264">%null%</text>
03729    <text id="6265">%null%</text>
03730    <text id="6266">%null%</text>
03731    <text id="6267">%null%</text>
03732    <text id="6268">%null%</text>
03733    <text id="6269">%null%</text>
03734    <text id="6270">Ancient power of the Godskin Nobles.
03735
03736    Thrust out belly with qusto to produce a shockwave that
         knocks back nearby foes.
03737    Charging enhances potency, knocking enemies into the air.
03738
03739    Once a sign of the gods' wrath, this incantation became a
         trophy of the Nobles' god hunt.</text>
03740    <text id="6300">A Blood Oath incantation, granted by the
         Lord of Blood.
03741
03742    Creates bloodflame lacerations before the caster, which
         explode in an instant.
03743    This incantation can be cast repeatedly.
03744
03745    After dealing damage, bloodflame continues to build up onset
         of blood loss for a very short time.</text>
03746    <text id="6301">%null%</text>
03747    <text id="6302">%null%</text>
```

```
3543    <text id="6303">%null%</text>
3544    <text id="6304">%null%</text>
3545    <text id="6305">%null%</text>
3546    <text id="6306">%null%</text>
3547    <text id="6307">%null%</text>
3548    <text id="6308">%null%</text>
3549    <text id="6309">%null%</text>
3550    <text id="6310">Cast dripping blood from other world
        offering</text>
3551    <text id="6311">%null%</text>
3552    <text id="6312">%null%</text>
3553    <text id="6313">%null%</text>
3554    <text id="6314">%null%</text>
3555    <text id="6315">%null%</text>
3556    <text id="6316">%null%</text>
3557    <text id="6317">%null%</text>
3558    <text id="6318">%null%</text>
3559    <text id="6319">%null%</text>
3560    <text id="6320">Makes held weapon inflict hemorrhaging
        status</text>
3561    <text id="6321">%null%</text>
3562    <text id="6322">%null%</text>
3563    <text id="6323">%null%</text>
3564    <text id="6324">%null%</text>
3565    <text id="6325">%null%</text>
3566    <text id="6326">%null%</text>
3567    <text id="6327">%null%</text>
3568    <text id="6328">%null%</text>
3569    <text id="6329">%null%</text>
3570    <text id="6330">Temporarily increases magical damage
        resistance</text>
3571    <text id="6331">%null%</text>
3572    <text id="6332">%null%</text>
3573    <text id="6333">%null%</text>
3574    <text id="6334">%null%</text>
3575    <text id="6335">%null%</text>
3576    <text id="6336">%null%</text>
3577    <text id="6337">%null%</text>
3578    <text id="6338">%null%</text>
3579    <text id="6339">%null%</text>
3580    <text id="6340">Raise resistance to all attributes except
        physical</text>
3581    <text id="6400">An incantation taught by maidens of the
        Finger Reader.
3582
3583    Produces a shockwave that pushes away foes near the caster.
3584
3585    This incantation increases in power when charged up.
3586
        Hark, Tarnished! If you truly walk in faith, you must be
        prepared to reject all else!</text>
3587    <text id="6401">%null%</text>
3588    <text id="6402">%null%</text>
3589    <text id="6403">%null%</text>
3590    <text id="6404">%null%</text>
3591    <text id="6405">%null%</text>
3592    <text id="6406">%null%</text>
3593    <text id="6407">%null%</text>
3594    <text id="6408">%null%</text>
3595    <text id="6409">%null%</text>
3596    <text id="6410">Produces a strong shockwave that pushes away
        foes</text>
3597    <text id="6411">%null%</text>
3598    <text id="6412">%null%</text>
3599    <text id="6413">%null%</text>
3600    <text id="6414">%null%</text>
3601    <text id="6415">%null%</text>
3602    <text id="6416">%null%</text>
3603    <text id="6417">%null%</text>
3604    <text id="6418">%null%</text>
3605    <text id="6419">%null%</text>
3606    <text id="6420">An incantation taught by maidens of the
        Finger Reader.
3607
3608    Heals a small amount of HP.
3609    This incantation can be cast while in motion.
3610
```

```
03748    <text id="6303">%null%</text>
03749    <text id="6304">%null%</text>
03750    <text id="6305">%null%</text>
03751    <text id="6306">%null%</text>
03752    <text id="6307">%null%</text>
03753    <text id="6308">%null%</text>
03754    <text id="6309">%null%</text>
03755    <text id="6310">Sacred incantation of Mohg, Lord of Blood.
03756
03757
         Thrust arm into the body of the Formless Mother, then
         scatter the bloodflame to set the area ablaze.
03758    This incantation can be cast while in motion.
03759
03760
         The mother of truth craves wounds. When Mohg stood before
         her, deep underground, his accursed blood erupted with fire,
         and he was besotted with the defilement that he was born
         into.</text>
03761    <text id="6311">%null%</text>
03762    <text id="6312">%null%</text>
03763    <text id="6313">%null%</text>
03764    <text id="6314">%null%</text>
03765    <text id="6315">%null%</text>
03766    <text id="6316">%null%</text>
03767    <text id="6317">%null%</text>
03768    <text id="6318">%null%</text>
03769    <text id="6319">%null%</text>
03770    <text id="6320">A Blood Oath incantation, granted by the
         Lord of Blood.
03771
03772
         Engulfs armament held in the right hand with bloodflame.
03773    This incantation can be cast while in motion.
03774
03775
         After dealing damage, bloodflame continues to build up onset
         of blood loss for a very short time.</text>
03776    <text id="6321">%null%</text>
03777    <text id="6322">%null%</text>
03778    <text id="6323">%null%</text>
03779    <text id="6324">%null%</text>
03780    <text id="6325">%null%</text>
03781    <text id="6326">%null%</text>
03782    <text id="6327">%null%</text>
03783    <text id="6328">%null%</text>
03784    <text id="6329">%null%</text>
03785    <text id="6330">One of the incantations of Erdtree Worship.
03786
03787
         Greatly increases magic damage negation for the caster and
         nearby allies.
03788    Hold to continue praying and delay activation.
03789
03790
         This incantation was used by the champions of the Erdtree in
         the First and Second Liurnian Wars, during which the red-
         haired Radagon joined the heroes' ranks.</text>
03791    <text id="6331">%null%</text>
03792    <text id="6332">%null%</text>
03793    <text id="6333">%null%</text>
03794    <text id="6334">%null%</text>
03795    <text id="6335">%null%</text>
03796    <text id="6336">%null%</text>
03797    <text id="6337">%null%</text>
03798    <text id="6338">%null%</text>
03799    <text id="6339">%null%</text>
03800    <text id="6340">A superior incantation of Erdtree Worship.
03801
03802
         Increase damage negation for all affinities except physical,
         for both the caster and nearby allies.
03803    Hold to continue praying and delay activation.
03804
03805
         In the beginning, everything was in opposition to the
         Erdtree. But through countless victories in war, it became
         the embodiment of Order.</text>
03806    <text id="6400">Incantation of the Two Fingers' faithful.
03807
03808
         Produces a shockwave that knocks back nearby foes.
03809    Charging increases the size of the shockwave.
03810
03811
         Hark, Tarnished! If you truly walk in faith, you must be
         prepared to reject all else.</text>
03812    <text id="6401">%null%</text>
03813    <text id="6402">%null%</text>
03814    <text id="6403">%null%</text>
03815    <text id="6404">%null%</text>
03816    <text id="6405">%null%</text>
03817    <text id="6406">%null%</text>
03818    <text id="6407">%null%</text>
03819    <text id="6408">%null%</text>
03820    <text id="6409">%null%</text>
03821    <text id="6410">Superior Erdtree Worship incantation.
03822
03823
         Produces a golden shockwave that knocks back nearby foes.
03824    Charging increases the size of the shockwave.
03825
03826
         This incantation was discovered when the Elden Ring was
         shattered, and it was feared as a sign of the Erdtree's
         wrath.</text>
03827    <text id="6411">%null%</text>
03828    <text id="6412">%null%</text>
03829    <text id="6413">%null%</text>
03830    <text id="6414">%null%</text>
03831    <text id="6415">%null%</text>
03832    <text id="6416">%null%</text>
03833    <text id="6417">%null%</text>
03834    <text id="6418">%null%</text>
03835    <text id="6419">%null%</text>
03836    <text id="6420">Incantation of the Two Fingers' faithful.
03837
03838    Heals a small amount of HP.
03839    This incantation can be cast while in motion.
03840
```

```
3611  The maidens serve the Two Fingers by guiding the Tarnished to grace, in accordance with its mighty will.</text>
3612  <text id="6421">An incantation taught by maidens of the Finger Reader.
3613
3614  Heals HP for the caster and nearby allies.
3615
3616  The maidens serve the Two Fingers by guiding the Tarnished to grace, in accordance with its mighty will.</text>
3617  <text id="6422">Heals a medium amount of HP</text>
3618  <text id="6423">Heals a large amount of HP</text>
3619  <text id="6424">Heals a very large amount of HP</text>
3620  <text id="6425">%null%</text>
3621  <text id="6426">%null%</text>
3622  <text id="6427">%null%</text>
3623  <text id="6428">%null%</text>
3624  <text id="6429">%null%</text>
3625  <text id="6430">Slowly heals a large amount of HP</text>
3626  <text id="6431">Slowly heals a very large amount of HP</text>
3627  <text id="6432">%null%</text>
3628  <text id="6433">%null%</text>
3629  <text id="6434">%null%</text>
3630  <text id="6435">%null%</text>
3631  <text id="6436">%null%</text>
3632  <text id="6437">%null%</text>
3633  <text id="6438">%null%</text>
3634  <text id="6439">%null%</text>
3635  <text id="6440">An incantation taught by maidens of the Finger Reader.
3636
3637  Cures the poison status ailment and reduces poison gauge build-up.
3638  This incantation can be cast while in motion.
3639
3640  The poison gauge fills steadily.
3641  When it is full, you will become poisoned.
3642  Your HP will continuously decrease while you are poisoned.</text>
3643  <text id="6441">Heals poison, hemorrhaging and sleep status</text>
3644  <text id="6442">%null%</text>
3645  <text id="6443">%null%</text>
3646  <text id="6444">%null%</text>
3647  <text id="6445">%null%</text>
3648  <text id="6446">%null%</text>
3649  <text id="6447">%null%</text>
3650  <text id="6448">%null%</text>
3651  <text id="6449">%null%</text>
3652  <text id="6450">Temporarily slightly increase fire resistance</text>
3653  <text id="6451">%null%</text>
3654  <text id="6452">%null%</text>
3655  <text id="6453">%null%</text>
3656  <text id="6454">%null%</text>
3657  <text id="6455">%null%</text>
3658  <text id="6456">%null%</text>
3659  <text id="6457">%null%</text>
3660  <text id="6458">%null%</text>
3661  <text id="6459">%null%</text>
3662  <text id="6460">Temporarily slightly increase magic
```

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03841  The Two Fingers has high hopes for the Tarnished; that even if they should be wounded, even should they fall, they will continue to fight for their duty.</text>
03842  <text id="6421">Incantation of the Two Fingers' faithful.
03843
03844  Heals HP for the caster and nearby allies.
03845  Hold to continue praying and delay activation.
03846
03847  The Two Fingers has high hopes for the Tarnished; that even if they should be wounded, even should they fall, they will continue to fight for their duty.</text>
03848  <text id="6422">Superior incantation of the Two Fingers' faithful.
03849
03850  Greatly heals HP for the caster and nearby allies.
03851  Hold to continue praying and delay activation.
03852
03853  The Two Fingers has high hopes for the Tarnished; that even if they should be wounded, even should they fall, they will continue to fight for their duty.</text>
03854  <text id="6423">Incantation bestowed by the Two Fingers upon the Tarnished deemed worthy of becoming a lord.
03855
03856  Heals a massive amount of HP for the caster and nearby allies.
03857  Hold to continue praying and delay activation.
03858
03859  Tarnished—O, Tarnished! Seek the Erdtree and stand before Marika, its Queen. Become the Elden Lord!</text>
03860  <text id="6424">One of the ancient Erdtree incantations.
03861
03862  Heals a vast amount of HP for the caster and nearby allies.
03863  Hold to continue praying and delay activation.
03864
03865  The Erdtree once flourished with abundance—yet it was only for a fleeting moment. Such is the course of all life.</text>
03866  <text id="6425">%null%</text>
03867  <text id="6426">%null%</text>
03868  <text id="6427">%null%</text>
03869  <text id="6428">%null%</text>
03870  <text id="6429">%null%</text>
03871  <text id="6430">One of the ancient Erdtree incantations.
03872
03873  Grants a blessing to the caster and nearby allies, gradually restoring HP.
03874  Hold to continue praying and delay activation.
03875
03876  Blessings once fell like tears from the Erdtree, and this incantation is but a lingering remnant of their power.</text>
03877  <text id="6431">One of the ancient Erdtree incantations.
03878
03879  Grants a greater blessing to the caster and nearby allies, gradually restoring a large amount of HP.
03880  Hold to continue praying and delay activation.
03881
03882  The Erdtree once flourished with abundance—yet it was only for a fleeting moment. Such is the course of all life.</text>
03883  <text id="6432">%null%</text>
03884  <text id="6433">%null%</text>
03885  <text id="6434">%null%</text>
03886  <text id="6435">%null%</text>
03887  <text id="6436">%null%</text>
03888  <text id="6437">%null%</text>
03889  <text id="6438">%null%</text>
03890  <text id="6439">%null%</text>
03891  <text id="6440">Incantation of the Two Fingers' faithful.
03892
03893  Alleviates poison buildup and cures poison.
03894  This incantation can be cast while in motion.
03895
03896  The Two Fingers has high hopes for the Tarnished; that even if they should be wounded, even should they fall, they will continue to fight for their duty.</text>
03897  <text id="6441">Incantation bestowed by the Two Fingers upon the Tarnished deemed worthy of becoming a lord.
03898
03899  Alleviates buildup of poison, blood loss, and sleep for the caster and nearby allies. Additionally, cures poison.
03900
03901  Hold to continue praying and delay activation.</text>
03902  <text id="6442">%null%</text>
03903  <text id="6443">%null%</text>
03904  <text id="6444">%null%</text>
03905  <text id="6445">%null%</text>
03906  <text id="6446">%null%</text>
03907  <text id="6447">%null%</text>
03908  <text id="6448">%null%</text>
03909  <text id="6449">%null%</text>
03910  <text id="6450">Incantation of the Two Fingers' faithful.
03911
03912  Increases fire damage negation.
03913  This incantation can be cast while in motion.
03914
03915  Follow the path that has been set for you, and you will make enemies of all others: the monks, the sorcerers, the ancient dragon knights, and the scions of gold. Heed me—the Lands Between offers no welcome to the Tarnished.</text>
03916  <text id="6451">%null%</text>
03917  <text id="6452">%null%</text>
03918  <text id="6453">%null%</text>
03919  <text id="6454">%null%</text>
03920  <text id="6455">%null%</text>
03921  <text id="6456">%null%</text>
03922  <text id="6457">%null%</text>
03923  <text id="6458">%null%</text>
03924  <text id="6459">%null%</text>
03925  <text id="6460">Incantation of the Two Fingers' faithful.
```

```
resistance</text>
```

```
<text id="6461">%null%</text>
<text id="6462">%null%</text>
<text id="6463">%null%</text>
<text id="6464">%null%</text>
<text id="6465">%null%</text>
<text id="6466">%null%</text>
<text id="6467">%null%</text>
<text id="6468">%null%</text>
<text id="6469">%null%</text>
<text id="6470">Temporarily slightly increase lightning resistance</text>
```

```
<text id="6471">%null%</text>
<text id="6472">%null%</text>
<text id="6473">%null%</text>
<text id="6474">%null%</text>
<text id="6475">%null%</text>
<text id="6476">%null%</text>
<text id="6477">%null%</text>
<text id="6478">%null%</text>
<text id="6479">%null%</text>
<text id="6480">Temporarily slightly increase holy resistance</text>
```

```
<text id="6481">%null%</text>
<text id="6482">%null%</text>
<text id="6483">%null%</text>
<text id="6484">%null%</text>
<text id="6485">%null%</text>
<text id="6486">%null%</text>
<text id="6487">%null%</text>
<text id="6488">%null%</text>
<text id="6489">%null%</text>
<text id="6490">Temporarily increase holy damage resistance</text>
```

```
<text id="6491">%null%</text>
<text id="6492">%null%</text>
<text id="6493">%null%</text>
<text id="6494">%null%</text>
<text id="6495">%null%</text>
<text id="6496">%null%</text>
<text id="6497">%null%</text>
<text id="6498">%null%</text>
<text id="6499">%null%</text>
<text id="6500">Creates mist that eats away at HP</text>
```

```
<text id="6501">%null%</text>
<text id="6502">%null%</text>
<text id="6503">%null%</text>
<text id="6504">%null%</text>
<text id="6505">%null%</text>
<text id="6506">%null%</text>
<text id="6507">%null%</text>
<text id="6508">%null%</text>
<text id="6509">%null%</text>
<text id="6510">Silences caster's sounds and negates fall damage</text>
```

```
<text id="6511">%null%</text>
<text id="6512">%null%</text>
<text id="6513">%null%</text>
<text id="6514">%null%</text>
<text id="6515">%null%</text>
<text id="6516">%null%</text>
<text id="6517">%null%</text>
<text id="6518">%null%</text>
<text id="6519">%null%</text>
<text id="6520">Distract enemies with far off smoke</text>
```

```


Increases magic damage negation.
This incantation can be cast while in motion.

Follow the path that has been set for you, and you will make enemies of all others: the monks, the sorcerers, the ancient dragon knights, and the scions of gold. Heed me—the Lands Between offers no welcome to the Tarnished.</text>
<text id="6461">%null%</text>
<text id="6462">%null%</text>
<text id="6463">%null%</text>
<text id="6464">%null%</text>
<text id="6465">%null%</text>
<text id="6466">%null%</text>
<text id="6467">%null%</text>
<text id="6468">%null%</text>
<text id="6469">%null%</text>
<text id="6470">Incantation of the Two Fingers' faithful.


Increases lightning damage negation.
This incantation can be cast while in motion.

Follow the path that has been set for you, and you will make enemies of all others: the monks, the sorcerers, the ancient dragon knights, and the scions of gold. Heed me—the Lands Between offers no welcome to the Tarnished.</text>
<text id="6471">%null%</text>
<text id="6472">%null%</text>
<text id="6473">%null%</text>
<text id="6474">%null%</text>
<text id="6475">%null%</text>
<text id="6476">%null%</text>
<text id="6477">%null%</text>
<text id="6478">%null%</text>
<text id="6479">%null%</text>
<text id="6480">Incantation of the Two Fingers' faithful.


Increases holy damage negation.
This incantation can be cast while in motion.

Follow the path that has been set for you, and you will make enemies of all others: the monks, the sorcerers, the ancient dragon knights, and the scions of gold. Heed me—the Lands Between offers no welcome to the Tarnished.</text>
<text id="6481">%null%</text>
<text id="6482">%null%</text>
<text id="6483">%null%</text>
<text id="6484">%null%</text>
<text id="6485">%null%</text>
<text id="6486">%null%</text>
<text id="6487">%null%</text>
<text id="6488">%null%</text>
<text id="6489">%null%</text>
<text id="6490">Incantation taught to Gideon the All-Knowing by the Two Fingers.


Greatly increases holy damage negation for the caster and nearby allies.
Hold to continue praying and delay activation.

Gideon gained true knowledge after his long exchange with the Two Fingers—discovering all had been broken long ago; that the trembling fingers, bent with age, and the Erdtree itself, were no exception.</text>
<text id="6491">%null%</text>
<text id="6492">%null%</text>
<text id="6493">%null%</text>
<text id="6494">%null%</text>
<text id="6495">%null%</text>
<text id="6496">%null%</text>
<text id="6497">%null%</text>
<text id="6498">%null%</text>
<text id="6499">%null%</text>
<text id="6500">One of the night sorceries of Sellia, Town of Sorcery.


Releases a life-sapping silver mist before the caster, dealing damage to all caught within, including the caster.
This sorcery can be cast while in motion.

Below Sellia, the Eternal City of Nokron sleeps. This sorcery originates from the maidens of that place.</text>
<text id="6501">%null%</text>
<text id="6502">%null%</text>
<text id="6503">%null%</text>
<text id="6504">%null%</text>
<text id="6505">%null%</text>
<text id="6506">%null%</text>
<text id="6507">%null%</text>
<text id="6508">%null%</text>
<text id="6509">%null%</text>
<text id="6510">Incantation of the Two Fingers' servants, who once served as the assassins of the Roundtable Hold.


Completely silences the footsteps of the caster.
Additionally, reduces fall damage and the sound produced by falling.
This incantation can be cast while in motion or crouching.

The assassins were charged with eliminating Tarnished who had strayed from guidance.</text>
<text id="6511">%null%</text>
<text id="6512">%null%</text>
<text id="6513">%null%</text>
<text id="6514">%null%</text>
<text id="6515">%null%</text>
<text id="6516">%null%</text>
<text id="6517">%null%</text>
<text id="6518">%null%</text>
<text id="6519">%null%</text>
<text id="6520">Incantation of the Two Fingers' servants, who once served as the assassins of the Roundtable Hold.
```

```
3723    <text id="6521">%null%</text>
3724    <text id="6522">%null%</text>
3725    <text id="6523">%null%</text>
3726    <text id="6524">%null%</text>
3727    <text id="6525">%null%</text>
3728    <text id="6526">%null%</text>
3729    <text id="6527">%null%</text>
3730    <text id="6528">%null%</text>
3731    <text id="6529">%null%</text>
3732    <text id="6530">Creates semi-concealing dark mist</text>

3733    <text id="6600">Raises attack power and damage negation
3734    within radius</text>
3735    <text id="6700">Light ring slices enemy before returning to
        caster</text>
3736    <text id="6701">Light rings slice enemy before returning to
        caster</text>
```

```
04016
04017   Creates a pale gold shadow before the caster, luring foes of
        human build and attracting their aggression.
04018   This incantation can be cast while in motion or crouching,
        and will still affect foes that are already in a combat
        state.
04019
04020   It is said that those beguiled by the shadow see within it a
        hated foe.</text>
04021   <text id="6521">%null%</text>
04022   <text id="6522">%null%</text>
04023   <text id="6523">%null%</text>
04024   <text id="6524">%null%</text>
04025   <text id="6525">%null%</text>
04026   <text id="6526">%null%</text>
04027   <text id="6527">%null%</text>
04028   <text id="6528">%null%</text>
04029   <text id="6529">%null%</text>
04030   <text id="6530">Incantation of the Two Fingers' servants,
        who once served as the assassins of the Roundtable Hold.

04031
04032   Creates a veil of darkness that conceals the caster.
04033   This incantation can be cast while in motion or crouching.

04034

04035   The assassins were themselves once Tarnished who had strayed
        from guidance, and they pursued their duty in the darkness
        that is without grace.</text>
04036   <text id="6600">An incantation of Erdtree Worship.
04037
04038   Increases attack power and defense for the caster and nearby
        allies.
04039   Hold to continue praying and delay activation.
04040
04041   This incantation has been taught to knights of the royal
        capital for generations, and knights sent on distant
        expeditions lean on it as a source of courage.</text>
04042   <text id="6700">One of the incantations of the Golden Order
        fundamentalists.
04043
04044   Produces a ring of light and fires it forwards. The ring of
        light returns to a position close to the caster before
        disappearing.
04045   This incantation can be cast repeatedly.
04046
04047   A gift from the young Miquella to his father, Radagon.</
        text>
04048   <text id="6701">One of the incantations of the Golden Order
        fundamentalists.
04049
04050   Produces three rings of light and fires them forwards. The
        rings of light return to a position close to the caster
        before disappearing.
04051   This incantation can be cast repeatedly.
04052
04053   A gift from the young Miquella to his father, Radagon.</
        text>
```

```
3737    <text id="6702">%null%</text>
3738    <text id="6703">%null%</text>
3739    <text id="6704">%null%</text>
3740    <text id="6705">%null%</text>
3741    <text id="6706">%null%</text>
3742    <text id="6707">%null%</text>
3743    <text id="6708">%null%</text>
3744    <text id="6709">%null%</text>
3745    <text id="6710">Light ring forms at feet damaging nearby
        enemies</text>
```

```
04054   <text id="6702">%null%</text>
04055   <text id="6703">%null%</text>
04056   <text id="6704">%null%</text>
04057   <text id="6705">%null%</text>
04058   <text id="6706">%null%</text>
04059   <text id="6707">%null%</text>
04060   <text id="6708">%null%</text>
04061   <text id="6709">%null%</text>
04062   <text id="6710">One of the incantations of the Golden Order
        fundamentalists.
04063   A gift of gratitude to the young Miquella from his father,
        Radagon.
04064
04065   Produces a golden ring of light and fires it across a wide
        area.
04066   Charging enhances range.
04067
04068   And yet, the young Miquella abandoned fundamentalism, for it
        could do nothing to treat Malenia's accursed rot. This was
        the beginning of unalloyed gold.</text>
```

```
3746    <text id="6711">%null%</text>
3747    <text id="6712">%null%</text>
3748    <text id="6713">%null%</text>
3749    <text id="6714">%null%</text>
3750    <text id="6715">%null%</text>
3751    <text id="6716">%null%</text>
3752    <text id="6717">%null%</text>
3753    <text id="6718">%null%</text>
3754    <text id="6719">%null%</text>
3755    <text id="6720">Shoots light that splits while homing on
        enemies</text>
```

```
04069   <text id="6711">%null%</text>
04070   <text id="6712">%null%</text>
04071   <text id="6713">%null%</text>
04072   <text id="6714">%null%</text>
04073   <text id="6715">%null%</text>
04074   <text id="6716">%null%</text>
04075   <text id="6717">%null%</text>
04076   <text id="6718">%null%</text>
04077   <text id="6719">%null%</text>
04078   <text id="6720">This legendary incantation is the most
        ancient of those that derive from the Erdtree.
04079
04080   Creates a stream of golden shooting stars that assail the
        area.
04081
04082   It is said that long ago, the Greater Will sent a golden
        star bearing a beast into the Lands Between, which would
        later become the Elden Ring.</text>
```

```
3756    <text id="6721">%null%</text>
3757    <text id="6722">%null%</text>
3758    <text id="6723">%null%</text>
3759    <text id="6724">%null%</text>
3760    <text id="6725">%null%</text>
3761    <text id="6726">%null%</text>
3762    <text id="6727">%null%</text>
3763    <text id="6728">%null%</text>
3764    <text id="6729">%null%</text>
3765    <text id="6730">Heals all negative status effects</text>
```

```
04083   <text id="6721">%null%</text>
04084   <text id="6722">%null%</text>
04085   <text id="6723">%null%</text>
04086   <text id="6724">%null%</text>
04087   <text id="6725">%null%</text>
04088   <text id="6726">%null%</text>
04089   <text id="6727">%null%</text>
04090   <text id="6728">%null%</text>
04091   <text id="6729">%null%</text>
04092   <text id="6730">Incantation of the Golden Order
        fundamentalists.
04093   One of the key fundamentals.
04094
04095   Heals all negative statuses, dispels special effects, and
        reveals mimicry in all its forms.
04096
04097   The fundamentalists describe the Golden Order through the
        powers of regression and causality. Regression is the pull
        of meaning; that all things yearn eternally to converge.</
```

```
3766    <text id="6731">%null%</text>
3767    <text id="6732">%null%</text>
3768    <text id="6733">%null%</text>
3769    <text id="6734">%null%</text>
3770    <text id="6735">%null%</text>
3771    <text id="6736">%null%</text>
3772    <text id="6737">%null%</text>
3773    <text id="6738">%null%</text>
3774    <text id="6739">%null%</text>
3775    <text id="6740">Negate all status effects and damage
3776    types excluding physical</text>
3777    <text id="6741">%null%</text>
3778    <text id="6742">%null%</text>
3779    <text id="6743">%null%</text>
3780    <text id="6744">%null%</text>
3781    <text id="6745">%null%</text>
3782    <text id="6746">%null%</text>
3783    <text id="6747">%null%</text>
3784    <text id="6748">%null%</text>
3785    <text id="6749">%null%</text>
3786    <text id="6750">An incantation used by Golden Order
       fundamentalists.
3787
3788    Produces an arc of gold that deals holy damage.
3789    This incantation is especially damaging to those who have
       lived beyond death.
3790    Any felled by this incantation cannot be revived.
3791
3792    These fundamentals hold that, through study guided by the
       laws of the Golden Order, knowledge itself is the root of
       holiness.</text>
3793    <text id="6751">%null%</text>
3794    <text id="6752">%null%</text>
3795    <text id="6753">%null%</text>
3796    <text id="6754">%null%</text>
3797    <text id="6755">%null%</text>
3798    <text id="6756">%null%</text>
3799    <text id="6757">%null%</text>
3800    <text id="6758">%null%</text>
3801    <text id="6759">%null%</text>
3802    <text id="6760">Deals damage upon receiving a number of
       blows</text>
3803    <text id="6761">%null%</text>
3804    <text id="6762">%null%</text>
3805    <text id="6763">%null%</text>
3806    <text id="6764">%null%</text>
3807    <text id="6765">%null%</text>
3808    <text id="6766">%null%</text>
3809    <text id="6767">%null%</text>
3810    <text id="6768">%null%</text>
3811    <text id="6769">%null%</text>
3812    <text id="6770">Makes held weapon deal holy damage</text>
3813    <text id="6771">%null%</text>
3814    <text id="6772">%null%</text>
3815    <text id="6773">%null%</text>
3816    <text id="6774">%null%</text>
3817    <text id="6775">%null%</text>
3818    <text id="6776">%null%</text>
3819    <text id="6777">%null%</text>
3820    <text id="6778">%null%</text>
3821    <text id="6779">%null%</text>
3822    <text id="6780">Heals instant death status effect</text>
3823    <text id="6800">Summons and quickly fires rocks</text>
```



```
       text>
04098   <text id="6731">%null%</text>
04099   <text id="6732">%null%</text>
04100   <text id="6733">%null%</text>
04101   <text id="6734">%null%</text>
04102   <text id="6735">%null%</text>
04103   <text id="6736">%null%</text>
04104   <text id="6737">%null%</text>
04105   <text id="6738">%null%</text>
04106   <text id="6739">%null%</text>
04107   <text id="6740">One of the incantations of the Golden Order
       fundamentalists.
04108
04109   Enchants shield held in the left hand with the light of
       regression, increasing all forms of non-physical damage
       negation and ailment resistance.
04110
04111   Two concepts form the basis for Golden Order fundamentalism.
       One is the law of regression, to which this incantation
       relates.</text>
04112   <text id="6741">%null%</text>
04113   <text id="6742">%null%</text>
04114   <text id="6743">%null%</text>
04115   <text id="6744">%null%</text>
04116   <text id="6745">%null%</text>
04117   <text id="6746">%null%</text>
04118   <text id="6747">%null%</text>
04119   <text id="6748">%null%</text>
04120   <text id="6749">%null%</text>
04121   <text id="6750">One of the incantations of the Golden Order
       fundamentalists.
04122   Used by hunters of Those Who Live in Death.
04123
04124   Creates an image of Order, dealing holy damage to nearby
       foes. This incantation is especially damaging to Those Who
       Live in Death. Any felled by this incantation cannot be
       revived.
04125
04126   The role of the hunters is to stamp out defiled reason—all
       for the perfection of the Golden Order.</text>
04127   <text id="6751">%null%</text>
04128   <text id="6752">%null%</text>
04129   <text id="6753">%null%</text>
04130   <text id="6754">%null%</text>
04131   <text id="6755">%null%</text>
04132   <text id="6756">%null%</text>
04133   <text id="6757">%null%</text>
04134   <text id="6758">%null%</text>
04135   <text id="6759">%null%</text>
04136   <text id="6760">One of the incantations of the Golden Order
       fundamentalists.
04137   One of the key fundamentals.
04138
04139   Manifests a small ring of causality within that allows the
       caster to automatically retaliate upon receiving a certain
       number of blows.
04140
04141   The fundamentalists describe the Golden Order through the
       powers of regression and causality. Causality is the pull
       between meanings; that which links all things in a chain of
       relation.</text>
04142   <text id="6761">%null%</text>
04143   <text id="6762">%null%</text>
04144   <text id="6763">%null%</text>
04145   <text id="6764">%null%</text>
04146   <text id="6765">%null%</text>
04147   <text id="6766">%null%</text>
04148   <text id="6767">%null%</text>
04149   <text id="6768">%null%</text>
04150   <text id="6769">%null%</text>
04151   <text id="6770">One of the incantations of the Golden Order
       fundamentalists.
04152   Used by hunters of Those Who Live in Death.
04153
04154   Enchants armament held in the right hand with holy-affinity
       attacks. This incantation is especially damaging to Those
       Who Live in Death. Any felled by this incantation cannot be
       revived.
04155
04156   The role of the hunters is to stamp out defiled reason—all
       for the perfection of the Golden Order.</text>
04157   <text id="6771">%null%</text>
04158   <text id="6772">%null%</text>
04159   <text id="6773">%null%</text>
04160   <text id="6774">%null%</text>
04161   <text id="6775">%null%</text>
04162   <text id="6776">%null%</text>
04163   <text id="6777">%null%</text>
04164   <text id="6778">%null%</text>
04165   <text id="6779">%null%</text>
04166   <text id="6780">One of the incantations of the Golden Order
       fundamentalists.
04167   Used by hunters of Those Who Live in Death.
04168
04169   Alleviates death blight buildup.
04170
04171   The noble Goldmask lamented what had become of the hunters.
       How easy it is for learning and learnedness to be reduced to
       the ravings of fanatics; all the good and the great wanted,
       in their foolishness, was an absolute evil to contend with.
04172
04173   Does such a notion exist in the fundamentals of Order?</
       text>
04174   <text id="6800">Incantation taught by Gurranq, the Beast
       Clergyman.
04175
04176   Swiftly flings a number of sharp rock shards.
04177   This incantation can be cast without delay after performing
       another action.
04178
04179   It is said that in the time before the Erdtree, stones were
```

```
3824    <text id="6801">%null%</text>
3825    <text id="6802">%null%</text>
3826    <text id="6803">%null%</text>
3827    <text id="6804">%null%</text>
3828    <text id="6805">%null%</text>
3829    <text id="6806">%null%</text>
3830    <text id="6807">%null%</text>
3831    <text id="6808">%null%</text>
3832    <text id="6809">%null%</text>
3833    <text id="6810">Summons and fires a boulder</text>
3834    <text id="6811">%null%</text>
3835    <text id="6812">%null%</text>
3836    <text id="6813">%null%</text>
3837    <text id="6814">%null%</text>
3838    <text id="6815">%null%</text>
3839    <text id="6816">%null%</text>
3840    <text id="6817">%null%</text>
3841    <text id="6818">%null%</text>
3842    <text id="6819">%null%</text>
3843    <text id="6820">An incantation bestowed upon those who cull
        the Deathroot by Gurranq, the Beast Clergyman.
3844
3845    Creates beast claws that tear apart the land.
3846    This incantation increases in power when charged up.
3847
3848    Long ago, Gurranq was a beast of such terrifying ferocity
        that his former name meant "Death of the Demigods."</text>
3849    <text id="6821">%null%</text>
3850    <text id="6822">%null%</text>
3851    <text id="6823">%null%</text>
3852    <text id="6824">%null%</text>
3853    <text id="6825">%null%</text>
3854    <text id="6826">%null%</text>
3855    <text id="6827">%null%</text>
3856    <text id="6828">%null%</text>
3857    <text id="6829">%null%</text>
3858    <text id="6830">Creates beast claws that tear apart the
        earth</text>
3859    <text id="6831">%null%</text>
3860    <text id="6832">%null%</text>
3861    <text id="6833">%null%</text>
3862    <text id="6834">%null%</text>
3863    <text id="6835">%null%</text>
3864    <text id="6836">%null%</text>
3865    <text id="6837">%null%</text>
3866    <text id="6838">%null%</text>
3867    <text id="6839">%null%</text>
3868    <text id="6840">Slowly heals HP</text>
3869    <text id="6841">%null%</text>
3870    <text id="6842">%null%</text>
3871    <text id="6843">%null%</text>
3872    <text id="6844">%null%</text>
3873    <text id="6845">%null%</text>
3874    <text id="6846">%null%</text>
3875    <text id="6847">%null%</text>
3876    <text id="6848">%null%</text>
3877    <text id="6849">%null%</text>
3878    <text id="6850">Heals hemorrhaging and frostbite status</
        text>
3879    <text id="6851">%null%</text>
3880    <text id="6852">%null%</text>
3881    <text id="6853">%null%</text>
3882    <text id="6854">%null%</text>
3883    <text id="6855">%null%</text>
3884    <text id="6856">%null%</text>
3885    <text id="6857">%null%</text>
3886    <text id="6858">%null%</text>
3887    <text id="6859">%null%</text>
3888    <text id="6860">%null%</text>
3889    <text id="6900">Throw lightning spear</text>
3890    <text id="6901">%null%</text>
3891    <text id="6902">%null%</text>
3892    <text id="6903">%null%</text>
3893    <text id="6904">%null%</text>
3894    <text id="6905">%null%</text>
3895    <text id="6906">%null%</text>
```

```
        the first weapons of the beasts who had gained
        intelligence.</text>
04180   <text id="6801">%null%</text>
04181   <text id="6802">%null%</text>
04182   <text id="6803">%null%</text>
04183   <text id="6804">%null%</text>
04184   <text id="6805">%null%</text>
04185   <text id="6806">%null%</text>
04186   <text id="6807">%null%</text>
04187   <text id="6808">%null%</text>
04188   <text id="6809">%null%</text>
04189   <text id="6810">Superior incantation taught by Gurranq, the
        Beast Clergyman.
04190
04191   Hurls a boulder before the caster.
04192   This incantation can be cast repeatedly.
04193
04194   Long ago, Gurranq was a beast of such terrifying ferocity
        that his former name meant "Death of the Demigods."</text>
04195   <text id="6811">%null%</text>
04196   <text id="6812">%null%</text>
04197   <text id="6813">%null%</text>
04198   <text id="6814">%null%</text>
04199   <text id="6815">%null%</text>
04200   <text id="6816">%null%</text>
04201   <text id="6817">%null%</text>
04202   <text id="6818">%null%</text>
04203   <text id="6819">%null%</text>
04204   <text id="6820">Incantation taught by Gurranq, the Beast
        Clergyman.
04205
04206   Creates beast claws that rend the land with shockwaves.
04207   Charging enhances potency.
04208
04209   This incantation represents the fury of Gurranq, his bestial
        nature returned, as much as it does his restless
        agitation.</text>
04210   <text id="6821">%null%</text>
04211   <text id="6822">%null%</text>
04212   <text id="6823">%null%</text>
04213   <text id="6824">%null%</text>
04214   <text id="6825">%null%</text>
04215   <text id="6826">%null%</text>
04216   <text id="6827">%null%</text>
04217   <text id="6828">%null%</text>
04218   <text id="6829">%null%</text>
04219   <text id="6830">Superior incantation taught by Gurranq, the
        Beast Clergyman.
04220
04221   Creates beast claws that rend surroundings with shockwaves.
04222
04223   Long ago, Gurranq was a beast of such terrifying ferocity
        that his former name meant "Death of the Demigods."</text>
04224   <text id="6831">%null%</text>
04225   <text id="6832">%null%</text>
04226   <text id="6833">%null%</text>
04227   <text id="6834">%null%</text>
04228   <text id="6835">%null%</text>
04229   <text id="6836">%null%</text>
04230   <text id="6837">%null%</text>
04231   <text id="6838">%null%</text>
04232   <text id="6839">%null%</text>
04233   <text id="6840">Incantation taught by Gurranq, the Beast
        Clergyman.
04234
04235   Fills the body with bestial vigor, restoring HP over a
        period of time.
04236
04237   Having gained intelligence, the beasts must have felt how
        their wildness slipped away as civilization took hold.</
        text>
04238   <text id="6841">%null%</text>
04239   <text id="6842">%null%</text>
04240   <text id="6843">%null%</text>
04241   <text id="6844">%null%</text>
04242   <text id="6845">%null%</text>
04243   <text id="6846">%null%</text>
04244   <text id="6847">%null%</text>
04245   <text id="6848">%null%</text>
04246   <text id="6849">%null%</text>
04247   <text id="6850">Incantation taught by Gurranq, the Beast
        Clergyman.
04248
04249   Fills the body with bestial vigor, alleviating buildup of
        frost and blood loss.
04250
04251   Having gained intelligence, the beasts must have felt how
        their wildness slipped away as civilization took hold.</
        text>
04252   <text id="6851">%null%</text>
04253   <text id="6852">%null%</text>
04254   <text id="6853">%null%</text>
04255   <text id="6854">%null%</text>
04256   <text id="6855">%null%</text>
04257   <text id="6856">%null%</text>
04258   <text id="6857">%null%</text>
04259   <text id="6858">%null%</text>
04260   <text id="6859">%null%</text>
04261   <text id="6860">%null%</text>
04262   <text id="6900">One of the incantations of the capital's
        ancient dragon cult.
04263
04264   Summons a lightning spear and hurls it before the caster.
04265   Charging causes a lightning bolt to strike the point of
        impact.
04266
04267   Long ago, Godwyn the Golden defeated the ancient dragon
        Fortissax, and befriended his fallen foe—an event that gave
        rise to the ancient dragon cult in the capital.</text>
04268   <text id="6901">%null%</text>
04269   <text id="6902">%null%</text>
04270   <text id="6903">%null%</text>
04271   <text id="6904">%null%</text>
04272   <text id="6905">%null%</text>
04273   <text id="6906">%null%</text>
```

```
3896    <text id="6907">%null%</text>
3897    <text id="6908">%null%</text>
3898    <text id="6909">%null%</text>
3899    <text id="6910">Lighting falls on caster and spreads</text>
3900    <text id="6911">%null%</text>
3901    <text id="6912">%null%</text>
3902    <text id="6913">%null%</text>
3903    <text id="6914">%null%</text>
3904    <text id="6915">%null%</text>
3905    <text id="6916">%null%</text>
3906    <text id="6917">%null%</text>
3907    <text id="6918">%null%</text>
3908    <text id="6919">%null%</text>
3909    <text id="6920">Summons multiple chained lightning bolts</text>
3910    <text id="6921">Summons multiple chained frost lightning bolts</text>
3911    <text id="6922">%null%</text>
3912    <text id="6923">%null%</text>
3913    <text id="6924">%null%</text>
3914    <text id="6925">%null%</text>
3915    <text id="6926">%null%</text>
3916    <text id="6927">%null%</text>
3917    <text id="6928">%null%</text>
3918    <text id="6929">%null%</text>
3919    <text id="6930">Falling lightning strikes enemy</text>
3920    <text id="6931">%null%</text>
3921    <text id="6932">%null%</text>
3922    <text id="6933">%null%</text>
3923    <text id="6934">%null%</text>
3924    <text id="6935">%null%</text>
3925    <text id="6936">%null%</text>
3926    <text id="6937">%null%</text>
3927    <text id="6938">%null%</text>
3928    <text id="6939">%null%</text>
3929    <text id="6940">Drive lightning stake into ground,
3930    dealing area damage</text>
3931    <text id="6941">Drive multiple lightning stakes into ground</text>
3932    <text id="6942">%null%</text>
3933    <text id="6943">%null%</text>
3934    <text id="6944">%null%</text>
3935    <text id="6945">%null%</text>
3936    <text id="6946">%null%</text>
3937    <text id="6947">%null%</text>
3938    <text id="6948">%null%</text>
3939    <text id="6949">%null%</text>
3940    <text id="6950">Sweep widely with lightning spear</text>
3941    <text id="6951">%null%</text>
3942    <text id="6952">%null%</text>
3943    <text id="6953">%null%</text>
3944    <text id="6954">%null%</text>
3945    <text id="6955">%null%</text>
3946    <text id="6956">%null%</text>
3947    <text id="6957">%null%</text>
3948    <text id="6958">%null%</text>
3949    <text id="6959">%null%</text>
3950    <text id="6960">Makes held weapon deal lightning damage</
```

```
04274    <text id="6907">%null%</text>
04275    <text id="6908">%null%</text>
04276    <text id="6909">%null%</text>
04277    <text id="6910">A secret incantation of the capital's ancient dragon cult.
04278
04279    Summons a red bolt of lightning that scatters and spreads around the surrounding area.
04280    Charging enhances the range of the lightning bolt.
04281
04282    Spoken of in legend, red lightning is the weapon wielded by the ancient dragons.</text>
04283    <text id="6911">%null%</text>
04284    <text id="6912">%null%</text>
04285    <text id="6913">%null%</text>
04286    <text id="6914">%null%</text>
04287    <text id="6915">%null%</text>
04288    <text id="6916">%null%</text>
04289    <text id="6917">%null%</text>
04290    <text id="6918">%null%</text>
04291    <text id="6919">%null%</text>
04292    <text id="6920">One of the incantations of the capital's ancient dragon cult.
04293
04294    Summons a bolt of lightning that scatters and spreads around the surrounding area.
04295    This incantation can be cast repeatedly.
04296
04297    Ancestors of the modern dragons, the ancient dragons had scales of Gravel Stone and wielded lightning as their weapon. It is said that once they attacked Leyndell, the Royal Capital.</text>
04298    <text id="6921">Incantation that channels the power of the Dragonkin Soldiers.
04299
04300    Creates a spear of ice lightning and stabs it into the ground from above. On impact, the spear will burst into trails of lightning advancing forwards.
04301
04302    The Dragonkin were born in the Eternal City, where they knew no true sky, nor true lightning. Instead, ice lightning was their weapon.</text>
04303    <text id="6922">%null%</text>
04304    <text id="6923">%null%</text>
04305    <text id="6924">%null%</text>
04306    <text id="6925">%null%</text>
04307    <text id="6926">%null%</text>
04308    <text id="6927">%null%</text>
04309    <text id="6928">%null%</text>
04310    <text id="6929">%null%</text>
04311    <text id="6930">One of the incantations of the capital's ancient dragon cult.
04312
04313    Summons a bolt of lightning to strike foes from above.
04314    This incantation can be cast repeatedly.
04315
04316    Long ago, Godwyn the Golden defeated the ancient dragon Fortissax, and befriended his fallen foe—an event that gave rise to the ancient dragon cult in the capital.</text>
04317    <text id="6931">%null%</text>
04318    <text id="6932">%null%</text>
04319    <text id="6933">%null%</text>
04320    <text id="6934">%null%</text>
04321    <text id="6935">%null%</text>
04322    <text id="6936">%null%</text>
04323    <text id="6937">%null%</text>
04324    <text id="6938">%null%</text>
04325    <text id="6939">%null%</text>
04326    <text id="6940">A secret incantation of the capital's ancient dragon cult.
04327
04328    Creates a spear of red lightning and stabs it into the ground from above. On impact, the spear will burst into trails of lightning covering the area.
04329
04330    Spoken of in legend, red lightning is the weapon wielded by the ancient dragons.</text>
04331    <text id="6941">Incantation that channels the power of the ancient dragon Fortissax.
04332
04333    Creates two spears of red lightning and stabs them into the ground from above, one after another. On impact, each spear will burst into trails of lightning covering the area.
04334
04335    During the War of the Ancient Dragons, these twin red lightning stakes were the hallmark of one ancient dragon who was called the mightiest boulderstone.</text>
04336    <text id="6942">%null%</text>
04337    <text id="6943">%null%</text>
04338    <text id="6944">%null%</text>
04339    <text id="6945">%null%</text>
04340    <text id="6946">%null%</text>
04341    <text id="6947">%null%</text>
04342    <text id="6948">%null%</text>
04343    <text id="6949">%null%</text>
04344    <text id="6950">Incantation that channels the power of the ancient dragon Lansseax.
04345
04346    Creates a red-lightning glaive and sweeps the area from above. This attack unleashes trails of lightning.
04347
04348    Lansseax was the sister of Fortissax. It is said that she took the form of a human to commune with the knights as a priestess of the ancient dragon cult.</text>
04349    <text id="6951">%null%</text>
04350    <text id="6952">%null%</text>
04351    <text id="6953">%null%</text>
04352    <text id="6954">%null%</text>
04353    <text id="6955">%null%</text>
04354    <text id="6956">%null%</text>
04355    <text id="6957">%null%</text>
04356    <text id="6958">%null%</text>
04357    <text id="6959">%null%</text>
04358    <text id="6960">One of the incantations of the capital's
```

```
text>
```

```
ancient dragon cult.
```

```

```

```
Enchants armament held in the right hand with lightning-affinity attacks.
```

```

```

```
Long ago, Godwyn the Golden defeated the ancient dragon Fortissax, and befriended his fallen foe—an event that gave rise to the ancient dragon cult in the capital.</text>
```

```
<text id="6961">%null%</text>
<text id="6962">%null%</text>
<text id="6963">%null%</text>
<text id="6964">%null%</text>
<text id="6965">%null%</text>
<text id="6966">%null%</text>
<text id="6967">%null%</text>
<text id="6968">%null%</text>
<text id="6969">%null%</text>
```

```
<text id="6961">%null%</text>
<text id="6962">%null%</text>
<text id="6963">%null%</text>
<text id="6964">%null%</text>
<text id="6965">%null%</text>
<text id="6966">%null%</text>
<text id="6967">%null%</text>
<text id="6968">%null%</text>
<text id="6969">%null%</text>
```

```
<text id="6970">Gives weapon lightning buff but lowers resistance</text>
<text id="6971">Electrification raises defense and status resistance</text>
<text id="7000">An incantation of the Dragon Communion, used by those who've eaten of a dragon's heart.
```

```
<text id="6970">Incantation of Vyke, knight of the Roundtable Hold.
```

```

```

```
Spews flaming breath with draconic power.
```

```
Summons red lightning to bolster both the caster's body and their armament held in the right hand. Enchants armament with lightning-affinity attacks and increases maximum equipment load. However, lightning damage negation will be reduced.
```

```

```

```
Those extraordinary individuals who perpetuate the Dragon Communion are called the dragon-hearted.</text>
<text id="7001">Channels drake to breathe fire that spreads</text>
```

```
Of all the knights, Vyke the Dragonspear was the one Lansseax loved the most.</text>
<text id="6971">Superior incantation of the capital's ancient dragon cult.
```

```

```

```
Summons lightning to bolster the caster's body. Attacks become easier to deflect and resistance to all ailments is increased. However, lightning damage negation will be reduced.
```

```

```

```
Only those loved by dragons can survive the ordeal of cladding their bodies in lightning.</text>
<text id="7000">One of the incantations of Dragon Communion.
```

```

```

```
Transforms caster into a dragon to spew flaming breath.
Charging extends duration.
```

```

```

```
Incantation of those who have hunted dragons and feasted upon their hearts. Theirs is a pure and overwhelming power.</text>
<text id="7001">Superior incantation of Dragon Communion.
Channels the power of the flying dragon Agheel.
```

```

```

```
Transforms caster into a dragon to spew flaming breath from above.
Charging extends duration. This incantation can be used while jumping.
```

```

```

```
The dead gazed at the skies over the lakes of Limgrave, praying that the dragons' flames would burn them to ash.</text>
```

```
<text id="7002">%null%</text>
<text id="7003">%null%</text>
<text id="7004">%null%</text>
<text id="7005">%null%</text>
<text id="7006">%null%</text>
<text id="7007">%null%</text>
<text id="7008">%null%</text>
<text id="7009">%null%</text>
```

```
<text id="7002">%null%</text>
<text id="7003">%null%</text>
<text id="7004">%null%</text>
<text id="7005">%null%</text>
<text id="7006">%null%</text>
<text id="7007">%null%</text>
<text id="7008">%null%</text>
<text id="7009">%null%</text>
```

```
<text id="7010">Channels drake to breathe lava</text>
<text id="7011">Channels drake to a breath large amount of lava</text>
```

```
<text id="7010">One of the incantations of Dragon Communion.
```

```

```

```
Transforms caster into a wyrm to spew magma breath.
Allows one follow-up attack.
```

```

```

```
Those who have performed the Dragon Communion will find their humanity slowly slipping away. Once they fully succumb to their fate, they are left no more than wyrms that crawl the earth.</text>
<text id="7011">Superior incantation of Dragon Communion.
Channels the power of the great wyrm Theodorix.
```

```

```

```
Transforms caster into a great wyrm to spew a large volume of magma breath.
Allows one follow-up attack.
```

```

```

```
The name of the ancient troll warrior Theodorix lives on—as a hero of the War against the Giants.</text>
```

```
<text id="7012">%null%</text>
<text id="7013">%null%</text>
<text id="7014">%null%</text>
<text id="7015">%null%</text>
<text id="7016">%null%</text>
<text id="7017">%null%</text>
<text id="7018">%null%</text>
<text id="7019">%null%</text>
```

```
<text id="7012">%null%</text>
<text id="7013">%null%</text>
<text id="7014">%null%</text>
<text id="7015">%null%</text>
<text id="7016">%null%</text>
<text id="7017">%null%</text>
<text id="7018">%null%</text>
<text id="7019">%null%</text>
```

```
<text id="7020">Channels drake to breathe frost</text>
<text id="7021">Channels drake to breathe frost that spreads</text>
```

```
<text id="7020">One of the incantations of Dragon Communion.
```

```

```

```
Transforms caster into a dragon to spew icy breath.
Charging extends duration.
```

```

```

```
Those extraordinary individuals who perpetuate Dragon Communion are called the dragon-hearted.</text>
<text id="7021">Superior incantation of Dragon Communion.
Channels the power of Borealis, the Freezing Fog.
```

```

```

```
Transforms caster into a dragon to spew icy breath from above.
Charging extends duration. This incantation can be cast while jumping.
```

```

```

```
The ice dragons were once lords of the mountaintops long ago, until they were defeated by the Fire Giants and chased from the peak.</text>
```

```
3988    <text id="7022">%null%</text>
3989    <text id="7023">%null%</text>
3990    <text id="7024">%null%</text>
3991    <text id="7025">%null%</text>
3992    <text id="7026">%null%</text>
3993    <text id="7027">%null%</text>
3994    <text id="7028">%null%</text>
3995    <text id="7029">%null%</text>
3996    <text id="7030">Channels drake to breathe poison</text>
3997    <text id="7031">Channels drake to breathe that spreads</text>
3998    <text id="7032">%null%</text>
3999    <text id="7033">%null%</text>
4000    <text id="7034">%null%</text>
4001    <text id="7035">%null%</text>
4002    <text id="7036">%null%</text>
4003    <text id="7037">%null%</text>
4004    <text id="7038">%null%</text>
4005    <text id="7039">%null%</text>
4006    <text id="7040">Channels drake to breathe magic</text>
4007    <text id="7041">Channels drake to breathe magic from above</
        text>
4008    <text id="7042">%null%</text>
4009    <text id="7043">%null%</text>
4010    <text id="7044">%null%</text>
4011    <text id="7045">%null%</text>
4012    <text id="7046">%null%</text>
4013    <text id="7047">%null%</text>
4014    <text id="7048">%null%</text>
4015    <text id="7049">%null%</text>
4016    <text id="7050">Channels drake to breathe powerful fire from
        above</text>
4017    <text id="7051">%null%</text>
4018    <text id="7052">%null%</text>
4019    <text id="7053">%null%</text>
4020    <text id="7054">%null%</text>
4021    <text id="7055">%null%</text>
4022    <text id="7056">%null%</text>
4023    <text id="7057">%null%</text>
4024    <text id="7058">%null%</text>
4025    <text id="7059">%null%</text>
4026    <text id="7060">Channels drake to smash ground with dragon
        arms</text>
4027    <text id="7080">Channels drake to bite with dragon jaws</
        text>
4028    <text id="7081">%null%</text>
4029    <text id="7082">%null%</text>
4030    <text id="7083">%null%</text>
4031    <text id="7084">%null%</text>
4032    <text id="7085">%null%</text>
4033    <text id="7086">%null%</text>
4034    <text id="7087">%null%</text>
4035    <text id="7088">%null%</text>
4036    <text id="7089">%null%</text>
4037    <text id="7090">An incantation of the Dragon Communion, used
        by those who've eaten of a dragon's heart.
4038
4039    Manifests the power of the Great Ancient Dragon Grayoll to
        sound a fearsome roar.
4040
4041    The roar of the great Grayoll, foreboding as a mountain,
        overcomes all who hear it with its might. Their attack power
        is temporarily decreased.</text>
```

```
04437    <text id="7022">%null%</text>
04438    <text id="7023">%null%</text>
04439    <text id="7024">%null%</text>
04440    <text id="7025">%null%</text>
04441    <text id="7026">%null%</text>
04442    <text id="7027">%null%</text>
04443    <text id="7028">%null%</text>
04444    <text id="7029">%null%</text>
04445    <text id="7030">One of the incantations of Dragon Communion.
04446
04447    Transforms caster into a dragon to spew scarlet rot breath.
04448    Charging extends duration.
04449
04450    Those extraordinary individuals who perpetuate Dragon
         Communion are called the dragon-hearted.</text>
04451    <text id="7031">Superior incantation of Dragon Communion.
04452    Channels the power of Ekzykes, the Decaying.
04453
04454    Transforms caster into a dragon to spew scarlet rot breath
         from above.
04455    Charging extends duration. This incantation can be cast
         while jumping.
04456
04457    Ekzykes, Dragon Communion Revenger, did not forget his
         hatred even as he succumbed to the scarlet rot.</text>
04458    <text id="7032">%null%</text>
04459    <text id="7033">%null%</text>
04460    <text id="7034">%null%</text>
04461    <text id="7035">%null%</text>
04462    <text id="7036">%null%</text>
04463    <text id="7037">%null%</text>
04464    <text id="7038">%null%</text>
04465    <text id="7039">%null%</text>
04466    <text id="7040">One of the incantations of Dragon Communion.
04467
04468    Transforms caster into a dragon to spew magic breath.
04469    Charging extends duration.
04470
04471    Those extraordinary individuals who perpetuate Dragon
         Communion are called the dragon-hearted.</text>
04472    <text id="7041">Superior incantation of Dragon Communion.
04473    Channels the power of Smarag, the Glintstone Dragon.
04474
04475    Transforms caster into a dragon to spew magic breath from
         above.
04476    Charging extends duration. This incantation can be cast
         while jumping.
04477
04478    Smarag was a devourer of sorcerers, and over time, his body
         became corrupted by their glintstones.</text>
04479    <text id="7042">%null%</text>
04480    <text id="7043">%null%</text>
04481    <text id="7044">%null%</text>
04482    <text id="7045">%null%</text>
04483    <text id="7046">%null%</text>
04484    <text id="7047">%null%</text>
04485    <text id="7048">%null%</text>
04486    <text id="7049">%null%</text>
04487    <text id="7050">Power gleaned from the remembrance of
         Dragonlord Placidusax.
04488
04489    Transforms caster into the Dragonlord to spew golden breath
         from above.
04490    This incantation can be cast while jumping.
04491
04492    These are the dying wails of the Dragonlord who once dwelled
         eternally beyond time.</text>
04493    <text id="7051">%null%</text>
04494    <text id="7052">%null%</text>
04495    <text id="7053">%null%</text>
04496    <text id="7054">%null%</text>
04497    <text id="7055">%null%</text>
04498    <text id="7056">%null%</text>
04499    <text id="7057">%null%</text>
04500    <text id="7058">%null%</text>
04501    <text id="7059">%null%</text>
04502    <text id="7060">One of the incantations of Dragon Communion.
04503
04504    Transforms caster into a dragon to tear through foes with
         dragon claws.
04505    Allows one follow-up attack.
04506
04507    Incantation of those who have hunted dragons and feasted
         upon their hearts. Theirs is a pure and overwhelming
         power.</text>
04508    <text id="7080">One of the incantations of Dragon Communion.
04509
04510    Transforms caster into a dragon to bite enemies before them.
04511
04512    Incantation of those who have hunted dragons and feasted
         upon their hearts. Theirs is a pure and overwhelming
         power.</text>
04513    <text id="7081">%null%</text>
04514    <text id="7082">%null%</text>
04515    <text id="7083">%null%</text>
04516    <text id="7084">%null%</text>
04517    <text id="7085">%null%</text>
04518    <text id="7086">%null%</text>
04519    <text id="7087">%null%</text>
04520    <text id="7088">%null%</text>
04521    <text id="7089">%null%</text>
04522    <text id="7090">Superior incantation of Dragon Communion.
04523    Channels the power of Greyoll, the Elder Dragon.
04524    An incantation of legendary status.
04525
04526    Transforms caster into a dragon to emit a terrible roar,
         reducing the attack power and defense of nearby enemies.
04527
04528    Greyoll was the mother of all dragons, dwarfing all who
         stood before her like a looming mountain.</text>
```

```
4042    <text id="7091">%null%</text>
4043    <text id="7092">%null%</text>
4044    <text id="7093">%null%</text>
4045    <text id="7094">%null%</text>
4046    <text id="7095">%null%</text>
4047    <text id="7096">%null%</text>
4048    <text id="7097">%null%</text>
4049    <text id="7098">%null%</text>
4050    <text id="7099">%null%</text>
4051    <text id="7100">%null%</text>
4052    <text id="7200">Attack with countless rotten threads</text>
4053    <text id="7201">%null%</text>
4054    <text id="7202">%null%</text>
4055    <text id="7203">%null%</text>
4056    <text id="7204">%null%</text>
4057    <text id="7205">%null%</text>
4058    <text id="7206">%null%</text>
4059    <text id="7207">%null%</text>
4060    <text id="7208">%null%</text>
4061    <text id="7209">%null%</text>
4062    <text id="7210">Summons a swarm of insects that gnaws at enemies</text>
4063    <text id="7211">%null%</text>
4064    <text id="7212">%null%</text>
4065    <text id="7213">%null%</text>
4066    <text id="7214">%null%</text>
4067    <text id="7215">%null%</text>
4068    <text id="7216">%null%</text>
4069    <text id="7217">%null%</text>
4070    <text id="7218">%null%</text>
4071    <text id="7219">%null%</text>
4072    <text id="7220">Creates mist that inflicts poison status</text>
4073    <text id="7221">%null%</text>
4074    <text id="7222">%null%</text>
4075    <text id="7223">%null%</text>
4076    <text id="7224">%null%</text>
4077    <text id="7225">%null%</text>
4078    <text id="7226">%null%</text>
4079    <text id="7227">%null%</text>
4080    <text id="7228">%null%</text>
4081    <text id="7229">%null%</text>
4082    <text id="7230">Makes held weapon inflict poison build-up</text>
4083    <text id="7231">%null%</text>
4084    <text id="7232">%null%</text>
4085    <text id="7233">%null%</text>
4086    <text id="7234">%null%</text>
4087    <text id="7235">%null%</text>
4088    <text id="7236">%null%</text>
4089    <text id="7237">%null%</text>
4090    <text id="7238">%null%</text>
4091    <text id="7239">%null%</text>
4092    <text id="7240">Blooms a large flower of rot</text>
4093    <text id="7300">Engulf enemies in chaos flame, causing madness</text>
4094    <text id="7301">%null%</text>
4095    <text id="7302">%null%</text>
4096    <text id="7303">%null%</text>
4097    <text id="7304">%null%</text>
4098    <text id="7305">%null%</text>
4099    <text id="7306">%null%</text>
4100    <text id="7307">%null%</text>
4101    <text id="7308">%null%</text>
4102    <text id="7309">%null%</text>
4103    <text id="7310">An incantation from the maddening Three Fingers.
4104
```

```
04529    <text id="7091">%null%</text>
04530    <text id="7092">%null%</text>
04531    <text id="7093">%null%</text>
04532    <text id="7094">%null%</text>
04533    <text id="7095">%null%</text>
04534    <text id="7096">%null%</text>
04535    <text id="7097">%null%</text>
04536    <text id="7098">%null%</text>
04537    <text id="7099">%null%</text>
04538    <text id="7100">%null%</text>
04539    <text id="7200">Incantation of the servants of rot.
04540
04541    Secretes countless sticky threads, launching them forwards.
04542
04543    A technique of the pale pests who crawl through the lands
         afflicted by scarlet rot; the abandoned children of the
         goddess.
04544    "Do you have an interest in rot incantations?"</text>
04545    <text id="7201">%null%</text>
04546    <text id="7202">%null%</text>
04547    <text id="7203">%null%</text>
04548    <text id="7204">%null%</text>
04549    <text id="7205">%null%</text>
04550    <text id="7206">%null%</text>
04551    <text id="7207">%null%</text>
04552    <text id="7208">%null%</text>
04553    <text id="7209">%null%</text>
04554    <text id="7210">A Blood Oath incantation, shared from the
         Lord of Blood's power.
04555
04556    Releases a swarm of bloodflies before the caster to assault
         foes. The vile swarm deals damage and builds up onset of
         blood loss.
04557    This incantation can be cast while in motion.
04558
04559    The new palace of the Lord of Blood lies in a swamp of
         festering blood, and these flies are said to spawn from
         excrement in that land.</text>
04560    <text id="7211">%null%</text>
04561    <text id="7212">%null%</text>
04562    <text id="7213">%null%</text>
04563    <text id="7214">%null%</text>
04564    <text id="7215">%null%</text>
04565    <text id="7216">%null%</text>
04566    <text id="7217">%null%</text>
04567    <text id="7218">%null%</text>
04568    <text id="7219">%null%</text>
04569    <text id="7220">Incantation of the servants of rot.
04570
04571    Releases a poisonous mist before the caster.
04572    This incantation can be cast while in motion.
04573
04574    Those who dwell within poison know rot all too well. The
         death that begets life, that comes to all equally. That is
         to say: it is the cycle of rebirth put into practice.</text>
04575    <text id="7221">%null%</text>
04576    <text id="7222">%null%</text>
04577    <text id="7223">%null%</text>
04578    <text id="7224">%null%</text>
04579    <text id="7225">%null%</text>
04580    <text id="7226">%null%</text>
04581    <text id="7227">%null%</text>
04582    <text id="7228">%null%</text>
04583    <text id="7229">%null%</text>
04584    <text id="7230">Incantation of the servants of rot.
04585
04586    Enchants armament held in the right hand with poison.
04587    This incantation can be cast while in motion.
04588
04589    Those who dwell within poison know rot all too well. The
         death that begets life, that comes to all equally. That is
         to say: it is the cycle of rebirth put into practice.</text>
04590    <text id="7231">%null%</text>
04591    <text id="7232">%null%</text>
04592    <text id="7233">%null%</text>
04593    <text id="7234">%null%</text>
04594    <text id="7235">%null%</text>
04595    <text id="7236">%null%</text>
04596    <text id="7237">%null%</text>
04597    <text id="7238">%null%</text>
04598    <text id="7239">%null%</text>
04599    <text id="7240">Technique of Malenia, the Goddess of Rot.
04600
04601    Creates a gigantic flower that blooms into an explosion of
         scarlet rot.
04602
04603    Each time the scarlet flower blooms, Malenia's rot advances.
         It has bloomed twice already. With the third bloom, she will
         become a true goddess.</text>
04604    <text id="7300">Incantation originating from the maddening
         Three Fingers.
04605
04606    Causes the yellow flame of frenzy to blaze from the caster's
         eyes. The caster then latches onto foes, spreading the
         madness.
04607    This incantation also causes buildup of madness in the
         caster, and is only effective against Tarnished.
04608
04609    To gaze into one another's eyes is truly the most intimate
         form of human contact.</text>
04610    <text id="7301">%null%</text>
04611    <text id="7302">%null%</text>
04612    <text id="7303">%null%</text>
04613    <text id="7304">%null%</text>
04614    <text id="7305">%null%</text>
04615    <text id="7306">%null%</text>
04616    <text id="7307">%null%</text>
04617    <text id="7308">%null%</text>
04618    <text id="7309">%null%</text>
04619    <text id="7310">Incantation originating from the maddening
         Three Fingers.
04620
```

```
4105  Causes the yellow flame of frenzy to burst forth from the caster's eyes.
4106  This incantation can drive human foes mad, and charging up makes it more powerful.
4107
4108  Those whose eyes are afflicted with the flame of frenzy are racked with maddening pain and unstoppable tears.</text>
4109  <text id="7311">Cast chaos flame from above, causing madness</text>
4110  <text id="7312">%null%</text>
4111  <text id="7313">%null%</text>
4112  <text id="7314">%null%</text>
4113  <text id="7315">%null%</text>
4114  <text id="7316">%null%</text>
4115  <text id="7317">%null%</text>
4116  <text id="7318">%null%</text>
4117  <text id="7319">%null%</text>
4118  <text id="7320">Release chaos heat waves, causing madness</text>
4119  <text id="7321">%null%</text>
4120  <text id="7322">%null%</text>
4121  <text id="7323">%null%</text>
4122  <text id="7324">%null%</text>
4123  <text id="7325">%null%</text>
4124  <text id="7326">%null%</text>
4125  <text id="7327">%null%</text>
4126  <text id="7328">%null%</text>
4127  <text id="7329">%null%</text>
4128  <text id="7330">Scream causes madness in nearby enemies</text>
4129  <text id="7500">Sweeping attack with crucible knight's tail</text>
4130  <text id="7501">%null%</text>
4131  <text id="7502">%null%</text>
4132  <text id="7503">%null%</text>
4133  <text id="7504">%null%</text>
4134  <text id="7505">%null%</text>
4135  <text id="7506">%null%</text>
4136  <text id="7507">%null%</text>
4137  <text id="7508">%null%</text>
4138  <text id="7509">%null%</text>
4139  <text id="7510">Stabs with crucible knight's shoulder horn</text>
4140  <text id="7511">%null%</text>
4141  <text id="7512">%null%</text>
4142  <text id="7513">%null%</text>
4143  <text id="7514">%null%</text>
4144  <text id="7515">%null%</text>
4145  <text id="7516">%null%</text>
4146  <text id="7517">%null%</text>
4147  <text id="7518">%null%</text>
4148  <text id="7519">%null%</text>
4149  <text id="7520">Breath fire with crucible knight's throat pouch</text>
4150  <text id="7521">%null%</text>
4151  <text id="7522">%null%</text>
4152  <text id="7523">%null%</text>
4153  <text id="7524">%null%</text>
4154  <text id="7525">%null%</text>
4155  <text id="7526">%null%</text>
4156  <text id="7527">%null%</text>
4157  <text id="7528">%null%</text>
```

```
04621  Causes the yellow flame of frenzy to burst forth from the caster's eyes.
04622  Charging increases the range of the burst.
04623
04624  The flame of frenzy deals damage and causes buildup of madness. This incantation also causes buildup of madness in the caster, and is only effective against Tarnished.</text>
04625  <text id="7311">Incantation originating from the maddening Three Fingers.
04626
04627  Causes the yellow flame of frenzy to violently burst forth from the caster's eyes.
04628  Hold to continue channeling the flame. This incantation can be used while in motion.
04629
04630  It is the maddening pain and unstoppable tears of those afflicted with the flame of frenzy brought into being.</text>
04631  <text id="7312">%null%</text>
04632  <text id="7313">%null%</text>
04633  <text id="7314">%null%</text>
04634  <text id="7315">%null%</text>
04635  <text id="7316">%null%</text>
04636  <text id="7317">%null%</text>
04637  <text id="7318">%null%</text>
04638  <text id="7319">%null%</text>
04639  <text id="7320">Incantation originating from the maddening Three Fingers.
04640
04641  Releases concentrated blasts of the yellow flame of frenzy from the caster's eyes.
04642  Charging enhances potency, enabling the blasts to penetrate the enemy's guard.
04643
04644  In times past, every single person who attempted to control the flame of frenzy succumbed to madness after a desperate internal struggle. This incantation is testament to a meager victory.</text>
04645  <text id="7321">%null%</text>
04646  <text id="7322">%null%</text>
04647  <text id="7323">%null%</text>
04648  <text id="7324">%null%</text>
04649  <text id="7325">%null%</text>
04650  <text id="7326">%null%</text>
04651  <text id="7327">%null%</text>
04652  <text id="7328">%null%</text>
04653  <text id="7329">%null%</text>
04654  <text id="7330">Incantation originating from the maddening Three Fingers.
04655
04656  Releases a maddening shriek that causes madness buildup in foes nearby.
04657  This incantation also causes madness buildup in the caster and makes enemies more likely to target them.
04658
04659  It is said that the sickness of the flame of frenzy began with Shabriri, the most reviled man in all history.</text>
04660  <text id="7500">One of the ancient Erdtree incantations.
04661
04662  Creates a supple tail that sweeps through foes before the caster.
04663  Charging enhances potency.
04664
04665  This is a manifestation of the Erdtree's primal vital energies—an aspect of the primordial crucible, where all life was once blended together.</text>
04666  <text id="7501">%null%</text>
04667  <text id="7502">%null%</text>
04668  <text id="7503">%null%</text>
04669  <text id="7504">%null%</text>
04670  <text id="7505">%null%</text>
04671  <text id="7506">%null%</text>
04672  <text id="7507">%null%</text>
04673  <text id="7508">%null%</text>
04674  <text id="7509">%null%</text>
04675  <text id="7510">One of the ancient Erdtree incantations.
04676
04677  Creates a mighty horn on the caster's shoulder to gore foes from a low stance.
04678  Charging allows the caster to barrel into foes before delivering the final attack.
04679
04680  This is a manifestation of the Erdtree's primal vital energies—an aspect of the primordial crucible, where all life was once blended together.</text>
04681  <text id="7511">%null%</text>
04682  <text id="7512">%null%</text>
04683  <text id="7513">%null%</text>
04684  <text id="7514">%null%</text>
04685  <text id="7515">%null%</text>
04686  <text id="7516">%null%</text>
04687  <text id="7517">%null%</text>
04688  <text id="7518">%null%</text>
04689  <text id="7519">%null%</text>
04690  <text id="7520">One of the ancient Erdtree incantations.
04691
04692  Creates a throat pouch on the caster's neck, allowing them to spew fiery breath while walking.
04693  Charging increases duration of the breath.
04694
04695  This is a manifestation of the Erdtree's primal vital energies—an aspect of the primordial crucible, where all life was once blended together.</text>
04696  <text id="7521">%null%</text>
04697  <text id="7522">%null%</text>
04698  <text id="7523">%null%</text>
04699  <text id="7524">%null%</text>
04700  <text id="7525">%null%</text>
04701  <text id="7526">%null%</text>
04702  <text id="7527">%null%</text>
04703  <text id="7528">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 4158

```
<text id="7529">%null%</text>
<text id="7530">Summons black blade and slices enemies</text>

<text id="7900">Engulfs caster in flames, spreading fire in
the vicinity</text>









<text id="7901">%null%</text>
<text id="7902">%null%</text>
<text id="7903">Briefly raises lightning resistance</text>









<text id="8000">A sword-shaped stone key.

Can be used to open doors by breaking the seal


seen on gargoyle statues within the
underground labyrinth. It will break
upon use, allowing it to be used only once.</text>
<text id="8001">%null%</text>
<text id="8002">%null%</text>
<text id="8003">%null%</text>
<text id="8004">%null%</text>
<text id="8005">%null%</text>
<text id="8006">%null%</text>
<text id="8007">%null%</text>
<text id="8008">%null%</text>
<text id="8009">%null%</text>
<text id="8010">A key to a lock inside Stormveil Castle.

Opens a locked door.</text>
<text id="8102">Sacred seal of a hidden shrine that looks
much
like a bedchamber. A faint light leaks through
a crack in its fastened doors, as if the Firefly is
beckoning to come inside.

Raise in prayer to gain protection.

Gaining protection consumes this item,
but can grant unique effects.
Take care though, these effects cannot be undone.</text>
<text id="8103">%null%</text>
<text id="8104">%null%</text>
<text id="8105">A shard from a bronze medal depicting the
Erdtree.

According to legend, those who bring together


both halves of the medal shall be granted
access to the capital.</text>
<text id="8106">A shard from a bronze medal depicting the
Erdtree.

According to legend, those who bring together

both halves of the medal shall be granted

access to the capital.</text>
<text id="8107">A silver medal depicting the Erdtree.

According to legend, those who possess


this medal shall be granted access to
the capital.</text>









<text id="8108">%null%</text>
<text id="8109">A beautiful dagger, with a blade made from

red glintstone. It is engraved with the
Raya Lucaria school port spell.</text>









<text id="8110">%null%</text>
<text id="8111">A statue depicting a scholar, with the ground

and sky inverted. Depressions on either end
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 4704

```
<text id="7529">%null%</text>
<text id="7530">Power gleaned from the remembrance of
Maliketh.


Caster creates an illusory black blade, then leaps forward
to deliver a spinning slash that emits a wave of light.
This can be followed up with one additional attack.

This blade was once imbued with Destined Death. In addition
to dealing damage, it reduces foes' maximum HP and continues
to sap their current HP for a very short time.</text>
<text id="7900">Incantation originating from a deeply
ominous prophecy.

Sets both the caster and the surrounding area ablaze with
raging flames. The caster's body will remain engulfed in
flame for a while, burning them and any who draw near.
Charging enhances potency.

The prophet despaired, looking up at the Erdtree, for soon
the kindling would burst into flame, bringing ruin.

"The burning of the Erdtree is the first cardinal sin. That
is not the domain of mere men."</text>
<text id="7901">%null%</text>
<text id="7902">%null%</text>
<text id="7903">An incantation of Erdtree Worship.

Greatly increases lightning damage negation for the caster
and nearby allies.
Hold to continue praying, delaying the effect.

This incantation was used by the knights of the Erdtree
during the assault by the great ancient dragon Gransax, and
the bitter War of the Ancient Dragons that followed.</text>
<text id="8000">A sword-shaped stone key.

Breaks the seal on imp statues, but remains embedded in the
statue after use, meaning it can only be used once as an
item.

Think well before using one.</text>
<text id="8001">%null%</text>
<text id="8002">%null%</text>
<text id="8003">%null%</text>
<text id="8004">%null%</text>
<text id="8005">%null%</text>
<text id="8006">%null%</text>
<text id="8007">%null%</text>
<text id="8008">%null%</text>
<text id="8009">%null%</text>
<text id="8010">Rusted iron key.

Opens a locked door in Stormveil Castle.</text>
<text id="8102">Sacred seal of a hidden shrine that looks
much
like a bedchamber. A faint light leaks through
a crack in its fastened doors, as if the Firefly is
beckoning to come inside.

Raise in prayer to gain protection.

Gaining protection consumes this item,
but can grant unique effects.
Take care though, these effects cannot be undone.</text>
<text id="8103">%null%</text>
<text id="8104">%null%</text>
<text id="8105">Left half of a split medallion depicting the
Erdtree.

Brandishing the medallion with both halves conjoined will
activate the Grand Lift of Dectus, connecting the Altus
Plateau to Liurnia.


The right half is said to reside in Fort Faroth in the
Dragonbarrow, far to the east.</text>
<text id="8106">Right half of a split medallion depicting
the Erdtree.


Brandishing the medallion with both halves conjoined will
activate the Grand Lift of Dectus, connecting the Altus
Plateau to Liurnia.

The left half is said to reside in the coastal Fort Haight
to the far west.</text>
<text id="8107">Conjoined split medallion depicting the
Flame Peak.

Brandishing the medallion activates the Grand Lift of Rold,
connecting Leyndell to the Mountaintops of the Giants.

The forge of the flame of ruin is said to be found upon
their peaks, and it is here Melina wishes to travel in
resuming your journey together.</text>
<text id="8108">%null%</text>
<text id="8109">Key to the seals binding both gates to the
Academy of Raya Lucaria.

Activates warp magic bound within the seals.

A glintstone key will remember its user, meaning once used
it can never be passed on to another. The academy does not
welcome the indolent.</text>
<text id="8110">%null%</text>
<text id="8111">Statuette of a scholar, with ground and sky
inverted.
```

```
4216  indicate that  it may be inserted somewhere.</text>
4217  <text id="8112">%null%</text>
4218  <text id="8113">%null%</text>
4219  <text id="8114">%null%</text>
4220  <text id="8115">%null%</text>
4221  <text id="8116">%null%</text>
4222  <text id="8117">%null%</text>
4223  <text id="8118">%null%</text>
4224  <text id="8119">%null%</text>
4225  <text id="8120">%null%</text>
4226  <text id="8121">A Ring embedded with a beautiful crystal.
4227  It seems to be overflowing with magical energy.</text>
4228  <text id="8122">%null%</text>
4229  <text id="8123">%null%</text>
4230  <text id="8124">%null%</text>
4231  <text id="8125">%null%</text>
4232  <text id="8126">The eye of one stricken with chaos,
4233  and seized by charred fingers.
4234
4235  It resembles a large, ripened red grape
4236  and if eaten with one's eyes closed,
4237  even tastes like a rare grape variety.</text>
4238  <text id="8127">A written request for tarnished hunting from
4239  Volcano Manor.
4240
4241  You have been asked to fulfill your duty
4242  as a defector, rebelling against the Erdtree.
4243  See the marking on the map for your task.</text>
4244  <text id="8128">A silver colored elixir sealed in a small
      vial.
4245  Allows user to wipe memory from recent years.</text>
4246  <text id="8129">Amniotic sac that held man-serpent roe
4247  in its mother's womb.
4248
4249  Among man-serpents there are some with particularly
4250  intelligent roe. The amnion is known to never
4251  dry out, retaining moisture indefinitely.
4252  It is revered among man-serpents as a holy
4253  object of worship.</text>
4254  <text id="8130">A necklace worn and treasured by Irina.
4255  Given to her as a farewell gift.</text>
4256  <text id="8131">A letter from Irina.
4257
4258  Irina has requested it be delivered to her father,
4259  who remains in Mohrn's castle.</text>
4260  <text id="8132">A written request for tarnished hunting from
4261  Volcano Manor.
4262
4263  You have been asked to fulfill your duty
4264  as a defector, rebelling against the Erdtree.
4265  See the marking on the map for your task.</text>
4266  <text id="8133">A written request for tarnished hunting from
4267  Volcano Manor.
4268
4269  You have been asked to fulfill your duty
4270  as a defector, rebelling against the Erdtree.
4271  See the marking on the map for your task.</text>
4272  <text id="8134">A key to your room at the Volcano Manor,
4273  a room given to defectors.</text>
4274  <text id="8135">%null%</text>
4275  <text id="8136">A Volcano Manor compatriot sign,
4276  given to you by Tanith.
4277  The azure symbol signifies one being tested.</text>
4278  <text id="8137">A Volcano Manor compatriot sign,
4279  given by Tanith.
4280  The red symbol signifies one
4281  truly recognized as a defector.</text>
4282  <text id="8138">%null%</text>
4283  <text id="8139">%null%</text>
4284  <text id="8140">%null%</text>
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04779  Reveals the hidden form of the Carian Study Hall, which
       connects to the divine tower.
04780
04781  To unveil the secret, affix it to the pedestal of the
       celestial globe.</text>
04782  <text id="8112">%null%</text>
04783  <text id="8113">%null%</text>
04784  <text id="8114">%null%</text>
04785  <text id="8115">%null%</text>
04786  <text id="8116">%null%</text>
04787  <text id="8117">%null%</text>
04788  <text id="8118">%null%</text>
04789  <text id="8119">%null%</text>
04790  <text id="8120">%null%</text>
04791  <text id="8121">Ring depicting a leaden full moon. Symbolic
       of a cold oath, the ring is supposed to be given by Lunar
       Princess Ranni to her consort.
04792
04793  Ranni is an Empyrean, meaning her consort would by rights
       earn the title of lord.
04794
04795  A warning is engraved within; "Whoever thou mayest be, take
       not the ring from this place, the solitude beyond the night
       is better mine alone."</text>
04796  <text id="8122">%null%</text>
04797  <text id="8123">%null%</text>
04798  <text id="8124">%null%</text>
04799  <text id="8125">%null%</text>
04800  <text id="8126">Eyeball of the knight Vyke, inflamed yellow.
04801  Seared with a repulsive fingerprint burn akin to those that
       marred his entire body.
04802
04803  If offered to the blind maiden, it will lead her to the
       source of the distant light, allowing her to become a Finger
       Maiden.</text>
04804  <text id="8127">A written request from Volcano Manor
       disclosing the name of a Tarnished to be hunted.
04805
04806  "Old Knight Istvan"
04807
04808  He can be found in Limgrave. Find the red mark on your map
       for the exact location.</text>
04809  <text id="8128">Tonic in a small brass vial.
04810
04811  Banishes distress and bitter memories.
04812
04813  A gift bestowed by Rykard, sworn to blasphemy, to Lady
       Tanith, who unfortunately had no use for it. "My Lord, there
       could be no greater distress than to forget you."</text>
04814  <text id="8129">Amnion from the mother's womb which cradled
       the poor unwanted offspring of a repellant birthing ritual.
04815
04816  It will never dry out, remaining damp indefinitely.</text>
04817  <text id="8130">A necklace worn and treasured by Irina.
04818  Given to her as a farewell gift.</text>
04819  <text id="8131">Letter given by Irina, addressed to her
       father, the commander of Castle Morne.
04820
04821  Gorgeous silken handkerchief, lightly stained with blood.
       Words can be made out within.</text>
04822  <text id="8132">A written request from Volcano Manor
       disclosing the name of a Tarnished to be hunted.
04823
04824  "Rileigh the Idle"
04825
04826  He can be found in Altus Plateau. Find the red mark on your
       map for the exact location.</text>
04827  <text id="8133">A written request from Volcano Manor
       disclosing the name of a Tarnished to be hunted. As the
       final request, the letter is vivid red.
04828
04829  "Juno Hoslow, Knight of Blood"
04830
04831  He can be found in the Mountaintops of the Giants. Find the
       red mark on your map for the exact location.</text>
04832  <text id="8134">Key to Volcano Manor's drawing room.
04833
04834  The door can be found in the westward corridor, upon the
       left hand side.</text>
04835  <text id="8135">%null%</text>
04836  <text id="8136">Necklace stolen from Rya by the blackguard.
04837  Features a relief of a dignified looking woman from a
       foreign country.
04838
04839  It appears to hold great significance for Rya.</text>
04840  <text id="8137">Letter given by Rya as thanks for retrieving
       her necklace.
04841
04842  Contains an invitation to Volcano Manor.
04843
04844  "Brave Tarnished,
04845  Seek the Altus Plateau in the realm of the Erdtree.
04846
04847  Prove yourself by making this journey, and the Volcano Manor
       will fully extend its invitation. To fight, amongst a family
       of champions."</text>
04848  <text id="8138">%null%</text>
04849  <text id="8139">%null%</text>
04850  <text id="8140">%null%</text>
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4285    <text id="8141">%null%</text>
4286    <text id="8142">Light from pale blue stars that rained from above.
4287    Its afterglow remained in the earth as shards.
4288    This condensed light glitters with an amber hue.
4289
4290    Some merchants may part ways with their
4291    wares in exchange for this.</text>
4292    <text id="8143">A letter addressed to Sellen from Seluvis.
4293
4294    The letter contains a request to share
4295    knowledge about Nokron with the tarnished.</text>
4296    <text id="8144">Glintstone sealed within Sellen's body.
4297
4298    The surface is covered with vein like red lines,
4299    with it slowing coming to resemble amber
4300    after many years.</text>
4301    <text id="8145">%null%</text>
4302    <text id="8146">A doll resembling Ranni the Witch.
4303
4304    Holding this doll while resting at a
4305    site of grace allows the user to hear
4306    Ranni's voice from time to time.</text>
4307    <text id="8147">An asimi that has infected a tarnished.
4308
4309    An intelligent silver sludge; asimi
4310    infect the body of tarnished,
4311    granting the host power.</text>
4312    <text id="8148">Godrick's empty rune shell void of light
4313    and color.
4314
4315    It may regain its light and color upon
4316    having an audience with the Two Fingers
4317    at the tower of gods.</text>
4318    <text id="8149">Radahn's empty rune shell void of light
4319    and color.
4320
4321    It may regain its light and color upon
4322    having an audience with the Two Fingers
4323    at the tower of gods.</text>
4324    <text id="8150">Morgott's empty rune shell void of light
4325    and color.
4326
4327    It may regain its light and color upon
4328    having an audience with the Two Fingers
4329    at the tower of gods.</text>
4330    <text id="8151">Rykard's empty rune shell void of light
4331    and color.
4332
4333    It may regain its light and color upon
4334    having an audience with the Two Fingers
4335    at the tower of gods.</text>
4336    <text id="8152">Mohg's empty rune shell void of light
4337    and color.
4338
4339    It may regain its light and color upon
4340    having an audience with the Two Fingers
4341    at the tower of gods.</text>
4342    <text id="8153">Malenia's empty rune shell void of light
4343    and color.
4344
4345    It may regain its light and color upon
4346    having an audience with the Two Fingers
4347    at the tower of gods.</text>
4348    <text id="8154">A white cloth flag showing loyalty to Mohg.
4349    For this flag to be recognized, it must be
4350    dyed red with the blood of a maiden.</text>
4351    <text id="8155">A white cloth flag dyed with maiden's blood
4352    showing loyalty to Mohg. </text>
4353    <text id="8156">A letter affixed to a graveyard crow's leg.
4354    Sought after by Kalé.</text>
4355    <text id="8157">%null%</text>
4356    <text id="8158">A bell capable of summoning a variety of spirits
4357    from ashen items. It usually requires FP to use.
4358
4359    Only one type of spirit may be summoned
4360    at once, and none may be summoned
4361    during multiplayer.</text>
4362    <text id="8159">A black warped blade; famed treasure of
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04851    <text id="8141">%null%</text>
04852    <text id="8142">An ephemeral sliver that gives off a pale amber glow.
04853    What remains of a passing flash of starlight.
04854
04855    If the stars command our fates, then amber-hued stars must command the fates of the gods. Such is the belief that inspired the use of these shards to prepare a most special draught.
04856
04857    Cannot be consumed by mere humans.</text>
04858    <text id="8143">Scroll bearing a royal coat of arms.
04859    A letter of introduction written by Preceptor Seluvis.
04860
04861    Addressed to a glintstone sorceress by the name of Sellen.
04862
04863    The contents of the scroll cannot be discerned.</text>
04864    <text id="8144">Glintstone from within the sorceress Sellen's body.
04865    Seemingly half-alive, blood vessels are visible within.
04866
04867    In essence, a primal glintstone is a sorcerer's soul. If transplanted into a compatible new body after their original body dies, the sorcerer will rise again.
04868
04869    "My apprentice, do you think it distasteful?"</text>
04870    <text id="8145">%null%</text>
04871    <text id="8146">A doll resembling Ranni the Witch.
04872    From head to toe every detail is perfect.
04873
04874    This unresponsive doll seems pleasantly cool.</text>
04875    <text id="8147">An asimi that has infected a tarnished.
04876
04877    An intelligent silver sludge; asimi
04878    infect the body of tarnished,
04879    granting the host power.</text>
04880    <text id="8148">The Great Rune of the shardbearer Godrick, devoid of any benediction.
04881
04882    Seek the Divine Tower of Limgrave, which stands beyond the great bridge from Stormveil Castle.</text>
04883    <text id="8149">The Great Rune of the shardbearer Radahn, devoid of any benediction.
04884
04885    Seek the Divine Tower of Caelid, which stands upon the precipice at the Dragonbarrow's shore.</text>
04886    <text id="8150">The Great Rune of the shardbearer Morgott, devoid of any benediction.
04887
04888    Seek the Divine Tower of East Altus, which stands beyond the great bridge from Leyndell's eastern ward.</text>
04889    <text id="8151">The Great Rune of the shardbearer Rykard, devoid of any benediction.
04890
04891    Seek the Divine Tower of West Altus, which stands upon the precipice at the coast southwest of Leyndell.</text>
04892    <text id="8152">The Great Rune of the shardbearer Mohg, devoid of any benediction.
04893
04894    Seek the Divine Tower of East Altus, which stands beyond the great bridge from Leyndell's eastern ward.</text>
04895    <text id="8153">The Great Rune of the shardbearer Malenia, devoid of any benediction.
04896
04897    Seek the Isolated Divine Tower, which stands beyond the lost great bridge.</text>
04898    <text id="8154">Pure white oath-cloth given by Varré. The final trial to be anointed a Knight of Mohg, Lord of Blood.
04899
04900    "Soak the cloth with a maiden's blood... The blood of anyone's maiden will do. You are maidenless, after all."</text>
04901    <text id="8155">Fully reddened oath-cloth, dyed in a maiden's blood.
04902
04903    The final trial is complete. Luminary Mohg is sure to welcome you into his service, as a knight who will lay the foundations for his dynasty.</text>
04904    <text id="8156">A letter affixed to a graveyard crow's leg.
04905    Sought after by Kalé.</text>
04906    <text id="8157">%null%</text>
04907    <text id="8158">A bell capable of summoning various spirits
04908    from ashen remains. It usually requires FP to use.
04909
04910    Spirits can only be summoned in the vicinity of a rebirth monument. When summoning is possible, the monument icon will be visible on the left side of the screen.
04911
04912    Only one type of spirit may be summoned at once, and none may be summoned during multiplayer.</text>
04913    <text id="8159">The hidden treasure of the Eternal City of Nokron; a blade said to have been born of a corpse.
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4363    Nokron, the eternal city.
4364    It no longer appears usable as a weapon.</text>
4365    <text id="8160">%null%</text>
4366    <text id="8161">A generic sewing needle.
4367    If given to a seamster, it can be used to
4368    lighten one's gear.</text>
4369    <text id="8162">A golden sewing needle.
4370    If given to a seamster, it can be used to
4371    lighten one's gear.</text>
4372    <text id="8163">A simple, portable sewing kit.
4373    Can be used to lighten one's gear
4374    at sites of lost grace.</text>
4375    <text id="8164">Medicinal liquor received from Seluvis.
4376    He requested that it be given to Nepheli to drink.</text>
4377    <text id="8165">%null%</text>
4378    <text id="8166">Spirit remedy received from Seluvis.
4379    The item's sweet glow is enough to
4380    befuddle even a demigod.</text>
4381    <text id="8167">A written request for tarnished hunting
4382    given by Patches
4383
4384    You have been asked to fulfill your duty
4385    as a defector, rebelling against the Erdtree.
4386    See the marking on the map for your task.</text>
4387    <text id="8168">A Parcel given by Patches.
4388    He requested it be delivered to Tanith.</text>
4389    <text id="8169">A Glintstone key used to destroy magic
        barriers.
4390    It was given by Seren in order to free Lusatt from
        confinement.</text>
4391    <text id="8170">%null%</text>
4392    <text id="8171">An item left behind by the grafted ones.
4393
4394    Pupafication means death.
4395    The truth must be known.</text>
4396    <text id="8172">A dagger received from Phia.
4397
4398    Phia is searching for its owner in
4399    hopes of retrieving a stolen stigmata.</text>
4400    <text id="8173">A written request for tarnished hunting
4401    shown by Pelnar.
4402
4403    You have been asked to fulfill your duty
4404    as a defector, rebelling against the Erdtree.
4405    See the marking on the map for your task.</text>
4406    <text id="8174">A dagger engraved with the
4407    Raya Lucaria academy port spell.
4408    Th dagger also serves as a pass.</text>
4409    <text id="8175">Tally fragment received from the All-knowing.
4410    This tally is said to open the path to the Erdtree.</text>
4411    <text id="8176">Tally fragment found in the silver ones'
        village.
4412    This tally is said to open the path to the Erdtree.</text>
4413    <text id="8177">%null%</text>
4414    <text id="8178">%null%</text>
4415    <text id="8179">%null%</text>
4416    <text id="8180">%null%</text>
4417    <text id="8181">A letter written about the caravans.
4418    It seems to have been sent from the
4419    capital underground.</text>
4420    <text id="8182">The final rune discovered by Sir Gold Mask.
4421    A shard required in order to repair the Elden ring
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04914
04915    This blood-drenched fetish is proof of the high treason
         committed by the Eternal City and symbolizes its downfall.
04916
04917    Cannot be wielded by those without a fate, but is said to be
         able to harm the Greater Will and its vassals.</text>
04918    <text id="8160">%null%</text>
04919    <text id="8161">A large sewing needle, curved like a fang.
04920    Boc the demi-human's prized possession.</text>
04921    <text id="8162">Sewing needle made of gold.
04922    Unique item made to alter demigod attire.
04923
04924    One of the tools brought by Radagon when he entered into
         marriage with Rennala, Queen of the Full Moon, and joined
         the Carian line.</text>
04925    <text id="8163">A portable set of tailoring tools.
04926
04927    Enables armor alterations at sites of grace.</text>
04928    <text id="8164">Small flask received from Preceptor Seluvis
         containing a cloudy tonic of bluish black.
04929
04930    "Find Nepheli, and ensure she drinks it."</text>
04931    <text id="8165">%null%</text>
04932    <text id="8166">Small flask received from Preceptor Seluvis
         containing a gleaming amber draught for use in a scheme.
04933
04934    "Give it to Ranni and ensure she drinks it. And we'll be in
         a position to claim the very finest puppet ever crafted."</
         text>
04935    <text id="8167">A written request from Volcano Manor
         addressed to Patches disclosing the name of a Tarnished to
         be hunted.
04936
04937    "Great Horned Tragoth"
04938
04939    He can be found at the Ruin-Strewn Precipice. Find the red
         mark on your map for the exact location.</text>
04940    <text id="8168">Castanets used by dancers from foreign
         lands. Received from Patches.
04941
04942    The passionate dance comprises no seductiveness, but merely
         a dignified beauty.</text>
04943    <text id="8169">Glintstone key received from the sorceress
         Sellen.
04944
04945    Capable of breaking the seal that keeps Master Lusat
         confined.
04946
04947    Sellia, Town of Sorcery can be found in Caelid. This key was
         said to have been found in the possession of a Sellian
         sorcerer.</text>
04948    <text id="8170">%null%</text>
04949    <text id="8171">Memento left by the chrysalids sacrificed
         for grafting. A brooch wrapped in red velvet. Traces of
         blood are visible.
04950
04951    Faintly visible spirits try to convey something, but their
         voices cannot be heard.</text>
04952    <text id="8172">On the Night of the Black Knives, someone
         stole a fragment of Death from Maliketh, the Black Blade,
         and imbued its power into the assassins' daggers.
04953
04954    This mark is evidence of the ritual, and hides the truth of
         the conspiracy.</text>
04955    <text id="8173">A written request from Volcano Manor
         addressed to Bernahl disclosing the names of two Tarnished
         to be hunted.
04956
04957    "Vargram the Raging Wolf"
04958    "Errant Sorcerer Wilhelm"
04959
04960    Both men can be found in the Royal Capital of Leyndell. Find
         the red mark on your map for the exact location.</text>
04961    <text id="8174">Key to the seals binding both gates to the
         Academy of Raya Lucaria.
04962
04963    Activates warp magic bound within the seals.
04964
04965    This glintstone key is still brand new, unused by anyone.</
         text>
04966    <text id="8175">Left half of a split medallion depicting the
         Haligtree.
04967
04968    Brandishing the medallion with both halves conjoined will
         activate the Grand Lift of Rold, granting access to a hidden
         path.
04969
04970    In other words, this secret medallion will guide the bearer
         to the land of Miquella's Haligtree.</text>
04971    <text id="8176">Right half of a split medallion depicting
         the Haligtree.
04972
04973    Brandishing the medallion with both halves conjoined will
         activate the Grand Lift of Rold, granting access to a hidden
         path.
04974
04975    In other words, this secret medallion will guide the bearer
         to the land of Miquella's Haligtree.</text>
04976    <text id="8177">%null%</text>
04977    <text id="8178">%null%</text>
04978    <text id="8179">%null%</text>
04979    <text id="8180">%null%</text>
04980    <text id="8181">A letter written about the caravans.
04981    It seems to have been sent from the
04982    capital underground.</text>
04983    <text id="8182">Rune discovered by the noble Goldmask.
04984    Used to restore the fractured Elden Ring when brandished by
         the Elden Lord.
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4422  and make it whole once more. </text>
4423  <text id="8183">The final rune discovered by Phia,

4424  the deathbed companion.
4425  This shard is required in order to give the


4426  Elden ring the 'principles of living in death'

4427  once it has been repaired.</text>

4428  <text id="8184">The final rune discovered by the Dung Eater.
4429  This shard is required in order to contaminate

4430  the Elden ring with a curse. A seed that,
4431  once planted, will spread disease to

4432  all living things.</text>
4433  <text id="8185">An orb that allows one to be reborn upon
      being infused with magic.
4434  Requires Rennala's co-operation to use.</text>
4435  <text id="8186">A key to the door on top of the great
      belfry.</text>
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04985
04986  A rune of transcendental ideology which will attempt to
       perfect the Golden Order.

04987
04988  The current imperfection of the Golden Order, or instability
       of ideology, can be blamed upon the fickleness of the gods
       no better than men. That is the fly in the ointment.</text>
04989  <text id="8183">Rune gestated by Fia, the Deathbed
       Companion.
04990  Used to restore the fractured Elden Ring when brandished by
       the Elden Lord.

04991
04992  Formed of the two hallowbrand half-wheels combined, it will
       embed the principle of life within Death into Order.

04993
04994  The Golden Order was created by confining Destined Death.
       Thus, this new Order will be one of Death restored.</text>
04995  <text id="8184">Loathsome rune gestated by the Dung Eater.
04996  Used to restore the fractured Elden Ring when brandished by
       the Elden Lord.

04997
04998  The reviled curse will last eternally, and the world's
       children, grandchildren, and every generation hence, will be
       its pustules.

04999
05000  If Order is defiled entirely, defilement is defilement no
       more, and for every curse, a cursed blessing.</text>
05001  <text id="8185">Core of a creature of mimicry known as a
       silver tear.
05002  As much a substance as it is a living organism.
05003
05004  Material required by the amber egg cradled by Rennala, Queen
       of the Full Moon, to birth people anew.

05005
05006  Being born anew allows the reallocation of attributes
       boosted by leveling up.</text>
05007  <text id="8186">Stone key shaped like a sword.
05008  A special item, imbued with rich blue magic.
05009
05010  Breaks the seal on the imp statues guarding the sending
       gates enshrined in each belfry, but remains embedded in the
       statue after use, meaning it can only be used once as an
       item.

05011
05012  Think well before using one.</text>
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4436  <text id="8187">A doll resembling Ranni the Witch.
4437  It has lost the magic it once housed,
4438  rendering it nothing more than an empty husk.</text>
4439  <text id="8188">A golden sewing needle.
4440  Can be used to lighten unique gear by one's own hand.</text>
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05013  <text id="8187">A doll resembling Ranni the Witch.
05014  From head to toe every detail is perfect.

05015
05016  The chilliness is gone, feeling now like an empty husk.

05017
05018  There is no response.</text>
05019  <text id="8188">Tailoring tools made from gold.
05020  Tools brought with the red-haired Radagon when he married
       into the Carian line.

05021
05022  With these, even demigod attire can be altered at a site of
       grace.</text>
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4441  <text id="8189">A letter of confession found on Iji's corpse.

4442
4443  She is declaring her own guilt for having
4444  sealed away Blaidd.</text>
4445  <text id="8190">A note about the black blade written by Phia.
4446  Roqier seeks the truth of the conspiracy,
4447  and this may serve as the key.</text>
4448  <text id="8191">The centipede scar stigmata,

4449  carved on the Prince of Death.
4450  Sought by Phia.</text>
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05023  <text id="8189">A letter of confession found on Iji's
       corpse.

05024
05025  He declares his own guilt for having
05026  sealed away Blaidd.</text>
05027  <text id="8190">A simple map given by Fia.

05028
05029  A clue to the whereabouts of a black knifeprint.</text>
05030  <text id="8191">Cursemark carved into the discarded flesh of
       Ranni the Witch. Also known as the half-wheel wound of the
       centipede.

05031
05032  This cursemark was carved at the moment of Death of the
       first demigod, and should have taken the shape of a circle.

05033
05034  However, two demigods perished at the same time, breaking
       the cursemark into two half-wheels.

05035
05036  Ranni was the first of the demigods whose flesh perished,
       while the Prince of Death perished in soul alone.</text>
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4451  <text id="8192">The shedding of an Asimi that infected a
      tarnished.</text>
4452  <text id="8193">Viscera impaled on a warped horn, ravaged by
      a curse.</text>
4453  <text id="8194">Spectral spirit of the storm hawk lord.</
      text>
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05037  <text id="8192">The shedding of an Asimi that infected a
       tarnished.</text>
05038  <text id="8193">Curse grown on a corpse killed and defiled
       by the Dung Eater.
05039  A tender pox afflicted with omen horns.

05040
05041  The Dung Eater cultivates the seedbed curse on corpses.

05042
05043  By doing so he prevents dead souls returning to the Erdtree,
       leaving them forever cursed. One of the most loathsome
       things found in all the Lands Between.</text>
05044  <text id="8194">Ashes of a hawk revered by all others as
       sovereign back in the days when Stormveil's winds still
       raged like no other.

05045
05046  This ancient monarch is proud however, refusing to answer
       anyone's summons.</text>
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4454  <text id="8195">An Asimi that infected a tarnished.</text>
4455  <text id="8196">An untampered pure gold needle.</text>

4456  <text id="8197">A key received from the Dung Eater's
      illusion.
4457  It unlocks the door to the cell where he is being held.</
      text>
4458  <text id="8198">Map held by the dead glintstone sorcerer.
4459  There may be something hidden where the map is marked.</text>
4460  <text id="8199">An old key cast in the shadow of calamity.
4461  It unlocks the chest in Rennala's room.</text>
4462  <text id="8200">A landscape scene painted by an unknown
      artist.
4463  The artist's love for this particular landscape
4464  can be felt.
4465
4466  Perhaps something will happen upon reaching


4467  the location depicted here.</text>
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05047  <text id="8195">An Asimi that infected a tarnished.</text>
05048  <text id="8196">An intricately crafted needle of unalloyed
       gold.
05049  Removed by Millicent from her flesh. Bears no trace of
       befouled blood, but is faintly moist with dew.
05050
05051  "There is something I must return to Malenia. The dignity,
       the sense of self, that allowed her to resist the call of
       the scarlet rot."</text>
05052  <text id="8197">Filthy key received from the Dung Eater.
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4468  <text id="8201">A landscape scene painted by an unknown
      artist.
4469  The artist's love for this particular landscape
4470  can be felt.
4471
4472  Perhaps something will happen upon reaching

4473  the location depicted here.</text>
4474  <text id="8202">A landscape scene painted by an unknown
      artist.
4475  The artist's love for this particular landscape
4476  can be felt.
4477
4478  Perhaps something will happen upon reaching

4479  the location depicted here.</text>

4480  <text id="8203">A landscape scene painted by an unknown
      artist.
4481  The artist's love for this particular landscape
4482  can be felt.
4483
4484  Perhaps something will happen upon reaching
4485  the location depicted here.</text>
4486  <text id="8204">A landscape scene painted by an unknown
      artist.
4487  The artist's love for this particular landscape
4488  can be felt.
4489
4490  Perhaps something will happen upon reaching

4491  the location depicted here.</text>
4492  <text id="8205">A landscape scene painted by an unknown
      artist.
4493  The artist's love for this particular landscape
4494  can be felt.
4495
4496  Perhaps something will happen upon reaching


4497  the location depicted here.</text>
4498  <text id="8206">A landscape scene painted by an unknown
      artist.
4499  The artist's love for this particular landscape
4500  can be felt.
4501
4502  Perhaps something will happen upon reaching


4503  the location depicted here.</text>
4504  <text id="8221">A note left behind by Zorayas.
4505
4506  She writes of her departure on a journey


4507  in search of a champion who will restore
4508  the Volcano Manor after Tanith's death.</text>


4509  <text id="8222">An object formed from the flesh and blood
4510  of a warrior, representing their soul.
4511  All that remains of Alexander.</text>
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05053
05054  Unlocks sewer-gaol door said to lie beneath Leyndell, the
       Royal Capital.</text>
05055  <text id="8198">Simple map found on a corpse.
05056  Seems to point to a meeting place.
05057
05058  The man it came from surely desired one. The sole means of
       gaining entry into the academy: a glintstone key.</text>
05059  <text id="8199">A key discarded by Lunar Princess Ranni
       alongside her very flesh.
05060
05061  Opens a treasure chest passed down to Carian Princesses.
05062
05063  It is said to be found in the Grand Library of Raya Lucaria
       with her mother Rennala.</text>
05064  <text id="8200">Work of a wandering artist.
05065  Reminiscence of a painting titled "Homing Instinct."
05066
05067  This painter is said to have captured the landscapes seen
       during the last moments of those welcomed into death's
       embrace.
05068
05069  The soul of the painter, and vestiges of the dead's last
       moments can be discovered by visiting the location depicted
       even now.</text>
05070  <text id="8201">Work of a wandering artist.
05071  Reminiscence of a painting titled "Resurrection."
05072
05073  This painter is said to have captured the landscapes seen
       during the last moments of those welcomed into death's
       embrace.
05074
05075  The soul of the painter, and vestiges of the dead's last
       moments can be discovered by visiting the location depicted
       even now.</text>
05076  <text id="8202">Work of a wandering artist.
05077  Reminiscence of a painting titled "Champion's Song."
05078
05079  This painter is said to have captured the landscapes seen
       during the last moments of those welcomed into death's
       embrace.
05080
05081  The soul of the painter, and vestiges of the dead's last
       moments can be discovered by visiting the location depicted
       even now.</text>
05082  <text id="8203">Work of a wandering artist.
05083  Reminiscence of a painting titled "Sorcerer."
05084
05085  This painter is said to have captured the landscapes seen
       during the last moments of those welcomed into death's
       embrace.
05086
05087  The soul of the painter, and vestiges of the dead's last
       moments can be discovered by visiting the location depicted
       even now.</text>
05088  <text id="8204">Work of a wandering artist.
05089  Reminiscence of a painting titled "Prophecy."
05090
05091  This painter is said to have captured the landscapes seen
       during the last moments of those welcomed into death's
       embrace.
05092
05093  The soul of the painter, and vestiges of the dead's last
       moments can be discovered by visiting the location depicted
       even now.</text>
05094  <text id="8205">Work of a wandering artist.
05095  Reminiscence of a painting titled "Flightless Bird."
05096
05097  This painter is said to have captured the landscapes seen
       during the last moments of those welcomed into death's
       embrace.
05098
05099  The soul of the painter, and vestiges of the dead's last
       moments can be discovered by visiting the location depicted
       even now.</text>
05100  <text id="8206">Work of a wandering artist.
05101  Reminiscence of a painting titled "Redmane."
05102
05103  This painter is said to have captured the landscapes seen
       during the last moments of those welcomed into death's
       embrace.
05104
05105  The soul of the painter, and vestiges of the dead's last
       moments can be discovered by visiting the location depicted
       even now.</text>
05106  <text id="8221">Farewell letter written in an inexpert hand.
05107
05108  "I wish to set out on a journey.
05109  So that one day, I can carry on Mother's work.
05110  Be the proud daughter of Tanith of Volcano Manor.
05111
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4512 |   <text id="8500">Leather bag containing a pestle and mortar,
     |   small blade, and various other tools.
4513 |
4514 |   Enables item crafting from the main menu.
4515 |
4516 |   Provides both means to fight and means to survive.</text>
4517 |   <text id="8590">A special thin whetstone, resembling the
     |   blade of
4518 |   a small sword. This war ash can be used at a
4519 |   site of grace to give new weapon arts to
     |
4520 |   weapons (old weapon art will be lost).</text>
     |
     |
4521 |   <text id="8591">%null%</text>
4522 |   <text id="8592">%null%</text>
4523 |   <text id="8593">%null%</text>
4524 |   <text id="8594">%null%</text>
4525 |   <text id="8595">%null%</text>
4526 |   <text id="8596">%null%</text>
4527 |   <text id="8597">%null%</text>
4528 |   <text id="8598">%null%</text>
4529 |   <text id="8599">%null%</text>
4530 |   <text id="8600">Map of the western region of Limgrave.
4531 |
4532 |   The demense of Limgrave, far south of the Erdtree, is
     |   bordered to the northwest by the cliffs of Stormveil, and
     |   under its ever-clouded skies roll the great steppes of the
     |   pale lands.</text>
4533 |   <text id="8601">Map of the Weeping Peninsula.</text>
4534 |   <text id="8602">Map of the eastern region of Tenebrae.
4535 |
4536 |   The demesne of Tenebrae, far south of the
     |
4537 |   capital, stands vigil before the vast Sea of Fog.
4538 |
4539 |   Radagon's warning is yet told and retold.
     |
     |
4540 |   That one day, the Tarnished led into war
4541 |   will cross the Sea of Fog and return.
4542 |
4543 |   For the Elden Ring.</text>
     |
     |
4544 |   <text id="8603">Map of Rienier's eastern region</text>
4545 |   <text id="8604">Map of Raya Lucaria</text>
4546 |   <text id="8605">Map of Rienier's western region</text>
4547 |   <text id="8606">Map of Altaar Plateau and environs</text>
4548 |   <text id="8607">Map of Rodale Capital and environs</text>
4549 |   <text id="8608">Map of Mt. Germia and environs</text>
4550 |   <text id="8609">Map of Caelid Wilds and environs</text>
4551 |   <text id="8610">Map of Dragonhill and environs</text>
4552 |   <text id="8611">Map of Western Mountaintops and environs</
     |   text>
4553 |   <text id="8612">Map of Eastern Mountaintops and environs</
     |   text>
4554 |   <text id="8613">Map of Einsel River and environs</text>
4555 |   <text id="8614">Map of Rotted Lake and environs</text>
4556 |   <text id="8615">Map of Sifra River and environs</text>
4557 |   <text id="8616">Map of Mohgwyn Dynasty and environs</text>
4558 |   <text id="8617">Map of Deeproot and environs</text>
4559 |   <text id="8618">Map of Consecrated Snow Fields and environs</
     |   text>
4560 |   <text id="8660">Scrap detailing a tower that vanishes like a
     |   mirage.</text>
4561 |   <text id="8700">Old note left by a glintstone sorcerer of no
     |   renown.
4562 |
4563 |   "To keep the primeval current flowing, I entrust this
     |
     |
4564 |   to future generations, and I pray, to our
4565 |   compatriot witch...
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05112 |   Farewell.
05113 |   You've always been so kind. So uncompromising.
05114 |   My champion."</text>
05115 |   <text id="8222">A keepsake of the warrior jar Alexander.
05116 |   Found at the core of the dead flesh that once filled the
      |   great jar.
05117 |
05118 |   The jars contain dregs inherited from those who came before.
      |   Thus are warriors passed from jar to jar, carrying dreams of
      |   greatness.</text>
05119 |   <text id="8223">Letter written in a trembling hand.
05120 |
05121 |   "I forgot to tell you, but it seems D has a younger brother.
05122 |
05123 |   I heard he lies in a deep sleep in the aqueduct beside the
      |   Eternal City of Nokron.
05124 |
05125 |   And it's said he stood before the Prince of Death not far
      |   beyond that spot."</text>
05126 |   <text id="8224">Note sold by a nomadic merchant imparting
      |   knowledge in brief.
05127 |
05128 |   "Preceptor Seluvis is hiding a dirty secret in a cellar
      |   among the ruins not far from the sisters three.
05129 |
05130 |   The vile Graven Witch seems to be a frequent visitor to that
      |   place."</text>
05131 |   <text id="8225">A simple, badly weathered map.
05132 |   Left discarded and forgotten for some time.
05133 |
05134 |   Depicts streaks of amber light.</text>
05135 |   <text id="8226">A note sold by a nomadic merchant.
05136 |   Contains information about the preceptor's secret.
05137 |
05138 |   Further details are available only to paying customers.</
      |   text>
05139 |   <text id="8227">A simple, badly weathered map.
05140 |   Left discarded and forgotten for some time.
05141 |
05142 |   Further details are available only to paying customers.</
      |   text>
05143 |   <text id="8500">Leather bag containing a pestle and mortar,
      |   small blade, and various other tools.
05144 |
05145 |   Enables item crafting from the main menu.
05146 |
05147 |   Provides both means to fight and means to survive.</text>
05148 |   <text id="8590">Whetstone with a cipher inscription, made to
      |   look like a small knifeblade.
05149 |
05150 |   Allows the use of ashes of war at a site of grace to bestow
      |   new battle arts and affinities to armaments as skills.
05151 |
05152 |   The battle arts and affinities will depend on the ashes of
      |   war used.</text>
05153 |   <text id="8591">%null%</text>
05154 |   <text id="8592">%null%</text>
05155 |   <text id="8593">%null%</text>
05156 |   <text id="8594">%null%</text>
05157 |   <text id="8595">%null%</text>
05158 |   <text id="8596">%null%</text>
05159 |   <text id="8597">%null%</text>
05160 |   <text id="8598">%null%</text>
05161 |   <text id="8599">%null%</text>
05162 |   <text id="8600">Map of the western region of Limgrave.
05163 |
05164 |   The demesne of Limgrave, far south of the Erdtree, is
      |   bordered to the northwest by the cliffs of Stormveil, and
      |   under its ever-clouded skies roll the great steppes of the
      |   pale lands.</text>
05165 |   <text id="8601">Map of the Weeping Peninsula.
05166 |
05167 |   The peninsula, to Limgrave's south, is named for its
      |   unceasing rainfall, redolent of lament. </text>
05168 |   <text id="8602">Map of the eastern region of Limgrave.
05169 |
05170 |   Other than the Mistwood which envelops the south, it is
      |   known for its lands which lead to Caelid, a path trod by
      |   many a soldier in the past.</text>
05171 |   <text id="8603">Map of Liurnia's eastern region.
05172 |
05173 |   The majority of Liurnia, known for its vast forests and
      |   ever-present fog, is sinking into a lake. The eastern coast
      |   is home to a highroad running north and south.</text>
05174 |   <text id="8604">Map of Liurnia's northern region.
      |
      |
      |
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4566	05178
4567 Our great mentor is being held prisoner inside the	05179 The majority of Liurnia, known for its vast forests and ever-present fog, is sinking into a lake. The western coast has always been closely associated with Carian royalty.</text>
4568 Dragon Communion cave in the east district of Sellia.	05180 <text id="8606">Map of Altus Plateau and environs.
4569	05181
4570 It cannot be seen, but is assuredly there.	05182 The Altus Plateau, where the Erdtree's base can be found, contains the Royal Capital of Leyndell to the east, and Mt. Gelmir to the west. Scars from the Shattering remain apparent to this day.</text>
4571 Search diligently behind the tomb at the foot of the	05183 <text id="8607">Map of the Royal Capital of Leyndell and environs.
4572 Dragon Communion."</text>	
4573 <text id="8701">Sceiron the grave robbing lord left behind	
4574 knowledge of the tombshades.	
4575	05184
4576 "Diving beneath the graves makes for fine sport.	05185 Leyndell, City of the Erdtree, is a metropolis enclosed by double ramparts. The inner wall remains unbreached to this day.</text>
4577	05186 <text id="8608">Map of Mt. Gelmir and environs.
4578 But be wary of the tombshades.	05187
	05188 Mt. Gelmir, which houses the Volcano Manor at its summit, is characterized by sheer cliffs and ominous skies. These qualities only became more pronounced after the Shattering.</text>
4579 Don't let them touch you.	05189 <text id="8609">Map of Caelid and environs.
4580	05190
4581 If you can lure them, and shower them with light	05191 Caelid, known as the locale of the last battle between General Radahn and Malenia, Blade of Miquella, is a vast land consummately marred by scarlet rot.</text>
4582 you may just make it, free to go about your	05192 <text id="8610">Map of Dragonbarrow and environs.
4583 work in any way you please.	
4584	05193
4585 I bid you all fond tidings in the tombs."</text>	05194 The dragons that escaped the scarlet rot made a nest of the plateau to Caelid's north. Thus it was named "Dragonbarrow," and none dare to enter.</text>
4586 <text id="8702">Letter exchanged via burial crows between	05195 <text id="8611">Map of Western Mountaintops of the Giants.
4587 nomadic folk, concerning a flask of wondrous physick.	
4588	05196
4589 "Brother Kalé,	05197 Marching ground during the War against the Giants. They carved winding paths in the cliff walls right up to the summit, leading to the untrodden snow-laden region beyond.</text>
	05198 <text id="8612">Map of Eastern Mountaintops of the Giants.
4590	05199
4591 I hear rumours of a flask of wondrous physick	05200 The remote, desolate eastern summit is the highest point in all the Lands Between, overlooking even the Flame Peak to the south.</text>
4592 left in the church to the north of Limgrave's	05201 <text id="8613">Map of Ainsel River and environs.
4593 misty woods.	
4594	05202
4595 I write to you from the base of Saint's Bridge	05203 Two great rivers flow beneath the Lands Between, the Siofra and the Ainsel. This vast region is said to be the grave of civilizations that flourished before the Erdtree.</text>
4596 up on Stormhill.	05204 <text id="8614">Map of Lake of Rot and environs.
4597	05205
4598 Yours, Brother Colletus"</text>	05206 A great lake of standing water downstream of the Ainsel River. It is said that the divine essence of an outer god is sealed away in this land. </text>
4599 <text id="8703">Letter exchanged via burial crows between	05207 <text id="8615">Map of Siofra River and environs.
4600 nomadic folk, concerning mineshaft giant.	
4601	05208
4602 "Dear Brethren,	05209 Two great rivers flow beneath the Lands Between, the Siofra and the Ainsel. This vast region is said to be the grave of civilizations that flourished before the Erdtree.</text>
	05210 <text id="8616">Map of Mohgwyn Palace and environs.
4603	05211
4604 I have information regarding the mining giant	05212 In the lightless depths lies the grave of an ancient civilization. It is here Mohg, the Lord of Blood, is building his palace, to be the seat of his coming dynasty named Mohgwyn. And whatever nightmares that may bring.</text>
4605 nesting in the Limgrave tunnels at the	05213 <text id="8617">Map of Deeproot Depths and environs.
4606 northernmost extreme of Agheel Lake.	
4607	05214
4608 It may be impossible to make a scratch on	05215 At the very depths of the Erdtree's majestic roots lies the source of the Ainsel and the Siofra rivers. Here too begins the network of Greattree roots that spread throughout the Lands Between.</text>
4609 its rock-hard hide, but its mind bears	05216 <text id="8618">Map of Consecrated Snowfield and environs.
4610 old wounds from unpleasant deeds."</text>	
4611 <text id="8704">Sceiron the grave robbing lord left behind	
4612 knowledge of a mausoleum.	
4613	05217
4614 "Diving beneath the graves makes for fine sport.	05218 The route through this land, crossed east to west by a frozen river, leads to Miquella's Haligtree. This is the path taken by those unchosen, though it is a trial all the same.</text>
4615	05219 <text id="8660">Simple map taken from an imp statue.
4616 But the mausoleum is found high above ground,	05220
	05221 A riddle concerning a rise that vanishes like a mirage.</text>
4617 lumbering atop gargantuan legs. Climbing it will	05222 <text id="8700">Note sold by a nomadic merchant imparting knowledge in brief.
4618 prove quite the task without using one's head.	
4619	05223
4620 Perhaps sweeping those great legs clean	05224 "There is a hidden cave in the town of Sellia.
4621 will make for an easier climb.	05225 Look beyond the graveyard at the precipice."</text>
	05226 <text id="8701">Note sold by a nomadic merchant imparting knowledge in brief.
4622	05227
4623 I bid you all fond tidings in the tombs."</text>	05228 "Nothing can touch the shades of imps in the heroes' graveyard.
4624 <text id="8705">Letter exchanged via burial crows between	
4625 nomadic folk, concerning an unseen assassin.	
4626	05229
4627 "Dear Brethren,	05230 Only Rosus's light can give them form."</text>
	05231 <text id="8702">Note sold by a nomadic merchant imparting knowledge in brief.
4628	05232
4629 There is word of an assassin lurking in	05233 "A Flask of Wondrous Physick still remains in the Third Church of Marika, north of the Mistwood.
4630 the Sage's Caverns of Altus Plateau,	
4631 who appears to be without form.	

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4632
4633    It would appear that the sentries of Lowdale
4634    Capital possess the means to oppose such
4635    a prickly customer."</text>
4636    <text id="8706">%null%</text>
4637    <text id="8707">%null%</text>
4638    <text id="8708">%null%</text>
4639    <text id="8709">%null%</text>
4640    <text id="8710">%null%</text>
4641    <text id="8711">%null%</text>
4642    <text id="8712">%null%</text>
4643    <text id="8750">Sealed; its contents cannot be seen</text>
4644    <text id="8751">Sealed; its contents cannot be seen</text>
4645    <text id="8752">Sealed; its contents cannot be seen</text>
4646    <text id="8753">Sealed; its contents cannot be seen</text>
4647    <text id="8754">Sealed; its contents cannot be seen</text>
4648    <text id="8755">Sealed; its contents cannot be seen</text>
4649    <text id="8756">%null%</text>
4650    <text id="8757">%null%</text>
4651    <text id="8758">%null%</text>
4652    <text id="8759">%null%</text>
4653    <text id="8760">%null%</text>
4654    <text id="8850">Scroll containing glintstone sorceries.
4655    Can be given to a learned sorcerer
4656    in order to learn glintstone sorceries.</text>
4657    <text id="8851">Scroll containing glintstone sorceries.
4658    Can be given to a learned sorcerer
4659    in order to learn glintstone sorceries.</text>
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05234
05235    Cross the highway bridge and follow the animal trail
         north."</text>
05236    <text id="8703">Note sold by a nomadic merchant imparting
         knowledge in brief.
05237
05238    "The heads of the stonedigger trolls bear old wounds."</
         text>
05239    <text id="8704">Note sold by a nomadic merchant imparting
         knowledge in brief.
05240
05241    "To stop the mausoleum's stride, you'll need to clean up
         around its feet first."</text>
05242    <text id="8705">Note sold by a nomadic merchant imparting
         knowledge in brief.
05243
05244    "Some assassins cannot be seen with the naked eye.
05245
05246    Seems the Erdtree sentries once carried torches that could
         cast light on these prowlers."</text>
05247    <text id="8706">Note sold by a nomadic merchant imparting
         knowledge in brief.
05248
05249    "Great coffins travel the Lands Between, carrying the bodies
         of nameless fallen warriors.
05250
05251    Might be a good source of armaments..."</text>
05252    <text id="8707">Note sold by a nomadic merchant imparting
         knowledge in brief.
05253
05254    "Beware the Fire Monks' chariots bearing the faces of
         giants.
05255
05256    A well-aimed blow to the chimney on top may prove effective,
         but opportunities for a plunging attack will be rare
         indeed."</text>
05257    <text id="8708">Note sold by a nomadic merchant imparting
         knowledge in brief.
05258
05259    "Slay the demi-human mob's leader first, and the rest will
         lose hope and panic."</text>
05260    <text id="8709">Note sold by a nomadic merchant imparting
         knowledge in brief.
05261
05262    "Land squirts are soft where they touch the ground, and
         poison will cause them to rupture."</text>
05263    <text id="8710">Note sold by a nomadic merchant imparting
         knowledge in brief.
05264
05265    "Gravitational power that pulls can bring flying foes
         low."</text>
05266    <text id="8711">Note sold by a nomadic merchant imparting
         knowledge in brief.
05267
05268    "The crawling royal revenants and their followers are all
         cursed.
05269
05270    Healing powers will harm rather than mend."</text>
05271    <text id="8712">Note sold by a nomadic merchant imparting
         knowledge in brief.
05272
05273    "Someone lurks among the waypoint ruins on the roads through
         Limgrave."</text>
05274    <text id="8713">Note sold by a nomadic merchant imparting
         knowledge in brief.
05275
05276    "Fort Gael in Caelid houses a gateway that leads to Redmane
         Castle."</text>
05277    <text id="8714">Note written by a nomadic merchant
         succinctly detailing knowledge acquired.
05278
05279    "The Empyrean Miquella crafted a needle to resist the
         influence of outer gods.
05280
05281    Those who have inherited the flame of frenzy, yet wish not
         to become its lord would do well to seek Miquella's
         needle."</text>
05282    <text id="8715">Note sold by a nomadic merchant imparting
         knowledge in brief.
05283
05284    "South of the Grand Lift of Dectus lies the Frenzied Flame
         Village, inhabited by the sick. Stay well away."</text>
05285    <text id="8716">Note sold by a nomadic merchant imparting
         knowledge in brief.
05286
05287    "Beneath Leyndell, at the very bottom lies our lord, lord of
         the frenzied. The Three Fingers who holds us in thrall."</
         text>
05288    <text id="8717">Note sold by a nomadic merchant imparting
         knowledge in brief.
05289
05290    "Below the royal capital of Leyndell is a vast network of
         sewers.
05291
05292    The well in the city below reaches deep into its tunnels."</
         text>
05293    <text id="8750">A note sold by a nomadic merchant.
05294    Contains information about a hidden cave.
05295
05296    Further details are available only to paying customers.</
         text>
05297    <text id="8751">A note sold by a nomadic merchant.
05298    Contains information about imp shades.
05299
05300    Further details are available only to paying customers.</
         text>
05301    <text id="8752">A note sold by a nomadic merchant.
05302    Contains information about a Flask of Wondrous Physick.
05303
05304    Further details are available only to paying customers.</
         text>
05305    <text id="8753">A note sold by a nomadic merchant.
05306    Contains information about stonedigger trolls.
05307
05308    Further details are available only to paying customers.</
```

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4678  <text id="8860">Scroll containing incantations.
4679  Can be given to a learned cleric
4680  in order to learn incantations.</text>
4681  <text id="8861">Scroll containing incantations.
4682  Can be given to a learned cleric
4683  in order to learn incantations.</text>
4684  <text id="8862">Scroll containing incantations.

4685  Can be given to a learned cleric

4686  in order to learn incantations.</text>

4687  <text id="8863">Scroll containing incantations.
4688  Can be given to a learned cleric
4689  in order to learn incantations.</text>
4690  <text id="8864">Scroll containing incantations.

4691  Can be given to a learned cleric

4692  in order to learn incantations.</text>
4693  <text id="8865">Scroll containing incantations.

4694  Can be given to a learned cleric
4695  in order to learn incantations.</text>
4696  <text id="8866">Scroll containing glintstone sorceries.
4697  Can be given to a learned sorcerer
4698  in order to learn glintstone sorceries.</text>

4699  <text id="8910">Piddy's ashen remains.
4700  Offering to the finger reader corpse may
4701  grant access to new items.</text>
4702  <text id="8911">Seluvis' ashen remains.

4703  Offering to the finger reader corpse may
4704  grant access to new items.</text>
4705  <text id="8912">Patches' ashen remains.
4706  Offering to the finger reader corpse may

4707  grant access to new items.</text>
4708  <text id="8913">Sellen's ashen remains.

4709  Offering to the finger reader corpse may
4710  grant access to new items.</text>

4711  <text id="8914">%null%</text>
4712  <text id="8915">D's ashen remains.

4713  Offering to the finger reader corpse may
4714  grant access to new items.</text>

4715  <text id="8916">Bernal's ashen remains.

4716  Offering to the finger reader corpse may
4717  grant access to new items.</text>

4718  <text id="8917">Miriel's ashen remains.

4719  Offering to the finger reader corpse may
4720  grant access to new items.</text>

4721  <text id="8918">Gate Guard's ashen remains.

4722  Offering to the finger reader corpse may
4723  grant access to new items.</text>

4724  <text id="8919">Topus' ashen remains.

4725  Offering to the finger reader corpse may
4726  grant access to new items.</text>

4727  <text id="8920">Kalé's ashen remains.

4728  Offering to the finger reader corpse may
4729  grant access to new items.</text>

4730  <text id="8921">Merchant's ashen remains.

4731  Offering to the finger reader corpse may
4732  grant access to new items.</text>
```

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following incantations:

05399
05400  - Lord's Heal
05401  - Lord's Aid</text>
05402  <text id="8859">Prayerbook of the Roundtable Hold's
assassins.

05403
05404  Can be given to a learned cleric to gain access to the
following incantations:

05405
05406  - Assassin's Approach
05407  - Darkness</text>
05408  <text id="8860">Scroll containing incantations.
05409  Can be given to a learned cleric
05410  in order to learn incantations.</text>
05411  <text id="8861">Scroll containing incantations.
05412  Can be given to a learned cleric
05413  in order to learn incantations.</text>
05414  <text id="8862">Prayerbook of the Golden Order
fundamentalists.
05415  A dense and complex academic treatise that contains the
Order's fundamental principles.

05416
05417  Can be given to a learned cleric to gain access to the
following incantations:

05418
05419  - Radagon's Rings of Light
05420  - Law of Regression</text>
05421  <text id="8863">Scroll containing incantations.
05422  Can be given to a learned cleric
05423  in order to learn incantations.</text>
05424  <text id="8864">Prayerbook of the capital's ancient dragon
cult.
05425  A text of the knights' faith that arose after the War of the
Ancient Dragons.

05426
05427  Can be given to a learned cleric to gain access to the
following incantations:

05428
05429  - Lightning Spear
05430  - Honed Bolt
05431  - Electrify Armament</text>
05432  <text id="8865">Prayerbook of the capital's ancient dragon
cult.
05433  A lost tome that never reached the Lands Between.
05434  Contains red lightning incantations.
05435
05436  Can be given to a learned cleric to gain access to the
following incantations:

05437
05438  - Ancient Dragons' Lightning Spear
05439  - Ancient Dragons' Lightning Strike</text>
05440  <text id="8866">Scroll of the Academy of Raya Lucaria, the
glintstone sorcerers' place of study.

05441
05442  Can be given to a learned sorcerer to gain access to the
following sorceries:

05443
05444  - Great Glintstone Shard
05445  - Swift Glintstone Shard</text>
05446  <text id="8910">Servant Pidia's bell bearing, found upon his
perished flesh.

05447
05448  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05449  <text id="8911">Preceptor Seluvis's bell bearing, found upon
his perished flesh.

05450
05451  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05452  <text id="8912">Patches' bell bearing, found upon his
perished flesh.

05453
05454  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05455  <text id="8913">Sorceress Sellen's bell bearing, found upon
her perished flesh.

05456
05457  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05458  <text id="8914">%null%</text>
05459  <text id="8915">D's bell bearing, found upon his perished
flesh.

05460
05461  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05462  <text id="8916">Knight Bernahl's bell bearing, found upon
his perished flesh.

05463
05464  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05465  <text id="8917">Miriel, Pastor of Vows' bell bearing, found
upon his perished flesh.

05466
05467  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05468  <text id="8918">Gatekeeper Gostoc's bell bearing, found upon
his perished flesh.

05469
05470  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05471  <text id="8919">Sorcerer Thops's bell bearing, found upon
his perished flesh.

05472
05473  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05474  <text id="8920">Merchant Kalé's bell bearing, found upon his
perished flesh.

05475
05476  Offer to the Twin Maiden Husks at the Roundtable Hold to
gain access to new items.</text>
05477  <text id="8921">A nomadic merchant's bell bearing, found
upon his perished flesh.

05478
05479  Offer to the Twin Maiden Husks at the Roundtable Hold to
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4733    <text id="8922">Merchant's ashen remains.
4734    Offering to the finger reader corpse may
4735    grant access to new items.</text>
4736    <text id="8923">Merchant's ashen remains.
4737    Offering to the finger reader corpse may
4738    grant access to new items.</text>
4739    <text id="8924">Merchant's ashen remains.
4740    Offering to the finger reader corpse may
4741    grant access to new items.</text>
4742    <text id="8925">Merchant's ashen remains.
4743    Offering to the finger reader corpse may
4744    grant access to new items.</text>
4745    <text id="8926">Merchant's ashen remains.
4746    Offering to the finger reader corpse may
4747    grant access to new items.</text>
4748    <text id="8927">Merchant's ashen remains.
4749    Offering to the finger reader corpse may
4750    grant access to new items.</text>
4751    <text id="8928">Merchant's ashen remains.
4752    Offering to the finger reader corpse may
4753    grant access to new items.</text>
4754    <text id="8929">Merchant's ashen remains.
4755    Offering to the finger reader corpse may
4756    grant access to new items.</text>
4757    <text id="8930">Merchant's ashen remains.
4758    Offering to the finger reader corpse may
4759    grant access to new items.</text>
4760    <text id="8931">Merchant's ashen remains.
4761    Offering to the finger reader corpse may
4762    grant access to new items.</text>
4763    <text id="8932">Merchant's ashen remains.
4764    Offering to the finger reader corpse may
4765    grant access to new items.</text>
4766    <text id="8933">Merchant's ashen remains.
4767    Offering to the finger reader corpse may
4768    grant access to new items.</text>
4769    <text id="8934">Merchant's ashen remains.
4770    Offering to the finger reader corpse may
4771    grant access to new items.</text>
4772    <text id="8935">Merchant's ashen remains.
4773    Offering to the finger reader corpse may
4774    grant access to new items.</text>
4775    <text id="8936">Merchant's ashen remains.
4776    Offering to the finger reader corpse may
4777    grant access to new items.</text>
4778    <text id="8937">Merchant's ashen remains.
4779    Offering to the finger reader corpse may
4780    grant access to new items.</text>
4781    <text id="8938">Merchant's ashen remains.
4782    Offering to the finger reader corpse may
4783    grant access to new items.</text>
4784    <text id="8939">Merchant's ashen remains.
4785    Offering to the finger reader corpse may
4786    grant access to new items.</text>
4787    <text id="8940">Merchant's ashen remains.
4788    Offering to the finger reader corpse may
4789    grant access to new items.</text>
4790    <text id="8941">Merchant's ashen remains.
4791    Offering to the finger reader corpse may
4792    grant access to new items.</text>
4793    <text id="8942">Merchant's ashen remains.
4794    Offering to the finger reader corpse may
4795    grant access to new items.</text>
4796    <text id="8943">Merchant's ashen remains.
4797    Offering to the finger reader corpse may
4798    grant access to new items.</text>
4799    <text id="8944">Merchant's ashen remains.
4800    Offering to the finger reader corpse may
4801    grant access to new items.</text>
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05480    gain access to new items.</text>
         <text id="8922">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05481
05482    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05483    <text id="8923">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05484
05485    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05486    <text id="8924">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05487
05488    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05489    <text id="8925">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05490
05491    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05492    <text id="8926">An isolated merchant's bell bearing, found
         upon his perished flesh.
05493
05494    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05495    <text id="8927">An isolated merchant's bell bearing, found
         upon his perished flesh.
05496
05497    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05498    <text id="8928">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05499
05500    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05501    <text id="8929">Bell bearing of a hermetic merchant, found
         upon his perished flesh.
05502
05503    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05504    <text id="8930">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05505
05506    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05507    <text id="8931">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05508
05509    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05510    <text id="8932">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05511
05512    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05513    <text id="8933">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05514
05515    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05516    <text id="8934">A nomadic merchant's bell bearing, found
         upon his perished flesh.
05517
05518    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05519    <text id="8935">An isolated merchant's bell bearing, found
         upon his perished flesh.
05520
05521    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05522    <text id="8936">Bell bearing of a hermetic merchant, found
         upon his perished flesh.
05523
05524    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05525    <text id="8937">Bell bearing of a merchant left behind,
         found upon his perished flesh.
05526
05527    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05528    <text id="8938">Bell bearing of a hermetic merchant, found
         upon his perished flesh.
05529
05530    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05531    <text id="8939">An imprisoned merchant's bell bearing, found
         upon his perished flesh.
05532
05533    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05534    <text id="8940">Iji the Smithing Master's bell bearing,
         found upon his perished flesh.
05535
05536    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05537    <text id="8941">Rogier the Sorcerer's bell bearing, found
         upon his perished flesh.
05538
05539    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05540    <text id="8942">The Blackguard's bell bearing, found upon
         his perished flesh.
05541
05542    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05543    <text id="8943">Brother Corhyn's bell bearing, found upon
         his perished flesh.
05544
05545    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to new items.</text>
05546    <text id="8944">Sage Gowry's bell bearing, found upon his
         perished flesh.
05547
05548    Offer to the Twin Maiden Husks at the Roundtable Hold to
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4802    <text id="8945">%null%</text>
4803    <text id="8946">%null%</text>
4804    <text id="8947">%null%</text>
4805    <text id="8948">%null%</text>
4806    <text id="8949">%null%</text>
4807    <text id="8950">%null%</text>
4808    <text id="8951">Offer to finger reader corpse for new item
        access</text>
4809    <text id="8952">Offer to finger reader corpse for new item
        access</text>
4810    <text id="8953">Offer to finger reader corpse for new item
        access</text>
4811    <text id="8954">Offer to finger reader corpse for new item
        access</text>
4812    <text id="8955">Offer to finger reader corpse for new item
        access</text>
4813    <text id="8956">Offer to finger reader corpse for new item
        access</text>
4814    <text id="8957">Offer to finger reader corpse for new item
        access</text>
4815    <text id="8958">Offer to finger reader corpse for new item
        access</text>
4816    <text id="8959">Offer to finger reader corpse for new item
        access</text>
4817    <text id="8960">Offer to finger reader corpse for new item
        access</text>
4818    <text id="8961">Offer to finger reader corpse for new item
        access</text>
4819    <text id="8962">Offer to finger reader corpse for new item
        access</text>
4820    <text id="8963">Offer to finger reader corpse for new item
        access</text>
4821    <text id="8964">Offer to finger reader corpse for new item
        access</text>
4822    <text id="8965">Offer to finger reader corpse for new item
        access</text>
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        gain access to new items.</text>
05549   <text id="8945">Bell bearing of an unfortunate bone peddler
        who was slain by the Bell Bearing Hunter.
05550
05551   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05552
05553   - Thin Animal Bones
05554   - Hefty Beast Bone</text>
05555   <text id="8946">Bell bearing of an unfortunate meat peddler
        who was slain by the Bell Bearing Hunter.
05556
05557   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05558
05559   - Sliver of Meat
05560   - Lump of Flesh
05561   - Turtle Neck Meat</text>
05562   <text id="8947">Bell bearing of an unfortunate medicine
        peddler who was slain by the Bell Bearing Hunter.
05563
05564   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05565
05566   - Neutralizing Boluses
05567   - Stanching Boluses
05568   - Thawfrost Boluses
05569   - Stimulating Boluses</text>
05570   <text id="8948">Bell bearing of an unfortunate gravity stone
        peddler who was slain by the Bell Bearing Hunter.
05571
05572   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05573
05574   - Gravity Stone Fan
05575   - Gravity Stone Chunk</text>
05576   <text id="8949">%null%</text>
05577   <text id="8950">%null%</text>
05578   <text id="8951">The bell bearing of a miner who once dug for
        smithing stone.
05579
05580   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05581
05582   - Smithing Stone [1]
05583   - Smithing Stone [2]
05584   - Glintstone Scrap</text>
05585   <text id="8952">The bell bearing of a miner who once dug for
        smithing stone.
05586
05587   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05588
05589   - Smithing Stone [3]
05590   - Smithing Stone [4]
05591   - Explosive Stone</text>
05592   <text id="8953">The bell bearing of a miner who once dug for
        smithing stone.
05593
05594   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05595
05596   - Smithing Stone [5]
05597   - Smithing Stone [6]</text>
05598   <text id="8954">The bell bearing of a miner who once dug for
        smithing stone.
05599
05600   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05601
05602   - Smithing Stone [7]
05603   - Smithing Stone [8]
05604   - Ruin Fragment</text>
05605   <text id="8955">The bell bearing of a miner who once dug for
        somber smithing stone.
05606
05607   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05608
05609   - Somber Smithing Stone [1]
05610   - Somber Smithing Stone [2]
05611   - Glintstone Scrap</text>
05612   <text id="8956">The bell bearing of a miner who once dug for
        somber smithing stone.
05613
05614   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05615
05616   - Somber Smithing Stone [3]
05617   - Somber Smithing Stone [4]
05618   - Cracked Crystal</text>
05619   <text id="8957">The bell bearing of a miner who once dug for
        somber smithing stone.
05620
05621   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05622
05623   - Somber Smithing Stone [5]
05624   - Somber Smithing Stone [6]</text>
05625   <text id="8958">The bell bearing of a miner who once dug for
        somber smithing stone.
05626
05627   Offer to the Twin Maiden Husks at the Roundtable Hold to
        gain access to the following items:
05628
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4823    <text id="8966">%null%</text>
4824    <text id="8967">%null%</text>
4825    <text id="8968">%null%</text>
4826    <text id="8969">%null%</text>
4827    <text id="8970">A naked blade, who's carved text glows a
4828    reddish-black. Its short blade can be
4829    used as a whetstone.
4830
4831    Grants heavy/sharp/refined upgrade to
4832    weapons.</text>
4833    <text id="8971">A naked blade, who's carved text flickers
        with
4834    flame. Its short blade can be used as a
4835    whetstone.
4836
4837    Grants flame warrior/flame sorcerer upgrade to
4838    weapons.</text>
4839    <text id="8972">A naked blade, who's carved text glows a
4840    faded gold. Its short blade can be
4841    used as a whetstone.
4842
4843    Grants holy/lightning upgrade to weapons.</text>
4844    <text id="8973">A naked blade, who's carved text forms fine
4845    blue-green crystals. Its short blade can be
4846    used as a whetstone.
4847
4848    Grants magic/frostbite upgrade to weapons.</text>
4849    <text id="8974">A naked blade, who's carved text flickers
        with
4850    grey smoke. Its short blade can be used as a
4851    whetstone.
4852
4853    Grants poison/hemorrhage/luck upgrade to
4854    weapons.</text>
4855    <text id="8975">An ivory colored needle found in Eonia swamp.
4856    It possess the power to suppress Malenia's rot.
4857
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05629    - Somber Smithing Stone [7]
05630    - Somber Smithing Stone [8]
05631    - Sanctuary Stone</text>
05632    <text id="8959">The bell bearing of a miner who once dug for
         somber smithing stone.
05633
05634    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to the following items:
05635
05636    - Somber Smithing Stone [9]</text>
05637    <text id="8960">The bell bearing of a forager who once
         picked grave glovewort flowers.
05638
05639    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to the following items:
05640
05641    - Grave Glovewort [1]
05642    - Grave Glovewort [2]
05643    - Grave Glovewort [3]</text>
05644    <text id="8961">The bell bearing of a forager who once
         picked grave glovewort flowers.
05645
05646    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to the following items:
05647
05648    - Grave Glovewort [4]
05649    - Grave Glovewort [5]
05650    - Grave Glovewort [6]</text>
05651    <text id="8962">The bell bearing of a forager who once
         picked grave glovewort flowers.
05652
05653    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to the following items:
05654
05655    - Grave Glovewort [7]
05656    - Grave Glovewort [8]
05657    - Grave Glovewort [9]</text>
05658    <text id="8963">The bell bearing of a forager who once
         picked ghost glovewort flowers.
05659
05660    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to the following items:
05661
05662    - Ghost Glovewort [1]
05663    - Ghost Glovewort [2]
05664    - Ghost Glovewort [3]</text>
05665    <text id="8964">The bell bearing of a forager who once
         picked ghost glovewort flowers.
05666
05667    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to the following items:
05668
05669    - Ghost Glovewort [4]
05670    - Ghost Glovewort [5]
05671    - Ghost Glovewort [6]</text>
05672    <text id="8965">The bell bearing of a forager who once
         picked ghost glovewort flowers.
05673
05674    Offer to the Twin Maiden Husks at the Roundtable Hold to
         gain access to the following items:
05675
05676    - Ghost Glovewort [7]
05677    - Ghost Glovewort [8]
05678    - Ghost Glovewort [9]</text>
05679    <text id="8966">%null%</text>
05680    <text id="8967">%null%</text>
05681    <text id="8968">%null%</text>
05682    <text id="8969">%null%</text>
05683    <text id="8970">Iron whetblade with a cipher engraved. Can
         be used as a whetstone knife.
05684
05685    When applying an affinity using ashes of war, an additional
         affinity of heavy, keen, or quality can be chosen.</text>
05686    <text id="8971">Red-hot whetblade with a cipher engraved.
         Can be used as a whetstone knife.
05687
05688    When applying an affinity using physical or flame-type ashes
         of war, an additional affinity of fire or flame art can be
         chosen.</text>
05689    <text id="8972">Sanctified whetblade with a cipher engraved.
         Can be used as a whetstone knife.
05690
05691    When applying an affinity using physical or golden-type
         ashes of war, an additional affinity of sacred or lightning
         can be chosen.</text>
05692    <text id="8973">Glintstone whetblade with a cipher engraved.
         Can be used as a whetstone knife.
05693
05694    When applying an affinity using physical or magic-type ashes
         of war, an additional affinity of magic or frost can be
         chosen.</text>
05695    <text id="8974">Black whetblade with a cipher engraved. Can
         be used as a whetstone knife.
05696
05697    When applying an affinity using physical or occult-type
         ashes of war, an additional affinity of poison, blood, or
         occult can be chosen.</text>
05698    <text id="8975">An intricately crafted needle of unalloyed
         gold, snapped in half.
05699
```

```
4858    However, it cannot be used in its current state.

4859    Perhaps Gowry can help...</text>
4860    <text id="8976">An ivory colored needle found in Eonia swamp.
4861
4862    It now possess the power to suppress Malenia's rot,
4863    thanks to Gowry's modifications.</text>

4864    <text id="8977">A golden prosthetic smithed using ancient
        methods.
4865    If properly trained, it can be used to articulate
4866    a blade as if it were an extension of the body.</text>
4867    <text id="8978">The town of Salia is blocked off with magical
        seals.
4868    The key to breaking these seals lies in the many
4869    towers scattered across the town.
4870
4871    Lighting the candlesticks atop the towers

4872    will cause the seals to break one by one.</text>
4873    <text id="8979">Eye received from Gurranq the Beast
        Clergyman.

4874    Leads those who seek the Deathroots with a trail of light.</
        text>
4875    <text id="8980">Dagger received from Phia.

4876    She is searching for its owner.</text>
```



```
05700   A ritual implement crafted to ward away the meddling of
        outer gods, it is thought capable of forestalling the
        incurable rotting sickness.

05701
05702   Sage Gowry has designs for this needle.</text>
05703   <text id="8976">An intricately crafted needle of unalloyed
        gold. Once snapped in half, it has been repaired by Sage
        Gowry.

05704
05705   A ritual implement crafted to ward away the meddling of
        outer gods, it is thought capable of forestalling the
        incurable rotting sickness.

05706
05707   "Now, all you need do is deliver the needle to Millicent,
        convalescing in the church atop the cliff just beyond
        Sellia."</text>
05708   <text id="8977">Golden prosthesis once used by the one-armed
        valkyrie.
05709   A masterwork of craftsmanship, with practice and skill it
        can be used as proficiently as a real arm.

05710
05711   When Maleigh Marais, Lord of the Shaded Castle, embraced
        this prosthesis, he claimed to feel the presence of his
        personal goddess.</text>
05712   <text id="8978">Note given by Sage Gowry detailing the
        secret he promised.

05713
05714   The Town of Sellia
05715   hides the source.

05716
05717   Light three flames
05718   atop the candle towers
05719   to break the seal.</text>
05720   <text id="8979">Claw-marked stone eye received from Gurranq,
        Beast Clergyman.

05721
05722   It is said to tremble when near Deathroot.

05723
05724   The murky violet iris writhes as if alive.
05725   "I am not sated... Feed me more...Death..."</text>
05726   <text id="8980">Dagger received from Fia, the Deathbed
        Companion.

05727
05728   She wishes for it to be returned to its rightful owner.

05729
05730   It was once a special weapon of gold and silver intertwined,
        but is now worn down and marred by a black gash.</text>
```

```
4877    <text id="9000">A formal bow</text>
4878    <text id="9001">A stiff bow</text>
4879    <text id="9002">A reverential bow</text>
4880    <text id="9003">%null%</text>
4881    <text id="9004">Wave hand</text>
4882    <text id="9005">%null%</text>
4883    <text id="9006">%null%</text>
4884    <text id="9007">A tough fist gesture</text>
4885    <text id="9008">%null%</text>
4886    <text id="9009">Raise morale</text>
4887    <text id="9010">%null%</text>
4888    <text id="9011">%null%</text>
4889    <text id="9012">%null%</text>
4890    <text id="9013">%null%</text>
4891    <text id="9014">%null%</text>
4892    <text id="9015">%null%</text>
4893    <text id="9016">%null%</text>
4894    <text id="9017">%null%</text>
4895    <text id="9018">%null%</text>
4896    <text id="9019">%null%</text>
4897    <text id="9020">Pledge on one's sword</text>
4898    <text id="9021">%null%</text>
4899    <text id="9022">A threatening gesture</text>
4900    <text id="9023">An inspiriting gesture</text>
4901    <text id="9024">%null%</text>
4902    <text id="9025">%null%</text>
4903    <text id="9026">%null%</text>
4904    <text id="9027">Slump to the floor</text>
4905    <text id="9028">%null%</text>
4906    <text id="9029">%null%</text>
4907    <text id="9030">%null%</text>
4908    <text id="9031">Rest on the floor</text>
4909    <text id="9032">%null%</text>
4910    <text id="9033">%null%</text>
4911    <text id="9034">A dismissive gesture</text>
4912    <text id="9035">%null%</text>
4913    <text id="9036">%null%</text>
4914    <text id="9037">%null%</text>
4915    <text id="9038">%null%</text>
4916    <text id="9039">%null%</text>
4917    <text id="9040">A prayer borne of despair</text>
4918    <text id="9041">%null%</text>
4919    <text id="9042">%null%</text>
4920    <text id="9043">%null%</text>
4921    <text id="9044">%null%</text>
4922    <text id="9045">%null%</text>
4923    <text id="9046">%null%</text>
4924    <text id="9047">%null%</text>
4925    <text id="9048">%null%</text>
4926    <text id="9049">%null%</text>
4927    <text id="9050">%null%</text>
4928    <text id="9100">Resting at a site of grace will restore your
        HP, FP, and heal any status ailments.
4929    It will also refill all of your sacred flasks.
4930
4931    However, most of the enemies you've defeated will be revived.
4932
```

```
05731   <text id="9000">A formal bow</text>
05732   <text id="9001">A stiff bow</text>
05733   <text id="9002">A reverential bow</text>
05734   <text id="9003">%null%</text>
05735   <text id="9004">Wave hand</text>
05736   <text id="9005">%null%</text>
05737   <text id="9006">%null%</text>
05738   <text id="9007">A tough fist gesture</text>
05739   <text id="9008">%null%</text>
05740   <text id="9009">Raise morale</text>
05741   <text id="9010">%null%</text>
05742   <text id="9011">%null%</text>
05743   <text id="9012">%null%</text>
05744   <text id="9013">%null%</text>
05745   <text id="9014">%null%</text>
05746   <text id="9015">%null%</text>
05747   <text id="9016">%null%</text>
05748   <text id="9017">%null%</text>
05749   <text id="9018">%null%</text>
05750   <text id="9019">%null%</text>
05751   <text id="9020">Pledge on one's sword</text>
05752   <text id="9021">%null%</text>
05753   <text id="9022">A threatening gesture</text>
05754   <text id="9023">An inspiriting gesture</text>
05755   <text id="9024">%null%</text>
05756   <text id="9025">%null%</text>
05757   <text id="9026">%null%</text>
05758   <text id="9027">Slump to the floor</text>
05759   <text id="9028">%null%</text>
05760   <text id="9029">%null%</text>
05761   <text id="9030">%null%</text>
05762   <text id="9031">Rest on the floor</text>
05763   <text id="9032">%null%</text>
05764   <text id="9033">%null%</text>
05765   <text id="9034">A dismissive gesture</text>
05766   <text id="9035">%null%</text>
05767   <text id="9036">%null%</text>
05768   <text id="9037">%null%</text>
05769   <text id="9038">%null%</text>
05770   <text id="9039">%null%</text>
05771   <text id="9040">A prayer borne of despair</text>
05772   <text id="9041">%null%</text>
05773   <text id="9042">%null%</text>
05774   <text id="9043">%null%</text>
05775   <text id="9044">%null%</text>
05776   <text id="9045">%null%</text>
05777   <text id="9046">%null%</text>
05778   <text id="9047">%null%</text>
05779   <text id="9048">%null%</text>
05780   <text id="9049">%null%</text>
05781   <text id="9050">%null%</text>
05782   <text id="9100">Resting at a site of grace will restore your
        HP, FP, and cleanse any status ailments.
05783   It will also refill your sacred flasks.
05784
05785   However, most of the enemies you've defeated will be
        revived.
05786
```

```
4933  Sites of grace can be found at places where the light gathers.</text>
4934  <text id="9101">You can memorize sorceries and incantations at sites of grace.
4935
4936  You must have a staff equipped to cast sorceries, or a sacred seal equipped to cast incantations.
4937  Casting sorceries and incantations consumes FP.
4938
4939  &lt;?keyicon@0017?&gt;: &lt;?keyActName@17?&gt;</text>
4940  <text id="9102">Equip a bow to fire arrows.
4941  You can equip up to two types of arrows to choose from at once.
4942
4943  When wielding a bow with two hands, hold &lt;?keyicon@24?&gt; for precision aiming.
4944  Use &lt;?keyicon@11?&gt; to adjust your aim.
4945
4946  &lt;?keyicon@22?&gt;: Fire arrow type 1
4947  &lt;?keyicon@23?&gt;: Fire arrow type 2
4948  &lt;?keyicon@24?&gt;: Precision aiming</text>
4949  <text id="9103">Crouch to make it harder for enemies to discover you.
4950  Especially effective in tall grass.
4951
4952  Attacking an enemy that hasn't noticed you will cause more damage than usual.
4953
4954  &lt;?keyicon@9?&gt;: &lt;?keyActName@9?&gt;</text>
4955  <text id="9104">Some attacks may break an enemy's stance, giving you a chance to perform a critical hit.
4956
4957  Charge attacks and jump attacks make it particularly easy to break an enemy's stance.
4958
4959  Hold &lt;?keyicon@23?&gt;: Charge attack
4960  &lt;?keyicon@23?&gt; while jumping: Jump attack</text>
4961  <text id="9105">Upon dying, you will be revived at the last site of grace at which you rested.
4962
4963  However, if you died near a Stake of Marika, you can choose to be revived there instead.</text>
4964  <text id="9106">You can perform a counterattack immediately after blocking an enemy attack.
4965
4966  Guard counters make it easy to break an enemy's stance.
4967
4968  &lt;?keyicon@23?&gt; immediately after blocking an attack: Guard Counter</text>
4969  <text id="9107">Use your map to check your current position and the terrain and buildings in the surrounding area.
4970
4971  You can update your map with new information by finding Map Fragments at steles along the road.
4972
4973  You can also use the map to freely place beacons of light to serve as landmarks as you explore.
4974
4975  &lt;?keyicon@29?&gt;: &lt;?keyActName@29?&gt;</text>
4976  <text id="9108">Grace exists to guide the Tarnished and lead them along the proper path.
4977
4978  Even now, some sites of grace retain that power. Their golden rays will guide you along your way.</text>
4979  <text id="9109">Use the Spectral Steed Whistle to summon and ride your spectral steed.
4980
4981  If your spectral steed dies, you can summon it again, but it will cost one Flask of Crimson Tears to do so.
4982
4983  You can dismount by using the whistle again or by pressing &lt;?keyicon@0009?&gt;.</text>
4984  <text id="9110">Upon dying, you will be revived at the last site of grace at which you rested.
4985
4986  You will drop any runes in your possession at the site of your death.
4987  If you die again before reclaiming those runes, they will be lost forever.</text>
4988  <text id="9111">With a Spirit-Caller's Bell, you can use ashes to summon various spirits.
4989  Summoning typically consumes FP.
4990
4991  You can only summon one type of spirit at a time.
4992  You cannot summon spirits during multiplayer.</text>
4993  <text id="9112">You can use an armament in your left hand or in both hands to guard against incoming enemy attacks.
4994  Guarding is especially effective when done with a shield.
4995
4996  Guarding consumes stamina.
4997  If your stamina runs out, your stance will be broken.
4998
4999  &lt;?keyicon@24?&gt;: Guard</text>
5000  <text id="9113">If you have a Crafting KIt, you can make various items from materials that you find.
5001
5002  Select "Item Crafting" from the main menu to make items.
5003
5004  You can learn to craft more items by finding cookbooks.
5005
5006  &lt;?keyicon@28?&gt;: &lt;?keyActName@28?&gt;</text>
5007  <text id="9114">%null%</text>
5008  <text id="9115">You can find crystal tears at the bases of Minor Erdtrees and elsewhere throughout the Lands Between.
5009
5010  At sites of grace, you can mix two crystal tears in the Flask of Wondrous Physick.
5011  This will allow you to create elixirs with various custom effects.</text>
5012  <text id="9116">With a Sharpening Knife, you can use Ashes of War to grant your armaments new Skills at sites of grace.
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05787  You can find sites of grace by going where light converges.</text>
05788  <text id="9101">You can memorize sorceries and incantations at sites of grace.
05789
05790  You must have a staff equipped to cast sorceries, or a sacred seal equipped to cast incantations.
05791  Casting sorceries and incantations consumes FP.
05792
05793  &lt;?keyicon@0017?&gt;: &lt;?keyActName@17?&gt;</text>
05794  <text id="9102">Equip a bow to fire arrows.
05795  You can equip up to two types of arrows to choose from at once.
05796
05797  When wielding a bow with two hands, hold &lt;?keyicon@24?&gt; for precision aiming.
05798  Use &lt;?keyControlCamera?&gt; to adjust your aim.
05799
05800  &lt;?keyicon@22?&gt;: Fire arrow type 1
05801  &lt;?keyicon@23?&gt;: Fire arrow type 2
05802  &lt;?keyicon@24?&gt;: Precision aiming</text>
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05804  Especially effective in tall grass.
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05807
05808  &lt;?keyicon@9?&gt;: &lt;?keyActName@9?&gt;</text>
05809  <text id="9104">Some attacks may break an enemy's stance, giving you a chance to perform a critical hit.
05810
05811  Charge attacks and jump attacks make it particularly easy to break an enemy's stance.
05812
05813  Hold &lt;?keyicon@23?&gt;: Charge attack
05814  &lt;?keyicon@23?&gt; while jumping: Jump attack</text>
05815  <text id="9105">Upon dying, you will be revived at the last site of grace that you visited.
05816
05817  However, if there is a Stake of Marika near where you died, you can choose to be revived there instead.</text>
05818  <text id="9106">You can perform a counterattack immediately after blocking an enemy attack.
05819
05820  Guard counters make it easy to break an enemy's stance.
05821
05822  &lt;?keyicon@23?&gt; immediately after blocking an attack: Guard Counter</text>
05823  <text id="9107">Use your map to check your current position, as well as the terrain and surrounding structures.
05824
05825  You can update your map with new information by finding Map fragments at steles along the road.
05826
05827  You can also use the map to freely place beacons of light to serve as landmarks as you explore.
05828
05829  &lt;?keyicon@29?&gt;: &lt;?keyActName@29?&gt;</text>
05830  <text id="9108">Grace exists to guide the Tarnished and lead them along the proper path.
05831
05832  Even now, some sites of grace retain that power. Their golden rays will guide you along your way.</text>
05833  <text id="9109">Use the Spectral Steed Whistle to summon and ride your spectral steed.
05834
05835  If your spectral steed dies, you can summon it again, but it will cost one Flask of Crimson Tears to do so.
05836
05837  You can dismount by using the whistle again or by pressing &lt;?keyicon@0009?&gt;.</text>
05838  <text id="9110">Upon dying, you will be revived at the last site of grace that you visited.
05839
05840  You will drop any runes in your possession at the site of your death.
05841  If you die again before reclaiming those runes, they will be lost forever.
05842
05843  The compass at the top of the screen indicates the direction of the lost runes.</text>
05844  <text id="9111">With a Spirit Calling Bell, you can use ashes to summon various spirits.
05845  Summoning typically consumes FP.
05846
05847  You can only summon one type of spirit at a time.
05848  You cannot summon spirits during multiplayer.</text>
05849  <text id="9112">Use an armament in your left hand or both hands to guard against incoming attacks.
05850  Guarding is especially effective when done with a shield.
05851
05852  Guarding consumes stamina.
05853  If your stamina runs out, your stance will be broken.
05854
05855  &lt;?keyicon@24?&gt;: Guard</text>
05856  <text id="9113">If you have a Crafting Kit, you can make various items from materials that you find.
05857
05858  Select "Item Crafting" from the main menu to make items.
05859
05860  You can learn to craft more items by finding cookbooks.
05861
05862  &lt;?keyicon@28?&gt;: &lt;?keyActName@28?&gt;</text>
05863  <text id="9114">%null%</text>
05864  <text id="9115">You can find crystal tears at the bases of Minor Erdtrees and elsewhere throughout the Lands Between.
05865
05866  At sites of grace, you can mix two crystal tears in the Flask of Wondrous Physick.
05867  This will allow you to create elixirs with various custom effects.</text>
05868  <text id="9116">With a Whetstone Knife, you can use ashes of war to grant your armaments new skills at sites of grace.
```

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5013 |
5014 |   An armament can only have one Skill.
5015 |   Any Skill it previously had will be removed.
5016 |
5017 |   An armament's type determines what Skills it can have. Some
     |   special armaments have fixed Skills and cannot be granted new
     |   ones.</text>
5018 |   <text id="9117">Use the Birdseye Telescopes in each area to
     |   see into the distance like a bird and get a better view of
     |   your destination.
5019 |
5020 |   &lt;?keyicon@17?&gt;: Zoom in
5021 |   &lt;?keyicon@18?&gt;: Zoom out</text>
5022 |   <text id="9118">Jump while on horseback near a spiritspring
     |   to ride its current high into the air.
5023 |
5024 |   You won't take damage from jumping into a spiritspring while
     |   on horseback, even from a great height.
5025 |
5026 |   &lt;?keyicon@8?&gt; at a spiritspring while on horseback:
     |   Spiritspring jump</text>
5027 |   <text id="9119">Vanquishing an enemy group will replenish
     |   your flasks.
5028 |
5029 |   The number and type of flasks to be replenished varies,
     |   depending on the enemy group.
5030 |
5031 |   You cannot replenish more flasks than your maximum amount
     |   allows.</text>
5032 |   <text id="9120">There are both Crimson and Cerulean Teardrop
     |   Scarabs.
5033 |   Defeat them to replenish the flasks that match their type.
5034 |
5035 |   You cannot replenish more flasks than your maximum amount
     |   allows.</text>
5036 |   <text id="9121">Use Furled Finger Remedy to reveal
     |
5037 |   summon signs of players from other worlds.
5038 |
5039 |   Gold signs indicate an ally.
5040 |   Red signs indicate an adversary.
5041 |   The multiplayer session will begin once
     |
5042 |   either type has been summoned.
5043 |   (You will take the role of a Furled Finger Host.)</text>
     |
5044 |   <text id="9122">Use Tarnished's Furled Finger
5045 |   to write a gold summon sign.
5046 |
5047 |   Co-operative multiplayer will begin once
     |
5048 |   you have been summoned by a player
5049 |   from another world.
5050 |
5051 |   You will take the role of an ally
     |
5052 |   (Furled Finger) and your objective is
5053 |   to defeat the area boss.</text>
5054 |   <text id="9123">Use Duelist's Furled Finger
5055 |   to write a red summon sign.
5056 |
5057 |   Competetive multiplayer will begin once
     |
5058 |   you have been summoned by a player
     |
5059 |   from another world.
5060 |
5061 |   You will take the role of an adversary
     |
5062 |   (Duelist) and your objective is
5063 |   to defeat the Furled Finger Host
5064 |   who summoned you.</text>
5065 |   <text id="9124">Use Festering Bloody Finger
5066 |   to attempt to invade the world of another player.
5067 |
5068 |   The multiplayer session will begin once
     |
     |
5069 |   the invasion succeeds.
5070 |
5071 |   You will take the role of an invader
     |
5072 |   (Bloody Finger) and your objective is
5073 |   to defeat the Furled Finger Host of that world.</text>
5074 |   <text id="9125">Use Blue Cipher Ring
5075 |   to answer the call of a hunter's summon request
5076 |   from another world.
5077 |
5078 |   The multiplayer session will begin once
     |
     |
5079 |   you have been summoned as a hunter,
5080 |   and your objective is to defeat the
     |
5081 |   invader of that world.</text>
     |
     |
     |
     |
     |
     |
     |
     |
5082 |   <text id="9126">In each area, you may find effigies of
     |   martyrs.
5083 |   These effigies are summoning pools.
5084 |
5085 |   You'll find it easy to summon other players at these
     |   locations, as co-op and hostile summoning signs created with
     |   small effigies gather at summoning pools.</text>
5086 |   <text id="9127">You must be near a rebirth monument to summon
     |   spirits from ashes.
5087 |
5088 |   When you are close to a rebirth monument and able to summon,
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05869 |
05870 |   An armament can only have one skill.
05871 |   Any skill it previously had will be removed.
05872 |
05873 |   An armament's type determines what skills it can have. Some
     |   special armaments have unique skills and cannot be granted
     |   new ones.</text>
05874 |   <text id="9117">Use the Birdseye Telescopes in each area to
     |   see into the distance like a bird and get a better view of
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05875 |
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05882 |   &lt;?keyicon@8?&gt; at a spiritspring while on horseback:
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05885 |   The number and type of flasks to be replenished varies,
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05886 |
05887 |   You cannot replenish more flasks than your maximum amount
     |   allows.</text>
05888 |   <text id="9120">There are both Crimson and Cerulean Teardrop
     |   Scarabs.
05889 |   Defeat them to replenish the flasks that match their type.
05890 |
05891 |   However, you cannot replenish more flasks than your maximum
     |   amount allows.</text>
05892 |   <text id="9121">Use Furlcalling Finger Remedy to reveal
     |   summon signs of players from other worlds.
05893 |
05894 |   Gold signs indicate an ally.
05895 |   Red signs indicate an adversary.
05896 |   The multiplayer session will begin once either type has been
     |   summoned.
05897 |   (You will take the role of the Host of Fingers.)</text>
05898 |   <text id="9122">Use Tarnished's Furled Finger to write a
     |   gold summon sign.
05899 |
05900 |   Cooperative multiplayer will begin once you have been
     |   summoned by a player from another world.
05901 |
05902 |   You will take the role of an ally (Furled Finger) and your
     |   objective is to defeat the area boss.
     |
     |
     |
05903 |
05904 |   The compass at the top of the screen indicates the direction
     |   of the summoner (Host of Fingers).</text>
05905 |   <text id="9123">Use Duelist's Furled Finger to write a red
     |   summon sign.
05906 |
05907 |   Competitive multiplayer will begin once you have been
     |   summoned by a player from another world.
     |
     |
     |
     |
     |
05908 |
05909 |   You will take the role of an adversary (Duelist) and your
     |   objective is to defeat the Host of Fingers who summoned
     |   you.</text>
05910 |   <text id="9124">Use Festering Bloody Finger to attempt to
     |   invade the world of another player.
05911 |
05912 |   The multiplayer session will begin once the invasion
     |   succeeds.
     |
     |
     |
     |
     |
05913 |
05914 |   You will take the role of an invader (Bloody Finger) and
     |   your objective is to defeat the Host of Fingers of that
     |   world.
05915 |
05916 |   If you stray far from the Host of Fingers, the compass at
     |   the top of the screen points to their location.</text>
05917 |   <text id="9125">If you use a Blue Cipher Ring, you will make
     |   yourself open to summons for rescue from other worlds.
05918 |
05919 |   The multiplayer session will begin once you have been
     |   summoned as a hunter, and your objective is to defeat the
     |   invader of that world.
05920 |
05921 |   The compass at the top of the screen indicates the direction
     |   of the summoner (Host of Fingers).</text>
05922 |   <text id="9126">In each area, you may find effigies of
     |   martyrs.
05923 |   These effigies are summoning pools.
05924 |
05925 |   You'll find it easy to summon other players at these
     |   locations, as co-op and hostile summoning signs created with
     |   small effigies gather at summoning pools.</text>
05926 |   <text id="9127">You must be near a rebirth monument to
     |   summon spirits from ashes.
05927 |
05928 |   When you are close to a rebirth monument and able to summon,
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a monument icon will appear on the left side of the screen.</text>
<text id="9128">Use White Cipher Ring

to send out a hunter's summon request to other worlds should yours be invaded.
(Can also be used after you are invaded.)

The hunter will be summoned once

the request succeeds, and their objective

is to defeat the invader of your world.</text>
<text id="9129">Skills are special abilities that armaments have.

There is a wide variety of Skills that armaments can have, from powerful attacks to unique temporary effects.
Using Skills consumes FP.

&lt;?keyicon@25?&gt;: &lt;?keyActName@25?&gt;</text>
<text id="9130">Through your map, you can instantly travel to any sites of grace that you've discovered.

However, there are some dungeons and other areas where this cannot be done.</text>
<text id="9131">At a smithing table, you can spend runes and smithing stones to strengthen your armaments.

Somewhere in the Lands Between, you may meet a blacksmith who can make your armaments even stronger.</text>
<text id="9132">The Roundtable Hold is a place where Tarnished

gather, guided by grace. Combat is prohibited on

the premeses due to a non-aggressive pact.
(This rule is in effect when the Roundtable icon displays.)

The Roundtable Hold is located somewhere not

of this world, and can only be accessed through a special passage of grace.
(Can also be accessed by using the map to travel.)

&lt;?keyicon@29?&gt;: &lt;?keyActName@29?&gt;</text>
<text id="9133">%null%</text>
<text id="9134">In every corner of the Lands Between, you will find fruits and flowers, mushrooms and butterflies, and various other useful materials.

These materials can be used for item crafting.</text>
<text id="9135">You will need cracked pots or other containers to craft certain items.
You will not be able to make more of those items than you have containers.

Containers will be consumed when crafting, but they can be reused when emptied.</text>
<text id="9136">With a Sharpening Knife, you can use Ashes of War to grant affinities to your armaments at sites of grace.

This way, you can alter an armament's attack affinity, boost attribute scaling, and more.

An armament's type determines what affinities it can have. Some special armaments, like those with fixed Skills, cannot be granted new affinities.</text>
<text id="9137">From "Pouches" in the main menu, you can equip six items to your pouches.

Four of those items can be used without opening the main menu.

&lt;?keyicon@27?&gt;+&lt;?keyicon@17?&gt;: Use item in pouch 1
&lt;?keyicon@27?&gt;+&lt;?keyicon@19?&gt;: Use item in pouch 2
&lt;?keyicon@27?&gt;+&lt;?keyicon@20?&gt;: Use item in pouch 3
&lt;?keyicon@27?&gt;+&lt;?keyicon@18?&gt;: Use item in pouch 4</text>
<text id="9138">You can avoid enemy attacks with a dodge roll or backstep.
Both of these actions consume stamina.

&lt;?keyicon@3?&gt;+&lt;?keyicon@7?&gt;: Dodge roll
&lt;?keyicon@7?&gt;: Backstep</text>
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a monument icon will appear on the left side of the screen.</text>
<text id="9128">If you use a White Cipher Ring, you will automatically request for a hunter from another world to come to your rescue when your world is invaded.

(Can also be used after you are invaded.)

The hunter will be summoned once the request succeeds, and their objective is to defeat the invader of your world.</text>
<text id="9129">Armaments have special abilities called skills.

Skills are highly varied, and range from powerful attacks to temporary effects.
Using skills consumes FP.

&lt;?keyicon@25?&gt;: &lt;?keyActName@25?&gt;</text>
<text id="9130">Through your map, you can instantly travel to any sites of grace that you've discovered.

However, there are some dungeons and other areas where this cannot be done.</text>
<text id="9131">At a smithing table, you can spend runes and smithing stones to strengthen your armaments.

Somewhere in the Lands Between, you may meet a blacksmith who can make your armaments even stronger.</text>
<text id="9132">The Roundtable Hold is a place where Tarnished gather, guided by grace. Combat is prohibited on the premises due to a pact of non-aggression.
(This rule is in effect when the Roundtable icon is displayed.)

The Roundtable Hold is located outside of this world, and fast travel by grace is the only means of reaching it. (Use the map to travel there.)

&lt;?keyicon@29?&gt;: &lt;?keyActName@29?&gt;</text>
<text id="9133">%null%</text>
<text id="9134">In every corner of the Lands Between, you will find fruits and flowers, mushrooms and butterflies, and various other useful materials.

These materials can be used for item crafting.</text>
<text id="9135">You will need cracked pots or other containers to craft certain items.
You will not be able to make more of those items than you have containers.

Containers will be consumed when crafting, but they can be reused when emptied.</text>
<text id="9136">With a Whetstone Knife, you can use ashes of war to grant affinities to your armaments at sites of grace.

This way, you can alter an armament's attack affinity, boost attribute scaling, and more.

An armament's type determines what affinities it can have. Some special armaments, like those with unique skills, cannot be granted new affinities.</text>
<text id="9137">From "Pouch" in the main menu, you can equip six items to your pouches.

Four of those items can be used without opening the main menu.

&lt;?keyicon@27?&gt;+&lt;?keyicon@17?&gt;: Use item in Pouch 1
&lt;?keyicon@27?&gt;+&lt;?keyicon@19?&gt;: Use item in Pouch 2
&lt;?keyicon@27?&gt;+&lt;?keyicon@20?&gt;: Use item in Pouch 3
&lt;?keyicon@27?&gt;+&lt;?keyicon@18?&gt;: Use item in Pouch 4</text>
<text id="9138">You can avoid enemy attacks with a dodge roll or backstep.
Both of these actions consume stamina.

&lt;?keyMove?&gt;+&lt;?keyicon@7?&gt;: Dodge roll
&lt;?keyicon@7?&gt;: Backstep</text>
<text id="9139">%null%</text>
<text id="9140">Each hand can be equipped with up to three armaments, allowing you to toggle between them.

Armaments can also be two-handed, making attacks more difficult to repel with shields and boosting effective strength by 50%.

&lt;?keyicon@19?&gt;: &lt;?keyActName@19?&gt;
&lt;?keyicon@20?&gt;: &lt;?keyActName@20?&gt;
&lt;?keyicon@27?&gt;+&lt;?keyicon@24?&gt;/&lt;?keyicon@22?&gt;: Wield with two hands</text>
<text id="9141">The Great Runes you receive by defeating shardbearers have lost their beneficial power.
However, their power can be restored at Divine Towers throughout the Lands Between.

See the description of each Great Rune to discover which Divine Tower you should visit.</text>
<text id="9142">Jump down the hole ahead, and you will find the Cave of Knowledge.

There, you can learn more about game controls and basic
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5193    <text id="9314">%null%</text>
5194    <text id="9315">%null%</text>
5195    <text id="9316">%null%</text>
5196    <text id="9317">%null%</text>
5197    <text id="9318">%null%</text>
5198    <text id="9319">%null%</text>
5199    <text id="9320">Expands crafting repertoire</text>

5200    <text id="9321">Expands crafting repertoire</text>

5201    <text id="9322">Expands crafting repertoire</text>
5202    <text id="9323">Expands crafting repertoire</text>
```



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        roaming nomad warriors.
06083   Contains knowledge for surviving in the face of utter
        scarcity.
06084
06085   Acquire the knowledge to craft the following:
06086
06087   - Soft Cotton
06088   - Stanching Boluses
06089   - Rainbow Stone Arrow</text>
06090   <text id="9306">A record of crafting techniques left by
        roaming nomad warriors.
06091   Contains knowledge for surviving in the face of utter
        scarcity.
06092
06093   Acquire the knowledge to craft the following:
06094
06095   - Cursed-Blood Pot</text>
06096   <text id="9307">A record of crafting techniques left by
        roaming nomad warriors.
06097   Contains knowledge for surviving in the face of utter
        scarcity.
06098
06099   Acquire the knowledge to craft the following:
06100
06101   - Sweet Raisin
06102   - Warming Stone</text>
06103   <text id="9308">A record of crafting techniques left by
        roaming nomad warriors.
06104   Contains knowledge for surviving in the face of utter
        scarcity.
06105
06106   Acquire the knowledge to craft the following:
06107
06108   - Bone Great Arrow
06109   - Bone Great Arrow (Fletched)
06110   - Bone Ballista Bolt</text>
06111   <text id="9309">A record of crafting techniques left by
        roaming nomad warriors.
06112   Contains knowledge for surviving in the face of utter
        scarcity.
06113
06114   Acquire the knowledge to craft the following:
06115
06116   - Frozen Raisin
06117   - Clarifying Cured Meat
06118   - Clarifying White Cured Meat</text>
06119   <text id="9310">A record of crafting techniques left by
        roaming nomad warriors.
06120   Contains knowledge for surviving in the face of utter
        scarcity.
06121
06122   Acquire the knowledge to craft the following:
06123
06124   - Soap
06125   - Oil Pot
06126   - Roped Oil Pot</text>
06127   <text id="9311">A record of crafting techniques left by
        roaming nomad warriors.
06128   Contains knowledge for surviving in the face of utter
        scarcity.
06129
06130   Acquire the knowledge to craft the following:
06131
06132   - Glowstone
06133   - Invigorating Cured Meat
06134   - Invigorating White Cured Meat</text>
06135   <text id="9312">A record of crafting techniques left by
        roaming nomad warriors.
06136   Contains knowledge for surviving in the face of utter
        scarcity.
06137
06138   Acquire the knowledge to craft the following:
06139
06140   - Alluring Pot</text>
06141   <text id="9313">A record of crafting techniques left by a
        man who, unable to become a Finger Maiden, instead became a
        missionary, and went forth to spread holy teachings.
06142
06143   Acquire the knowledge to craft the following:
06144
06145   - Holyproof Dried Liver</text>
06146   <text id="9314">%null%</text>
06147   <text id="9315">%null%</text>
06148   <text id="9316">%null%</text>
06149   <text id="9317">%null%</text>
06150   <text id="9318">%null%</text>
06151   <text id="9319">%null%</text>
06152   <text id="9320">A record of crafting techniques left by an
        armorer who served the great general Radahn.
06153   Contains knowledge of dealing with rot; the application of
        fire in particular.
06154
06155   Acquire the knowledge to craft the following:
06156
06157   - Fire Grease
06158   - Drawstring Fire Grease
06159   - Fireproof Dried Liver</text>
06160   <text id="9321">A record of crafting techniques left by an
        armorer who served the great general Radahn.
06161   Contains knowledge of dealing with rot; the application of
        fire in particular.
06162
06163   Acquire the knowledge to craft the following:
06164
06165   - Firebone Arrow
06166   - Firebone Arrow (Fletched)
06167   - Firebone Bolt
06168   - Neutralizing Boluses</text>
06169   <text id="9322">A record of crafting techniques left by
        roaming nomad warriors.
06170   Contains knowledge for surviving in the face of utter
        scarcity.
06171
06172   Acquire the knowledge to craft the following:
06173
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5203    <text id="9324">Expands crafting repertoire</text>
5204    <text id="9325">Expands crafting repertoire</text>

5205    <text id="9326">Expands crafting repertoire</text>

5206    <text id="9327">Expands crafting repertoire</text>
5207    <text id="9328">Expands crafting repertoire</text>
5208    <text id="9329">Expands crafting repertoire</text>
5209    <text id="9330">Expands crafting repertoire</text>
5210    <text id="9331">Expands crafting repertoire</text>
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06174    - Crystal Dart
06175    - Spellproof Dried Liver
06176    - Shattershard Arrow</text>
06177    <text id="9323">A record of crafting techniques left by
         roaming nomad warriors.
06178    Contains knowledge for surviving in the face of utter
         scarcity.
06179
06180    Acquire the knowledge to craft the following:
06181
06182    - Volcano Pot
06183    - Roped Volcano Pot</text>
06184    <text id="9324">Expands crafting repertoire</text>
06185    <text id="9325">A record of crafting techniques left by an
         armorer who served the great general Radahn.
06186    Contains knowledge of dealing with rot; the application of
         fire in particular.
06187
06188    Acquire the knowledge to craft the following:
06189
06190    - Giantsflame Fire Pot</text>
06191    <text id="9326">A record of crafting techniques left by an
         armorer who served the great general Radahn.
06192    Contains knowledge of dealing with rot; the application of
         fire in particular.
06193
06194    Acquire the knowledge to craft the following:
06195
06196    - Redmane Fire Pot</text>
06197    <text id="9327">A record of crafting techniques left by
         roaming nomad warriors.
06198    Contains knowledge for surviving in the face of utter
         scarcity.
06199
06200    Acquire the knowledge to craft the following:
06201
06202    - Dappled Cured Meat
06203    - Dappled White Cured Meat</text>
06204    <text id="9328">A record of crafting techniques left by an
         armorer who served the great general Radahn.
06205    Contains knowledge of dealing with rot; the application of
         fire in particular.
06206
06207    Acquire the knowledge to craft the following:
06208
06209    - Exalted Flesh</text>
06210    <text id="9329">A record of crafting techniques left by
         roaming nomad warriors.
06211    Contains knowledge for surviving in the face of utter
         scarcity.
06212
06213    Acquire the knowledge to craft the following:
06214
06215    - Thawfrost Boluses
06216    - Stimulating Boluses</text>
06217    <text id="9330">A record of crafting techniques left by an
         armorer who served the great general Radahn.
06218    Contains knowledge of dealing with rot; the application of
         fire in particular.
06219
06220    Acquire the knowledge to craft the following:
06221
06222    - Preserving Boluses</text>
06223    <text id="9331">A record of crafting techniques left by an
         armorer who served the great general Radahn.
06224    Contains knowledge of dealing with rot; the application of
         fire in particular.
06225
06226    Acquire the knowledge to craft the following:
06227
06228    - Immunizing Cured Meat
06229    - Immunizing White Cured Meat</text>
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5211    <text id="9332">%null%</text>
5212    <text id="9333">%null%</text>
5213    <text id="9334">%null%</text>
5214    <text id="9335">%null%</text>
5215    <text id="9336">%null%</text>
5216    <text id="9337">%null%</text>
5217    <text id="9338">%null%</text>
5218    <text id="9339">%null%</text>
5219    <text id="9340">Expands crafting repertoire</text>

5220    <text id="9341">Expands crafting repertoire</text>

5221    <text id="9342">Expands crafting repertoire</text>
5222    <text id="9343">Expands crafting repertoire</text>
5223    <text id="9344">Expands crafting repertoire</text>
5224    <text id="9345">Expands crafting repertoire</text>
5225    <text id="9346">Expands crafting repertoire</text>
5226    <text id="9347">Expands crafting repertoire</text>
5227    <text id="9348">Expands crafting repertoire</text>

5228    <text id="9360">Expands crafting repertoire</text>

5229    <text id="9361">Expands crafting repertoire</text>
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06230    <text id="9332">%null%</text>
06231    <text id="9333">%null%</text>
06232    <text id="9334">%null%</text>
06233    <text id="9335">%null%</text>
06234    <text id="9336">%null%</text>
06235    <text id="9337">%null%</text>
06236    <text id="9338">%null%</text>
06237    <text id="9339">%null%</text>
06238    <text id="9340">A record of crafting techniques left by a
         glintstone craftsman who served the academy.
06239    Contains information on "faux sorceries," such as they were
         called.

06240
06241    Acquire the knowledge to craft the following:
06242
06243    - Magic Pot
06244    - Roped Magic Pot
06245    - Shield Grease</text>
06246    <text id="9341">A record of crafting techniques left by a
         glintstone craftsman who served the academy.
06247    Contains information on "faux sorceries," such as they were
         called.

06248
06249    Acquire the knowledge to craft the following:
06250
06251    - Cuckoo Glintstone</text>
06252    <text id="9342">A record of crafting techniques left by a
         glintstone craftsman who served the academy.
06253    Contains information on "faux sorceries," such as they were
         called.

06254
06255    Acquire the knowledge to craft the following:
06256
06257    - Magic Grease
06258    - Drawstring Magic Grease
06259    - Magicbone Arrow
06260    - Magicbone Arrow (Fletched)
06261    - Magicbone Bolt</text>
06262    <text id="9343">A record of crafting techniques left by
         roaming nomad warriors.
06263    Contains knowledge for surviving in the face of utter
         scarcity.
06264
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5248 |   <text id="9394">%null%</text>
5249 |   <text id="9395">%null%</text>
5250 |   <text id="9396">%null%</text>
5251 |   <text id="9397">%null%</text>
5252 |   <text id="9398">%null%</text>
5253 |   <text id="9399">%null%</text>
5254 |   <text id="9400">Expands crafting repertoire</text>

5255 |   <text id="9401">Expands crafting repertoire</text>

5256 |   <text id="9402">Expands crafting repertoire</text>
5257 |   <text id="9403">Expands crafting repertoire</text>
5258 |   <text id="9420">Expands crafting repertoire</text>
5259 |   <text id="9421">Expands crafting repertoire</text>
5260 |   <text id="9422">Expands crafting repertoire</text>
5261 |   <text id="9423">Expands crafting repertoire</text>
5262 |   <text id="9440">Expands crafting repertoire</text>
5263 |   <text id="9441">Expands crafting repertoire</text>
5264 |   <text id="9500">A remnant of bygone research into eternal
     life.
5265 |   This empty pot somehow mends itself when broken.
5266 |
5267 |   Container required for crafting throwing items sealed in
     pots.
5268 |
5269 |   Sealed within, both materials and mysticism will demonstrate
     their effects when the pot is thrown.</text>
5270 |   <text id="9501">Empty pot engulfed in magical energy.
5271 |   Can be used as a material in even stronger
5272 |   throwing pots.</text>
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06354 |   - Uplifting Aromatic</text>
06355 |   <text id="9385">A record of crafting techniques left by a
     depraved perfumer.
06356 |   Contains perilous techniques no ordinary physician would
     attempt.
06357 |
06358 |   Acquire the knowledge to craft the following:
06359 |
06360 |   - Poison Spraymist
06361 |   - Bloodboil Aromatic</text>
06362 |   <text id="9386">A record of crafting techniques left by a
     depraved perfumer.
06363 |   Contains perilous techniques no ordinary physician would
     attempt.
06364 |
06365 |   Acquire the knowledge to craft the following:
06366 |
06367 |   - Ironjar Aromatic</text>
06368 |   <text id="9387">A record of crafting techniques left by
     roaming nomad warriors.
06369 |   Contains knowledge for surviving in the face of utter
     scarcity.
06370 |
06371 |   Acquire the knowledge to craft the following:
06372 |
06373 |   - Poison Pot
06374 |   - Roped Poison Pot
06375 |   - Poisonbone Dart</text>
06376 |   <text id="9388">A record of crafting techniques left by
     roaming nomad warriors.
06377 |   Contains knowledge for surviving in the face of utter
     scarcity.
06378 |
06379 |   Acquire the knowledge to craft the following:
06380 |
06381 |   - Poison Grease
06382 |   - Drawstring Poison Grease</text>
06383 |   <text id="9389">A record of crafting techniques left by
     roaming nomad warriors.
06384 |   Contains knowledge for surviving in the face of utter
     scarcity.
06385 |
06386 |   Acquire the knowledge to craft the following:
06387 |
06388 |   - Rot Pot
06389 |   - Rot Grease
06390 |   - Drawstring Rot Grease</text>
06391 |   <text id="9390">A record of crafting techniques left by
     roaming nomad warriors.
06392 |   Contains knowledge for surviving in the face of utter
     scarcity.
06393 |
06394 |   Acquire the knowledge to craft the following:
06395 |
06396 |   - Rotbone Arrow
06397 |   - Rotbone Arrow (Fletched)
06398 |   - Rotbone Bolt</text>
06399 |   <text id="9391">A record of crafting techniques left by
     roaming nomad warriors.
06400 |   Contains knowledge for surviving in the face of utter
     scarcity.
06401 |
06402 |   Acquire the knowledge to craft the following:
06403 |
06404 |   - Swarm Pot
06405 |   - Roped Fly Pot</text>
06406 |   <text id="9392">A record of crafting techniques left by a
     depraved perfumer.
06407 |   Contains perilous techniques no ordinary physician would
     attempt.
06408 |
06409 |   Acquire the knowledge to craft the following:
06410 |
06411 |   - Acid Spraymist</text>
06412 |   <text id="9393">A record of crafting techniques left by a
     travelling perfumer who served in the Shattering.
06413 |   Expands crafting repertoire.
06414 |
06415 |   Acquire the knowledge to craft the following:
06416 |
06417 |   -Maddening Boluses</text>
06418 |   <text id="9394">%null%</text>
06419 |   <text id="9395">%null%</text>
06420 |   <text id="9396">%null%</text>
06421 |   <text id="9397">%null%</text>
06422 |   <text id="9398">%null%</text>
06423 |   <text id="9399">%null%</text>
06424 |   <text id="9400">A record of crafting techniques taught by
     the capital's ancient dragon cult.
06425 |   Details techniques that harness lightning, the weapon of the
     ancient dragons.
06426 |
06427 |
06428 |   Acquire the knowledge to craft the following:
06429 |
06430 |   - Lightning Grease

06431 |   - Drawstring Lightning Grease
06432 |   - Lightningbone Arrow
06433 |   - Lightningbone Arrow (Fletched)
06434 |   - Lightningbone Bolt</text>
06435 |   <text id="9401">A record of crafting techniques taught by
     the capital's ancient dragon cult.
06436 |   Details techniques that harness lightning, the weapon of the
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5293 | <text id="10009">%null%</text>
5294 | <text id="10010">A golden seed, found at the base of an illusory tree.
5295 |
5296 | Increases a Sacred Flask's number of uses.
5297 | (Can be used after resting at a site of grace.)
5298 |
5299 | When the Elden Ring was smashed, these seeds flew from the Erdtree, scattering across the various lands, as if life itself knew that its end had come.</text>
5300 | <text id="10011">%null%</text>
5301 | <text id="10012">%null%</text>
5302 | <text id="10013">%null%</text>
5303 | <text id="10014">%null%</text>
5304 | <text id="10015">%null%</text>
5305 | <text id="10016">%null%</text>
5306 | <text id="10017">%null%</text>
5307 | <text id="10018">%null%</text>
5308 | <text id="10019">%null%</text>
5309 | <text id="10020">Blessing of the Erdtree, worshiped in the churches of all lands; this is but a faint vestige.
5310 |
5311 | Increases the potency of a Sacred Flask's restorative effects.
5312 | (Can be used after resting at a site of grace.)
5313 |
5314 | During the age of the Erdtree, these tears were used to spread the faith, for theirs was once a certain blessing.</text>
5315 | <text id="10021">%null%</text>
5316 | <text id="10022">%null%</text>
5317 | <text id="10023">%null%</text>
5318 | <text id="10024">%null%</text>
5319 | <text id="10025">%null%</text>
5320 | <text id="10026">%null%</text>
5321 | <text id="10027">%null%</text>
5322 | <text id="10028">%null%</text>
5323 | <text id="10029">%null%</text>
5324 | <text id="10030">A pendant with a black rectangular stone inlay.
5325 | It seems to emit a strange power.
5326 |
5327 | Increases magic attunement slots.</text>
5328 | <text id="10031">%null%</text>
5329 | <text id="10032">%null%</text>
5330 | <text id="10033">%null%</text>
5331 | <text id="10034">%null%</text>
5332 | <text id="10035">%null%</text>
5333 | <text id="10036">%null%</text>
5334 | <text id="10037">%null%</text>
5335 | <text id="10038">%null%</text>
5336 | <text id="10039">%null%</text>
5337 | <text id="10040">A beautiful bag with an exquisite golden
5338 | embroidery. Increases talisman equip slots.</text>
5339 | <text id="10060">Dragon heart seized by a dragon tracker.
5340 | It has a bizarre shape, mottled by gravel, and it continues to beat vivaciously.
5341 |
5342 | An offering used in the Dragon Communion. Consume a dragon's heart at the altar to make its power yours.
5343 |
5344 | While a terrible and savage-looking thing, the heart has a peculiar beauty to it.</text>
5345 | <text id="10061">%null%</text>
5346 | <text id="10062">%null%</text>
5347 | <text id="10063">%null%</text>
5348 | <text id="10064">%null%</text>
5349 | <text id="10065">%null%</text>
5350 | <text id="10066">%null%</text>
5351 | <text id="10067">%null%</text>
5352 | <text id="10068">%null%</text>
5353 | <text id="10069">%null%</text>
5354 | <text id="10070">Empty ahes of war, void of all magic power.</text>
5355 | <text id="10071">%null%</text>
5356 | <text id="10072">%null%</text>
5357 | <text id="10073">%null%</text>
5358 | <text id="10074">%null%</text>
5359 | <text id="10075">%null%</text>
5360 | <text id="10076">%null%</text>
5361 | <text id="10077">%null%</text>
5362 | <text id="10078">%null%</text>
5363 | <text id="10079">%null%</text>
5364 | <text id="10080">A large rune holding the power of rebirth.
5365 | Allows one to be reborn with a different
5366 | appearance if handed to Rennala.</text>
5367 | <text id="10100">Stone shard used in a wide range of smithing processes.
5368 | Exceptionally common, it is found throughout the Lands Between.
5369 |
5370 | Used in smithing to strengthen armaments.
5371 |
5372 | Smithing stone is distributed widely throughout the terrain of the Lands Between, and mining galleries built to excavate it can be found all over.</text>
5373 | <text id="10101">A sharp wedge-shaped stone.
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06527 | <text id="10009">%null%</text>
06528 | <text id="10010">A golden seed, found at the base of an illusory tree.
06529 |
06530 | Increases a Sacred Flask's number of uses.
06531 | (Can be used after resting at a site of grace.)
06532 |
06533 | When the Elden Ring was shattered, these seeds flew from the Erdtree, scattering across the various lands, as if life itself knew that its end had come.</text>
06534 | <text id="10011">%null%</text>
06535 | <text id="10012">%null%</text>
06536 | <text id="10013">%null%</text>
06537 | <text id="10014">%null%</text>
06538 | <text id="10015">%null%</text>
06539 | <text id="10016">%null%</text>
06540 | <text id="10017">%null%</text>
06541 | <text id="10018">%null%</text>
06542 | <text id="10019">%null%</text>
06543 | <text id="10020">Blessing of the Erdtree, worshiped in the churches of all lands; this is but a faint vestige.
06544 |
06545 | Increases the potency of a Sacred Flask's restorative effects.
06546 | (Can be used after resting at a site of grace.)
06547 |
06548 | During the age of the Erdtree, these tears were used to spread the faith, for theirs was once a certain blessing.</text>
06549 | <text id="10021">%null%</text>
06550 | <text id="10022">%null%</text>
06551 | <text id="10023">%null%</text>
06552 | <text id="10024">%null%</text>
06553 | <text id="10025">%null%</text>
06554 | <text id="10026">%null%</text>
06555 | <text id="10027">%null%</text>
06556 | <text id="10028">%null%</text>
06557 | <text id="10029">%null%</text>
06558 | <text id="10030">A black, lightly beguiling stone.
06559 | Prized by the sorcerers who produce them.
06560 |
06561 | Increases memory slots.
06562 |
06563 | Said to be a fragment of the black moon that once hung above the Eternal City.</text>
06564 | <text id="10031">%null%</text>
06565 | <text id="10032">%null%</text>
06566 | <text id="10033">%null%</text>
06567 | <text id="10034">%null%</text>
06568 | <text id="10035">%null%</text>
06569 | <text id="10036">%null%</text>
06570 | <text id="10037">%null%</text>
06571 | <text id="10038">%null%</text>
06572 | <text id="10039">%null%</text>
06573 | <text id="10040">Small, withered bag, knitted by hand.
Bestowed upon the ruling lord, or those attempting to become lord, by the elderly Finger Reader.
06574 |
06575 | Increases talisman equip slots.
06576 |
06577 | As the voices of the Two Fingers, Finger Readers are said to live lives eternal, and one is even supposed to have served as a wetnurse to royalty.</text>
06578 | <text id="10060">Dragon heart seized by a dragon tracker.
06579 | Riddled with Gravel Stone, this grotesque organ continues to beat vivaciously.
06580 |
06581 | An offering used in the Dragon Communion. Consume a dragon's heart at the altar to make its power yours.
06582 |
06583 | While a terrible and savage-looking thing, the heart has a peculiar beauty to it.</text>
06584 | <text id="10061">%null%</text>
06585 | <text id="10062">%null%</text>
06586 | <text id="10063">%null%</text>
06587 | <text id="10064">%null%</text>
06588 | <text id="10065">%null%</text>
06589 | <text id="10066">%null%</text>
06590 | <text id="10067">%null%</text>
06591 | <text id="10068">%null%</text>
06592 | <text id="10069">%null%</text>
06593 | <text id="10070">Empty ashes of war, devoid of any memories of battle.
06594 |
06595 | Unable to apply any kind of affinity in their current state, but can be used by Smithing Master Hewg of the Roundtable Hold to recreate other ashes.
06596 |
06597 | Thus does the copy pass into becoming the genuine article.</text>
06598 | <text id="10071">%null%</text>
06599 | <text id="10072">%null%</text>
06600 | <text id="10073">%null%</text>
06601 | <text id="10074">%null%</text>
06602 | <text id="10075">%null%</text>
06603 | <text id="10076">%null%</text>
06604 | <text id="10077">%null%</text>
06605 | <text id="10078">%null%</text>
06606 | <text id="10079">%null%</text>
06607 | <text id="10080">Amber egg clutched by Rennala, Queen of the Full Moon.
06608 | Great Rune of unborn demigods.
06609 |
06610 | Perfects those who have been born anew.
06611 |
06612 | Children born anew by Rennala are all frail and short-lived. Imperfect beings, each and all.</text>
06613 | <text id="10100">Stone used to smith a variety of armaments.
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5374    It has transformed as a result of a meteorite
5375    that fell during ancient times.
5376
5377    Strengthens armament to +6.</text>
5378    <text id="10102">A sharp wedge-shaped stone.
5379    It has transformed as a result of a meteorite
5380    that fell during ancient times.
5381
5382    Strengthens armament to +9.</text>


5383    <text id="10103">A sharp wedge-shaped stone.

5384    It has transformed as a result of a meteorite
5385    that fell during ancient times.
5386
5387    Strengthens armament to +12.</text>
5388    <text id="10104">A sharp wedge-shaped stone.
5389    It has transformed as a result of a meteorite
5390    that fell during ancient times.
5391
5392    Strengthens armament to +15.</text>


5393    <text id="10105">A sharp wedge-shaped stone.

5394    It has transformed as a result of a meteorite
5395    that fell during ancient times.
5396
5397    Strengthens armament to +18.</text>
5398    <text id="10106">A sharp wedge-shaped stone.
5399    It has transformed as a result of a meteorite
5400    that fell during ancient times.
5401
5402    Strengthens armament to +21.</text>


5403    <text id="10107">A sharp wedge-shaped stone.

5404    It has transformed as a result of a meteorite
5405    that fell during ancient times.
5406
5407    Strengthens armament to +24.</text>
5408    <text id="10140">A wedgestone derived from ancient dragons.
5409    Refined by sentient beasts that
5410    regarded it as a holy relic.
5411
5412    Strengthens armament to +25.</text>


5413    <text id="10160">A blackstone shard that has transformed,

5414    storing light.
5415    Strengthens special armament to +1.</text>
5416    <text id="10161">A blackstone shard that has transformed,
5417    storing light.
5418    Strengthens special armament to +2.</text>
5419    <text id="10162">A blackstone shard that has transformed,
5420    storing light.
5421    Strengthens special armament to +3.</text>
5422    <text id="10163">A blackstone shard that has transformed,
5423    storing light.
5424    Strengthens special armament to +4.</text>
5425    <text id="10164">A blackstone shard that has transformed,
5426    storing light.
5427    Strengthens special armament to +5.</text>
5428    <text id="10165">A blackstone shard that has transformed,
5429    storing light.
5430    Strengthens special armament to +6.</text>
5431    <text id="10166">A blackstone shard that has transformed,
5432    storing light.
5433    Strengthens special armament to +7.</text>
5434    <text id="10167">A blackstone shard that has transformed,
5435    storing light.
5436    Strengthens special armament to +8.</text>
5437    <text id="10168">A large draconic smithing stone drained of
       color.
5438    Once the scale of an ancient dragon lord,
5439    now a hidden treasure of Farum Azula.
5440
5441    Strengthens special armament to +10.
5442
5443    The ancient dragon lord is said to sit in the


5444    space between time. As such, this stone

5445    faintly distorts time, thereby allowing it
5446    to temper a god-slaying weapon.</text>
5447    <text id="10200">A blackstone shard that has transformed,
5448    storing light.
5449    Strengthens special armament to +9.</text>
5450    <text id="10900">A lily that blooms only in underground
       crypts.
5451    This white flower gives off a slight glow.
5452
5453    Strengthens spirits to +1.</text>
5454    <text id="10901">A lily that blooms only in underground
       crypts.
5455    This white flower gives off a slight glow.
5456
5457    Strengthens spirits to +2.</text>


5458    <text id="10902">A lily that blooms only in underground
       crypts.
5459    This white flower gives off a slight glow.
5460
5461    Strengthens spirits to +3.</text>
5462    <text id="10903">A lily that blooms only in underground
       crypts.
5463    This white flower gives off a slight glow.
5464
5465    Strengthens spirits to +4.</text>
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       A shard found in plenty.
06614
06615  Strengthens armaments up to +3.


06616
06617  Smithing stone is found throughout the Lands Between, and
       mining galleries built to excavate it can be found
       everywhere.</text>
06618  <text id="10101">Stone used to smith a variety of armaments.
       A large shard found in plenty.

06619
06620  Strengthens armaments up to +6.


06621
06622  Smithing stone is found throughout the Lands Between, and
       mining galleries built to excavate it can be found
       everywhere.</text>
06623  <text id="10102">Stone used to smith a variety of armaments.
       A particularly hard specimen.

06624
06625  Strengthens armaments up to +9.


06626
06627  Smithing stone is found throughout the Lands Between, and
       mining galleries built to excavate it can be found
       everywhere.</text>
06628  <text id="10103">Stone used to smith a variety of armaments.
       A large and particularly hard specimen.

06629
06630  Strengthens armaments up to +12.


06631
06632  Smithing stone is found throughout the Lands Between, and
       mining galleries built to excavate it can be found
       everywhere.</text>
06633  <text id="10104">Stone used to smith a variety of armaments.
       A rare specimen, it is tinged with gold.

06634
06635  Strengthens armaments up to +15.
06636
06637  Mined near the foot of the Erdtree, these stones are said to
       have been used to bolster the strength of the Royal
       forces.</text>
06638  <text id="10105">Stone used to smith a variety of armaments.
       A larger rare specimen, it is tinged with gold.

06639
06640  Strengthens armaments up to +18.


06641
06642  Mined near the foot of the Erdtree, these stones are said to
       have been used to bolster the strength of the Royal
       forces.</text>
06643  <text id="10106">Stone used to smith a variety of armaments.
       Found in a polar region, it is semi-vitrified.

06644
06645  Strengthens armaments up to +21.


06646
06647  Thought to have been used to hone the weapons of the
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5466    <text id="10904">A lily that blooms only in underground crypts.
5467    This white flower gives off a slight glow.
5468
5469    Strengthens spirits to +5.</text>
5470    <text id="10905">A lily that blooms only in underground crypts.
5471    This white flower gives off a slight glow.
5472
5473    Strengthens spirits to +6.</text>


5474    <text id="10906">A lily that blooms only in underground crypts.

5475    This white flower gives off a slight glow.
5476
5477    Strengthens spirits to +7.</text>
5478    <text id="10907">A lily that blooms only in underground crypts.
5479    This white flower gives off a slight glow.
5480
5481    Strengthens spirits to +8.</text>


5482    <text id="10908">A lily that blooms only in underground crypts.
5483    This white flower gives off a slight glow.
5484
5485    Strengthens spirits to +9.</text>
5486    <text id="10909">A lily that blooms only in underground crypts.
5487    This white flower gives off a slight glow.
5488
5489    Strengthens spirits to +10.</text>


5490    <text id="10910">A lily that blooms only in underground crypts.
5491    It slightly shines with a faded gold glow.
5492
5493    Strengthens greater spirits to +1.</text>
5494    <text id="10911">A lily that blooms only in underground crypts.
5495    It slightly shines with a faded gold glow.
5496
5497    Strengthens greater spirits to +2.</text>


5498    <text id="10912">A lily that blooms only in underground crypts.
5499    It slightly shines with a faded gold glow.
5500
5501    Strengthens greater spirits to +3.</text>
5502    <text id="10913">A lily that blooms only in underground crypts.
5503    It slightly shines with a faded gold glow.
5504
5505    Strengthens greater spirits to +4.</text>


5506    <text id="10914">A lily that blooms only in underground crypts.
5507    It slightly shines with a faded gold glow.
5508
5509    Strengthens greater spirits to +5.</text>
5510    <text id="10915">A lily that blooms only in underground crypts.
5511    It slightly shines with a faded gold glow.
5512
5513    Strengthens greater spirits to +6.</text>


5514    <text id="10916">A lily that blooms only in underground crypts.
5515    It slightly shines with a faded gold glow.
5516
5517    Strengthens greater spirits to +7.</text>
5518    <text id="10917">A lily that blooms only in underground crypts.
5519    It slightly shines with a faded gold glow.
5520
5521    Strengthens greater spirits to +8.</text>


5522    <text id="10918">A lily that blooms only in underground crypts.
5523    It slightly shines with a faded gold glow.
5524
5525    Strengthens greater spirits to +9.</text>
5526    <text id="10919">A lily that blooms only in underground crypts.
5527    It slightly shines with a faded gold glow.
5528
5529    Strengthens greater spirits to +10.</text>


5530    <text id="11000">A special crystallization formed within
5531    a tear of life over the course of many moons.
5532
5533    Temporarily raises max HP when taken
5534    in mixed physick.
5535
5536    The color of the crystal pours out when
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        champions of the War against the Giants at the birth of the Erdtree.</text>
06648   <text id="10107">Stone used to smith a variety of armaments. Found in a polar region, it is semi-vitrified.
06649
06650   Strengthens armaments up to +24.


06651
06652   Thought to have been used to hone the weapons of the champions of the War against the Giants at the birth of the Erdtree.</text>
06653   <text id="10140">Smithing stone made by polishing a golden Gravel Stone. A scale of the Ancient Dragonlord, and hidden treasure of Farum Azula.
06654
06655   Strengthens armaments to +25.


06656
06657   The Ancient Dragonlord's seat is said to lie beyond time. This stone lightly twists time, allowing the creation of a weapon capable of slaying a god.</text>
06658   <text id="10160">Shard of smithing stone drained of color.
06659
06660   Strengthens special armaments to +1.


06661
06662   Special armaments with unique characteristics cannot be strengthened with colored smithing stones. Number of steps and amount strengthened differ from standard equipment.</text>
06663   <text id="10161">Large shard of smithing stone drained of color.
06664
06665   Strengthens special armaments to +2.


06666
06667   Special armaments with unique characteristics cannot be strengthened with colored smithing stones. Number of steps and amount strengthened differ from standard equipment.</text>
06668   <text id="10162">Hard smithing stone drained of color.
06669
06670   Strengthens special armaments to +3.


06671
06672   Special armaments with unique characteristics cannot be strengthened with colored smithing stones. Number of steps and amount strengthened differ from standard equipment.</text>
06673   <text id="10163">Large hard smithing stone drained of color.
06674
06675   Strengthens special armaments to +4.


06676
06677   Special armaments with unique characteristics cannot be strengthened with colored smithing stones. Number of steps and amount strengthened differ from standard equipment.</text>
06678   <text id="10164">Gold smithing stone drained of color.
06679
06680   Strengthens special armaments to +5.


06681
06682   Special armaments with unique characteristics cannot be strengthened with colored smithing stones. Number of steps and amount strengthened differ from standard equipment.</text>
06683   <text id="10165">Large gold smithing stone drained of color.
06684
06685   Strengthens special armaments to +6.


06686
06687   Special armaments with unique characteristics cannot be strengthened with colored smithing stones. Number of steps and amount strengthened differ from standard equipment.</text>
06688   <text id="10166">Polar smithing stone drained of color.
06689
06690   Strengthens special armaments to +7.

06691
06692   Special armaments with unique characteristics cannot be strengthened with colored smithing stones. Number of steps and amount strengthened differ from standard equipment.</text>
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5537  the tear ruptures after ripening.</text>
5538  <text id="11001">A special crystallization formed over the
      course of many moons within a tear of life, a blessing of the
      Erdtree.
5539
5540  Can be mixed in a flask of wondrous physick.
5541  The resulting concoction temporarily raises max stamina.</
      text>
5542  <text id="11002">A special crystallization formed over the
      course of many moons within a tear of life, a blessing of the
      Erdtree.
5543
5544  Can be mixed in a flask of wondrous physick.
5545  The resulting concoction restores half of one's max HP.</
      text>
5546  <text id="11003">A special crystallization formed within
5547  a tear of life over the course of many moons.
5548
5549  Restores half of one's max HP when taken
5550  in mixed physick.
5551
5552  Crimson colored half-crystals have lost
5553  a great portion of their bulk.</text>
5554  <text id="11004">A special crystallization formed over the
      course of many moons within a tear of life, a blessing of the
      Erdtree.
5555
5556  Can be mixed in a flask of wondrous physick.
5557  The resulting concoction restores 20% of one's max FP.</text>
5558  <text id="11005">A special crystallization formed within
5559  a tear of life over the course of many moons.
5560
5561  Restores 20% of one's max FP when taken
5562  in mixed physick.
5563
5564  Cerulean colored half-crystals are much
5565  smaller than any other variety.</text>
5566  <text id="11006">A special crystallization formed within
5567  a tear of life over the course of many moons.
5568
5569  Heals status and raises resistance when taken
5570  in mixed physick.</text>
5571  <text id="11007">A small crimson crystal tear, enveloped in
5572  a capsule of extremely thin film.
5573
5574  Automatically restores HP when near death
5575  when taken in mixed physick. This effect will
5576  only occur once, however.</text>
5577  <text id="11008">A small opaline hardtear, enveloped in
5578  a capsule of extremely thin film.
5579
5580  Halves damage received when taken in
5581  mixed physick. This effect will only occur
5582  once, however.</text>
5583  <text id="11009">A special crystallization formed within
5584  a tear of life over the course of many moons.
5585
5586  Gradually restores one's HP for a time
5587  when taken in mixed physick.
5588
5589  The color of the crystal pours out when
5590  the tear ruptures before ripening.</text>
5591  <text id="11010">A special crystallization formed within
5592  a tear of life over the course of many moons.
5593
5594  Gradually restores one's stamina for a time
5595  when taken in mixed physick.
5596
5597  The color of the crystal pours out when
5598  the tear ruptures before ripening.</text>
5599  <text id="11011">A type of crystal tear possessing a hardened
5600  surface.
5601
5602  Temporarily Boosts all forms of damage
5603  negation when taken in mixed physick.</text>
5604  <text id="11012">A type of crystal tear possessing a hardened
5605  surface.
5606
5607  Temporarily lightens gear when taken in
5608  mixed physick.</text>
5609  <text id="11013">A type of crystal tear possessing a hardened
5610  surface.
5611
5612  Temporarily increases multi-attack power
5613  when taken in mixed physick.</text>
5614  <text id="11014">A type of crystal tear possessing a hardened
5615  surface.
5616
5617  Temporarily increases charged attack power
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06693  <text id="10167">Large polar smithing stone drained of
       color.
06694
06695  Strengthens special armaments to +8.
06696
06697  Special armaments with unique characteristics cannot be
       strengthened with colored smithing stones. Number of steps
       and amount strengthened differ from standard equipment.</
       text>
06698  <text id="10168">Ancient dragonrock smithing stone drained
       of color. A scale of the Ancient Dragonlord, and hidden
       treasure of Farum Azula.
06699
06700  Strengthens special armaments to +10.
06701
06702  The Ancient Dragonlord's seat is said to lie beyond time.
       This stone lightly twists time, allowing the creation of a
       weapon capable of slaying a god.</text>
06703  <text id="10200">Ancient smithing stone drained of color.
06704
06705  Strengthens special armaments to +9.
06706
06707  Special armaments with unique characteristics cannot be
       strengthened with colored smithing stones. Number of steps
       and amount strengthened differ from standard equipment.</
       text>
06708  <text id="10900">White flower that blooms in catacombs.
06709  Each a soundless bell used to summon spirits.
06710
06711  Strengthens ashes to +1.
06712
06713  The art of strengthening ashes is known as spirit tuning.
       Only a spirit tuner may perform this deed.</text>
06714  <text id="10901">White flower that blooms in catacombs.
06715  Each a soundless bell used to summon spirits.
06716
06717  Strengthens ashes to +2.
06718
06719  Spirit tuning is not merely the simple act of imbuing
       strength. It is an art that lies somewhere between tuning an
       instrument and conducting a conversation, leaving both
       parties enriched.</text>
06720  <text id="10902">White flower that blooms in catacombs.
06721  Each a soundless bell used to summon spirits.
06722
06723  Strengthens ashes to +3.
06724
06725  Spirit tuning is not merely the simple act of imbuing
       strength. It is an art that lies somewhere between tuning an
       instrument and conducting a conversation, leaving both
       parties enriched.</text>
06726  <text id="10903">White flower that blooms in catacombs.
06727  Each a soundless bell used to summon spirits.
06728
06729  Strengthens ashes to +4.
06730
06731  Spirit tuning is not merely the simple act of imbuing
       strength. It is an art that lies somewhere between tuning an
       instrument and conducting a conversation, leaving both
       parties enriched.</text>
06732  <text id="10904">White flower that blooms in catacombs.
06733  Each a soundless bell used to summon spirits.
06734
06735  Strengthens ashes to +5.
06736
06737  Spirit tuning is not merely the simple act of imbuing
       strength. It is an art that lies somewhere between tuning an
       instrument and conducting a conversation, leaving both
       parties enriched.</text>
06738  <text id="10905">White flower that blooms in catacombs.
06739  Each a soundless bell used to summon spirits.
06740
06741  Strengthens ashes to +6.
06742
06743  Spirit tuning is not merely the simple act of imbuing
       strength. It is an art that lies somewhere between tuning an
       instrument and conducting a conversation, leaving both
```

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5618    when taken in mixed physick.</text>
5619    <text id="11015">A type of crystal tear possessing a hardened
5620    surface.
5621
5622    Temporarily increases rolling efficiency
5623    when taken in mixed physick.</text>
5624    <text id="11016">A special crystallization formed within
5625    a tear of life over the course of many moons.
5626
5627    Causes concoction to explode
5628    when taken in mixed physick.
5629
5630    A dangerous form of crystal tear which
5631    possesses absolutely no medicinal qualities.
5632    A lesson said to be learned the hard way
5633    for some; faith can be a volatile matter,
5634    after all.</text>
5635    <text id="11017">A special crystallization formed within
5636    a tear of life over the course of many moons.
5637
5638    Causes concoction to explode
5639    when taken in mixed physick.
5640
5641    A dangerous form of crystal tear which
5642    possesses absolutely no medicinal qualities.
5643    A lesson said to be learned the hard way
5644    for some; faith can be a volatile matter,
5645    after all.</text>
5646    <text id="11018">A type of crystal tear possessing a hardened
5647    surface.
5648
5649    Temporarily reduces staggering on being hit
5650    when taken in mixed physick.</text>
5651    <text id="11019">A type of crystal tear possessing a hardened
5652    surface.
5653
5654    Temporarily stops rune loss on death
5655    when taken in mixed physick.</text>
5656    <text id="11020">An especially rare form of crystal tear, in
      which
5657    a dark crimson whorl has been enveloped
5658    in a capsule of extremely thin film.
5659
5660    Converts damage received into HP when taken
5661    in mixed physick.
5662
5663    This effect will only occur once, however, and
5664    physical damage can not be converted.</text>
5665    <text id="11021">A special crystallization formed within
5666    a tear of life over the course of many moons.
5667
5668    Temporarily boosts strength when taken
5669    in mixed physick.
5670
5671    Knots that have the appearance of offshoots
5672    are evidence of sudden and violent growth.</text>
5673    <text id="11022">A special crystallization formed within
5674    a tear of life over the course of many moons.
5675
5676    Temporarily boosts dexterity when taken
5677    in mixed physick.
5678
5679    Knots that have the appearance of offshoots
5680    are evidence of sudden and violent growth.</text>
5681    <text id="11023">A special crystallization formed within
5682    a tear of life over the course of many moons.
5683
5684    Temporarily boosts intelligence when taken
5685    in mixed physick.
5686
5687    Knots that have the appearance of offshoots
5688    are evidence of sudden and violent growth.</text>
5689    <text id="11024">A special crystallization formed within
5690    a tear of life over the course of many moons.
5691
5692    Temporarily boosts faith when taken
5693    in mixed physick.
5694
5695    Knots that have the appearance of offshoots
5696    are evidence of sudden and violent growth.</text>
5697    <text id="11025">A type of crystal tear possessing a hardened
5698    surface.
5699
5700    Use spell without FP cost once when taken
5701    in mixed physick.</text>
5702    <text id="11026">A type of crystal tear possessing a hardened
5703    surface.
5704
5705    Temporarily makes breaking enemy stance
5706    easier when taken in mixed physick.</text>
```

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      parties enriched.</text>
06744 <text id="10906">White flower that blooms in catacombs.
06745 Each a soundless bell used to summon spirits.
06746
06747 Strengthens ashes to +7.
06748
06749 Spirit tuning is not merely the simple act of imbuing
      strength. It is an art that lies somewhere between tuning an
      instrument and conducting a conversation, leaving both
      parties enriched.</text>
06750 <text id="10907">White flower that blooms in catacombs.
06751 Each a soundless bell used to summon spirits.
06752
06753 Strengthens ashes to +8.
06754
06755 Spirit tuning is not merely the simple act of imbuing
      strength. It is an art that lies somewhere between tuning an
      instrument and conducting a conversation, leaving both
      parties enriched.</text>
06756 <text id="10908">White flower that blooms in catacombs.
06757 Each a soundless bell used to summon spirits.
06758
06759 Strengthens ashes to +9.
06760
06761 Spirit tuning is not merely the simple act of imbuing
      strength. It is an art that lies somewhere between tuning an
      instrument and conducting a conversation, leaving both
      parties enriched.</text>
06762 <text id="10909">White flower that blooms in catacombs.
06763 An especially large specimen.
06764
06765 Strengthens ashes to +10.
06766
06767 Since times of old, large gloveworts were used to comfort
      heroic spirits. Given in tribute to those who died the most
      glorious of deaths, in the hope their stories would become
      legend.</text>
06768 <text id="10910">White flower that blooms in catacombs.
06769 A spirit nestles close to it.
06770
06771 Strengthens renowned ashes to +1.
06772
06773 Ashes which keep their renown even after death cannot be
      strengthened by merely corporeal glovewort.</text>
06774 <text id="10911">White flower that blooms in catacombs.
06775 A spirit nestles close to it.
06776
06777 Strengthens renowned ashes to +2.
06778
06779 Ashes which keep their renown even after death cannot be
      strengthened by merely corporeal glovewort.</text>
06780 <text id="10912">White flower that blooms in catacombs.
06781 A spirit nestles close to it.
06782
06783 Strengthens renowned ashes to +3.
06784
06785 Ashes which keep their renown even after death cannot be
      strengthened by merely corporeal glovewort.</text>
06786 <text id="10913">White flower that blooms in catacombs.
06787 A spirit nestles close to it.
06788
06789 Strengthens renowned ashes to +4.
06790
06791 Ashes which keep their renown even after death cannot be
      strengthened by merely corporeal glovewort.</text>
06792 <text id="10914">White flower that blooms in catacombs.
06793 A spirit nestles close to it.
06794
06795 Strengthens renowned ashes to +5.
06796
06797 Ashes which keep their renown even after death cannot be
      strengthened by merely corporeal glovewort.</text>
06798 <text id="10915">White flower that blooms in catacombs.
06799 A spirit nestles close to it.
06800
06801 Strengthens renowned ashes to +6.
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 5707

```
<text id="11027">A type of crystal tear possessing a hardened
surface.

Temporarily grants special attack against Mohg,

Lord of Blood when taken in mixed physick.</text>
<text id="11028">A crystal tear which has cracked from
excessive crystallization.

Temporarily boosts fire attacks when taken
in mixed physick.</text>
<text id="11029">A crystal tear which has cracked from
excessive crystallization.

Temporarily boosts magic attacks when taken

in mixed physick.</text>
<text id="11030">A crystal tear which has cracked from
excessive crystallization.

Temporarily boosts lightning attacks when taken
in mixed physick.</text>
<text id="11031">A crystal tear which has cracked from
excessive crystallization.

Temporarily boosts Death attacks when taken

in mixed physick.</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 6802

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Ashes which keep their renown even after death cannot be
strengthened by merely corporeal glovewort.</text>
<text id="10916">White flower that blooms in catacombs.
A spirit nestles close to it.

Strengthens renowned ashes to +7.

Ashes which keep their renown even after death cannot be
strengthened by merely corporeal glovewort.</text>
<text id="10917">White flower that blooms in catacombs.
A spirit nestles close to it.

Strengthens renowned ashes to +8.

Ashes which keep their renown even after death cannot be
strengthened by merely corporeal glovewort.</text>
<text id="10918">White flower that blooms in catacombs.
A spirit nestles close to it.

Strengthens renowned ashes to +9.

Ashes which keep their renown even after death cannot be
strengthened by merely corporeal glovewort.</text>
<text id="10919">White flower that blooms in catacombs.
A spirit nestles close to this grand specimen

Strengthens renowned ashes to +10.

Since times of old, large gloveworts were used to comfort
heroic spirits. Given in tribute to those who died the most
glorious of deaths, in the hope their stories would become
legend.</text>
<text id="11000">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction temporarily raises one's maximum
HP.</text>
<text id="11001">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction temporarily raises one's maximum
stamina.</text>
<text id="11002">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction restores half of one's maximum
HP.</text>
<text id="11003">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction restores half of one's maximum
HP.</text>
<text id="11004">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction restores half of one's maximum
FP.</text>
<text id="11005">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction restores half of one's maximum
FP.</text>
<text id="11006">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction temporarily raises all resistances
and heals all status ailments.</text>
<text id="11007">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction automatically heals one's HP in the
moment before death.

However, this effect only occurs once, and will expire after
a certain duration.</text>
<text id="11008">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
Provides significant damage negation.

However, this effect only occurs once, and will expire after
a certain duration.</text>
<text id="11009">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction gradually restores one's HP over
time.</text>
<text id="11010">A crystal tear formed slowly over the ages
where the Erdtree's bounty falls to the ground.

Can be mixed in the Flask of Wondrous Physick.
The resulting concoction temporarily boosts stamina recovery
speed.</text>
<text id="11011">A crystal tear formed slowly over the ages
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06876  where the Erdtree's bounty falls to the ground.
06877
06878  Can be mixed in the Flask of Wondrous Physick.
06879  The resulting concoction temporarily boosts all forms of
       damage negation.</text>
06880  <text id="11012">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06881
06882  Can be mixed in the Flask of Wondrous Physick.
06883  Temporarily reduces equipment load.</text>
06884  <text id="11013">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06885
06886  Can be mixed in the Flask of Wondrous Physick.
06887  The resulting concoction makes consecutive attacks grow
       stronger the longer they continue. However, the effect lasts
       only for a short time.</text>
06888  <text id="11014">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06889
06890  Can be mixed in the Flask of Wondrous Physick.
06891  The resulting concoction increases the power of charged
       attacks for a certain duration.</text>
06892  <text id="11015">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06893
06894  Can be mixed in the Flask of Wondrous Physick.
06895  The resulting concoction increases the effectiveness of
       dodge rolls for a certain duration. However, damage taken is
       also increased during the concoction's effect.</text>
06896  <text id="11016">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06897
06898  Can be mixed in the Flask of Wondrous Physick.
06899  Causes the resulting concoction to explode.
06900
06901  A defective crystal tear which possesses absolutely no
       medicinal qualities. A lesson said to be learned the hard
       way for some; faith can be a volatile matter, after all.</
       text>
06902  <text id="11017">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06903
06904  Can be mixed in the Flask of Wondrous Physick.
06905  Causes the resulting concoction to explode.
06906
06907  A defective crystal tear which possesses absolutely no
       medicinal qualities. A lesson said to be learned the hard
       way for some; faith can be a volatile matter, after all.</
       text>
06908  <text id="11018">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06909
06910  Can be mixed in the Flask of Wondrous Physick.
06911  The resulting concoction temporarily boosts one's poise.</
       text>
06912  <text id="11019">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06913
06914  Can be mixed in the Flask of Wondrous Physick.
06915  The resulting concoction prevents one's runes from being
       lost upon death. However, the effect lasts only for a short
       time.</text>
06916  <text id="11020">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06917
06918  Can be mixed in the Flask of Wondrous Physick.
06919  The resulting concoction converts incoming damage into
       recovered HP instead. However, physical damage cannot be
       converted.
06920
06921  This effect is only brief and will quickly expire.</text>
06922  <text id="11021">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06923
06924  Can be mixed in the Flask of Wondrous Physick.
06925  The resulting concoction temporarily boosts one's
       strength.</text>
06926  <text id="11022">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06927
06928  Can be mixed in the Flask of Wondrous Physick.
06929  The resulting concoction temporarily boosts one's
       dexterity.</text>
06930  <text id="11023">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06931
06932  Can be mixed in the Flask of Wondrous Physick.
06933  The resulting concoction temporarily boosts one's
       intelligence.</text>
06934  <text id="11024">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06935
06936  Can be mixed in the Flask of Wondrous Physick.
06937  The resulting concoction temporarily boosts one's faith.</
       text>
06938  <text id="11025">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06939
06940  Can be mixed in the Flask of Wondrous Physick.
06941  The resulting concoction eliminates all FP consumption.
06942
06943  However, this effect is only brief and will quickly
       expire.</text>
06944  <text id="11026">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06945
06946  Can be mixed in the Flask of Wondrous Physick.
06947  The resulting concoction makes one's attacks more likely to
       break enemy stances. However, the effect lasts only for a
       short time.</text>
06948  <text id="11027">A crystal tear formed slowly over the ages
       where the Erdtree's bounty falls to the ground.
06949
06950  Can be mixed in the Flask of Wondrous Physick.
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5732    <text id="15000">A slice of thinly carved beast flesh.
5733    Material used for crafting items.
5734    Found by hunting herbivorous beasts.
5735
5736    The dried meat toughens the constitution.</text>
5737    <text id="15001">%null%</text>
5738    <text id="15002">%null%</text>
5739    <text id="15003">%null%</text>
5740    <text id="15004">%null%</text>
5741    <text id="15005">%null%</text>
5742    <text id="15006">%null%</text>
5743    <text id="15007">%null%</text>
5744    <text id="15008">%null%</text>
5745    <text id="15009">%null%</text>
5746    <text id="15010">The fresh liver of a beast; a luscious fruit
        of life.
5747    Material used for crafting items.
5748    Found by hunting herbivorous beasts.
5749
5750    Dried liver boosts damage negation.</text>
5751    <text id="15011">%null%</text>
5752    <text id="15012">%null%</text>
5753    <text id="15013">%null%</text>
5754    <text id="15014">%null%</text>
5755    <text id="15015">%null%</text>
5756    <text id="15016">%null%</text>
5757    <text id="15017">%null%</text>
5758    <text id="15018">%null%</text>
5759    <text id="15019">%null%</text>
5760    <text id="15020">A lump of beast flesh filled with rich
        juices.
5761    Material used for crafting items.
5762    Found by hunting carnivorous beasts.
5763
5764    Meat suitable for a rustic feast.</text>
5765    <text id="15021">%null%</text>
5766    <text id="15022">%null%</text>
5767    <text id="15023">%null%</text>
5768    <text id="15024">%null%</text>
5769    <text id="15025">%null%</text>
5770    <text id="15026">%null%</text>
5771    <text id="15027">%null%</text>
5772    <text id="15028">%null%</text>
5773    <text id="15029">%null%</text>
5774    <text id="15030">Fresh beast blood.
5775
5776    Material used for crafting items.
5777
5778    This blood, which glistens with gold, never rots
5779    or decays. Used in a wide variety of medicines.</text>
5780    <text id="15031">%null%</text>
5781    <text id="15032">%null%</text>
5782    <text id="15033">%null%</text>
5783    <text id="15034">%null%</text>
5784    <text id="15035">%null%</text>
5785    <text id="15036">%null%</text>
5786    <text id="15037">%null%</text>
5787    <text id="15038">%null%</text>
5788    <text id="15039">%null%</text>
5789    <text id="15040">A rarely-seen specimen of beast fang. These
5790    multiple, overlapping fangs grow from a single root.
5791
5792    Material used for crafting items.
5793
5794    In times long past, life was a crucible of
5795
5796    competition. This fang harkens back to those days.
5797    Ground into powder for use as medicine.</text>
5798    <text id="15041">%null%</text>
5799    <text id="15042">%null%</text>
5800    <text id="15043">%null%</text>
5801    <text id="15044">%null%</text>
5802    <text id="15045">%null%</text>
5803    <text id="15046">%null%</text>
5804    <text id="15047">%null%</text>
5805    <text id="15048">%null%</text>
5806    <text id="15049">%null%</text>
5807    <text id="15050">Rarely found stump of horn found
5808
5809    on normally hornless beasts.
5810
5811    Material used for crafting items.

    Considered a sacred sprout of spiritual power within the
    primitive practice of worshipping stag specters.</text>
```

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06951    The resulting concoction purifies the curse from Mohg, Lord
         of Blood's terrifying rite of blood.</text>
06952    <text id="11028">A crystal tear formed slowly over the ages
         where the Erdtree's bounty falls to the ground.
06953
06954    Can be mixed in the Flask of Wondrous Physick.
06955    The resulting concoction temporarily boosts the power of
         one's fire attacks.</text>
06956    <text id="11029">A crystal tear formed slowly over the ages
         where the Erdtree's bounty falls to the ground.
06957
06958    Can be mixed in the Flask of Wondrous Physick.
06959    The resulting concoction temporarily boosts the power of
         one's magic attacks.</text>
06960    <text id="11030">A crystal tear formed slowly over the ages
         where the Erdtree's bounty falls to the ground.
06961
06962    Can be mixed in the Flask of Wondrous Physick.
06963    The resulting concoction temporarily boosts the power of
         one's lightning attacks.</text>
06964    <text id="11031">A crystal tear formed slowly over the ages
         where the Erdtree's bounty falls to the ground.
06965
06966    Can be mixed in the Flask of Wondrous Physick.
06967    The resulting concoction temporarily boosts the power of
         one's holy attacks.</text>
06968    <text id="15000">A slice of thinly carved beast flesh.
06969    Material used for crafting items.
06970    Found by hunting herbivorous beasts.
06971
06972    The dried meat toughens the constitution.</text>
06973    <text id="15001">%null%</text>
06974    <text id="15002">%null%</text>
06975    <text id="15003">%null%</text>
06976    <text id="15004">%null%</text>
06977    <text id="15005">%null%</text>
06978    <text id="15006">%null%</text>
06979    <text id="15007">%null%</text>
06980    <text id="15008">%null%</text>
06981    <text id="15009">%null%</text>
06982    <text id="15010">The fresh liver of a beast; a luscious
         fruit of life.
06983    Material used for crafting items.
06984    Found by hunting herbivorous beasts.
06985
06986    Dried liver boosts damage negation.</text>
06987    <text id="15011">%null%</text>
06988    <text id="15012">%null%</text>
06989    <text id="15013">%null%</text>
06990    <text id="15014">%null%</text>
06991    <text id="15015">%null%</text>
06992    <text id="15016">%null%</text>
06993    <text id="15017">%null%</text>
06994    <text id="15018">%null%</text>
06995    <text id="15019">%null%</text>
06996    <text id="15020">A lump of beast flesh filled with rich
         juices.
06997    Material used for crafting items.
06998    Found by hunting carnivorous beasts.
06999
07000    Meat suitable for a rustic feast.</text>
07001    <text id="15021">%null%</text>
07002    <text id="15022">%null%</text>
07003    <text id="15023">%null%</text>
07004    <text id="15024">%null%</text>
07005    <text id="15025">%null%</text>
07006    <text id="15026">%null%</text>
07007    <text id="15027">%null%</text>
07008    <text id="15028">%null%</text>
07009    <text id="15029">%null%</text>
07010    <text id="15030">Fresh beast blood, glinting with gold.
07011
07012    Material used for crafting items.
07013    Found by hunting carnivorous beasts.
07014
07015    This glimmering blood never rots or decays.</text>
07016    <text id="15031">%null%</text>
07017    <text id="15032">%null%</text>
07018    <text id="15033">%null%</text>
07019    <text id="15034">%null%</text>
07020    <text id="15035">%null%</text>
07021    <text id="15036">%null%</text>
07022    <text id="15037">%null%</text>
07023    <text id="15038">%null%</text>
07024    <text id="15039">%null%</text>
07025    <text id="15040">A rarely-seen specimen of beast fang.
07026
07027    Material used for crafting items.
07028    Found by hunting carnivorous beasts.
07029
07030    These multiple, overlapping fangs grow from a single root.
07031    Perhaps they're a vestige of the primordial crucible.</text>
07032    <text id="15041">%null%</text>
07033    <text id="15042">%null%</text>
07034    <text id="15043">%null%</text>
07035    <text id="15044">%null%</text>
07036    <text id="15045">%null%</text>
07037    <text id="15046">%null%</text>
07038    <text id="15047">%null%</text>
07039    <text id="15048">%null%</text>
07040    <text id="15049">%null%</text>
07041    <text id="15050">A rarely-seen specimen of a young, budding
         horn.
07042
07043    Material used for crafting items.
07044    Found by hunting herbivorous beasts.
07045
07046    This horn began to sprout on a beast that typically bears no
         horn. Perhaps it's a vestige of the primordial crucible.</
         text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 5812

```
<text id="15051">%null%</text>
<text id="15052">%null%</text>
<text id="15053">%null%</text>
<text id="15054">%null%</text>
<text id="15055">%null%</text>
<text id="15056">%null%</text>
<text id="15057">%null%</text>
<text id="15058">%null%</text>
<text id="15059">%null%</text>
<text id="15060">Flight feather of a bird of prey.

Material used for crafting items.

Commonly used for arrow fletchings.</text>
<text id="15061">%null%</text>
<text id="15062">%null%</text>
<text id="15063">%null%</text>
<text id="15064">%null%</text>
<text id="15065">%null%</text>
<text id="15066">%null%</text>
<text id="15067">%null%</text>
<text id="15068">%null%</text>
<text id="15069">%null%</text>
<text id="15070">Rarely-seen dark plumage found
inside the wing.

Material used for crafting items.

Death's bearers were once said to have
taken the form of birds, symbolized
by these black feathers.</text>
<text id="15071">%null%</text>
<text id="15072">%null%</text>
<text id="15073">%null%</text>
<text id="15074">%null%</text>
<text id="15075">%null%</text>
<text id="15076">%null%</text>
<text id="15077">%null%</text>
<text id="15078">%null%</text>
<text id="15079">%null%</text>
<text id="15080">Foot of a four-toed fowl.

Material used for crafting items.

In the Lands Between, having three digits is seen

as a bad omen. As such, the rarer four-toed
fowl's foot is a gift of great luck indeed.</text>
<text id="15081">%null%</text>
<text id="15082">%null%</text>
<text id="15083">%null%</text>
<text id="15084">%null%</text>
<text id="15085">%null%</text>
<text id="15086">%null%</text>
<text id="15087">%null%</text>
<text id="15088">%null%</text>
<text id="15089">%null%</text>
<text id="15090">A splendid, lengthy cut of turtle neck meat.

Material used for crafting items.

Turtle meat is said to boost virility, but none

in the Lands Between seem to have much
appetite for it these days. In Lands Between,
the urge to reproduce has waned long ago.</text>
<text id="15091">%null%</text>
<text id="15092">%null%</text>
<text id="15093">%null%</text>
<text id="15094">%null%</text>
<text id="15095">%null%</text>
<text id="15096">%null%</text>
<text id="15097">%null%</text>
<text id="15098">%null%</text>
<text id="15099">%null%</text>
<text id="15100">Fragment of bone with dun mottling.

Material used for crafting items.


The remains of one who has been touched by

Death. Lamentably brittle, it crumbles
at the lightest caress.</text>
<text id="15101">%null%</text>
<text id="15102">%null%</text>
<text id="15103">%null%</text>
<text id="15104">%null%</text>
<text id="15105">%null%</text>
<text id="15106">%null%</text>
<text id="15107">%null%</text>
<text id="15108">%null%</text>
<text id="15109">%null%</text>
<text id="15110">Head of a large dragonfly.
Material used for crafting items.

Long believed to have the ability to neutralize poisons.</
text>
<text id="15111">%null%</text>
<text id="15112">%null%</text>
<text id="15113">%null%</text>
<text id="15114">%null%</text>
<text id="15115">%null%</text>
<text id="15116">%null%</text>
<text id="15117">%null%</text>
<text id="15118">%null%</text>
<text id="15119">%null%</text>
<text id="15120">Owl eggs that will never hatch.
Material used for crafting items.

Prized as a symbol of the most sublime slumber.</text>
<text id="15121">%null%</text>
<text id="15122">%null%</text>
<text id="15123">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 7043

```
<text id="15051">%null%</text>
<text id="15052">%null%</text>
<text id="15053">%null%</text>
<text id="15054">%null%</text>
<text id="15055">%null%</text>
<text id="15056">%null%</text>
<text id="15057">%null%</text>
<text id="15058">%null%</text>
<text id="15059">%null%</text>
<text id="15060">Flight feather of birds.

Material used for crafting items.

Commonly used for arrow fletchings.</text>
<text id="15061">%null%</text>
<text id="15062">%null%</text>
<text id="15063">%null%</text>
<text id="15064">%null%</text>
<text id="15065">%null%</text>
<text id="15066">%null%</text>
<text id="15067">%null%</text>
<text id="15068">%null%</text>
<text id="15069">%null%</text>
<text id="15070">Rarely-seen dark plumage found
inside the wing.

Material used for crafting items.

Death's bearers were once said to have
taken the form of birds, symbolized
by these black feathers.</text>
<text id="15071">%null%</text>
<text id="15072">%null%</text>
<text id="15073">%null%</text>
<text id="15074">%null%</text>
<text id="15075">%null%</text>
<text id="15076">%null%</text>
<text id="15077">%null%</text>
<text id="15078">%null%</text>
<text id="15079">%null%</text>
<text id="15080">A four-toed fowl's foot.

Material used for crafting items.

In the Lands Between, having three digits is seen as a bad
omen. As such, the four-toed fowl's foot is a gift of great
luck indeed.</text>
<text id="15081">%null%</text>
<text id="15082">%null%</text>
<text id="15083">%null%</text>
<text id="15084">%null%</text>
<text id="15085">%null%</text>
<text id="15086">%null%</text>
<text id="15087">%null%</text>
<text id="15088">%null%</text>
<text id="15089">%null%</text>
<text id="15090">A splendid, lengthy cut of turtle neck
meat.
Material used for crafting items.

Considered an especially nutritious ingredient In the south
of the Lands Between.</text>
<text id="15091">%null%</text>
<text id="15092">%null%</text>
<text id="15093">%null%</text>
<text id="15094">%null%</text>
<text id="15095">%null%</text>
<text id="15096">%null%</text>
<text id="15097">%null%</text>
<text id="15098">%null%</text>
<text id="15099">%null%</text>
<text id="15100">Fragment of bone with dun mottling.

Material used for crafting items.
Found by hunting Those Who Live in Death.

Lamentably brittle, it crumbles at the lightest caress.</
text>
<text id="15101">%null%</text>
<text id="15102">%null%</text>
<text id="15103">%null%</text>
<text id="15104">%null%</text>
<text id="15105">%null%</text>
<text id="15106">%null%</text>
<text id="15107">%null%</text>
<text id="15108">%null%</text>
<text id="15109">%null%</text>
<text id="15110">Head of a large dragonfly.
Material used for crafting items.

Long believed to have the ability to neutralize poisons.</
text>
<text id="15111">%null%</text>
<text id="15112">%null%</text>
<text id="15113">%null%</text>
<text id="15114">%null%</text>
<text id="15115">%null%</text>
<text id="15116">%null%</text>
<text id="15117">%null%</text>
<text id="15118">%null%</text>
<text id="15119">%null%</text>
<text id="15120">Owl eggs that will never hatch.
Material used for crafting items.

Prized as a symbol of the most sublime slumber.</text>
<text id="15121">%null%</text>
<text id="15122">%null%</text>
<text id="15123">%null%</text>
```

```
5920 |   <text id="15124">%null%</text>
5921 |   <text id="15125">%null%</text>
5922 |   <text id="15126">%null%</text>
5923 |   <text id="15127">%null%</text>
5924 |   <text id="15128">%null%</text>
5925 |   <text id="15129">%null%</text>
5926 |   <text id="15130">Eggs of greatcrabs which dwell in the
     |   shallows.
5927 |   Material used for crafting items.
5928 |
5929 |   A nutritious foodstuff that warms from within.
5930 |   The flavor is exquisite.</text>
5931 |   <text id="15131">%null%</text>
5932 |   <text id="15132">%null%</text>
5933 |   <text id="15133">%null%</text>
5934 |   <text id="15134">%null%</text>
5935 |   <text id="15135">%null%</text>
5936 |   <text id="15136">%null%</text>
5937 |   <text id="15137">%null%</text>
5938 |   <text id="15138">%null%</text>
5939 |   <text id="15139">%null%</text>
5940 |   <text id="15140">Puffy, milky white ovary of a land octopus.
5941 |   Material used for crafting items.
5942 |
5943 |   Land octopuses eat humans in order to bear young, and theirs
     |   is the blood that runs through these ovaries.</text>
5944 |   <text id="15141">%null%</text>
5945 |   <text id="15142">%null%</text>
5946 |   <text id="15143">%null%</text>
5947 |   <text id="15144">%null%</text>
5948 |   <text id="15145">%null%</text>
5949 |   <text id="15146">%null%</text>
5950 |   <text id="15147">%null%</text>
5951 |   <text id="15148">%null%</text>
5952 |   <text id="15149">%null%</text>
5953 |   <text id="15150">Pollen of a man-eating miranda flower, in
5954 |   the rarer form taken before release into the air.
5955 |
5956 |   Material used for crafting items.
5957 |
5958 |   Used as medicine, poison, and gunpowder.
5959 |   Highly valued by perfumers especially.</text>
5960 |   <text id="15151">%null%</text>
5961 |   <text id="15152">%null%</text>
5962 |   <text id="15153">%null%</text>
5963 |   <text id="15154">%null%</text>
5964 |   <text id="15155">%null%</text>
5965 |   <text id="15156">%null%</text>
5966 |   <text id="15157">%null%</text>
5967 |   <text id="15158">%null%</text>
5968 |   <text id="15159">%null%</text>
5969 |   <text id="15160">Thin strips of flesh taken from a bloodless
     |   creature.
5970 |   Material used for crafting items.
5971 |
5972 |   The dried meat toughens the constitution.</text>
5973 |   <text id="15310">Someone's excrement. It has a golden tinge.
5974 |   Material used for crafting items.
5975 |
5976 |   Gold-tinged excrement is a highly stable substance; it
     |   doesn't dry out, nor does it lose its customary warmth or
     |   scent. For better or for worse, it remains as it is.</text>
5977 |   <text id="15340">Thin, hard animal bones.
5978 |   Material used for crafting items.
5979 |   Found by hunting beasts.
5980 |
5981 |   Commonly used to make disposable weapons.</text>
5982 |   <text id="15341">Thick solid beast bones.
5983 |
5984 |   Material used for crafting items.</text>
5985 |   <text id="15390">Unremarkable glintstone, found along
     |   roadways everywhere.
5986 |   Material used for crafting items.
5987 |
5988 |   Though too impure to use as a permanent catalyst for
     |   glintstone sorcery, it's just about sufficient for crafting
     |   disposable sorcerous items.</text>
5989 |   <text id="15391">%null%</text>
5990 |   <text id="15392">%null%</text>
5991 |   <text id="15393">%null%</text>
5992 |   <text id="15394">%null%</text>
5993 |   <text id="15395">%null%</text>
5994 |   <text id="15396">%null%</text>
5995 |   <text id="15397">%null%</text>
5996 |   <text id="15398">%null%</text>
5997 |   <text id="15399">%null%</text>
5998 |   <text id="15400">Boasting no special qualities, this is
     |   merely a goodly length of string.
5999 |
6000 |   Material used for crafting items.
6001 |   Often carried by demi-humans.
6002 |
6003 |   Used to make certain items easier to use.</text>
6004 |   <text id="15401">%null%</text>
6005 |   <text id="15402">%null%</text>
6006 |   <text id="15403">%null%</text>
6007 |   <text id="15404">%null%</text>
6008 |   <text id="15405">%null%</text>
6009 |   <text id="15406">%null%</text>
6010 |   <text id="15407">%null%</text>
6011 |   <text id="15408">%null%</text>
6012 |   <text id="15409">%null%</text>
6013 |   <text id="15410">A discolored fragment rarely found upon
     |   defeating
6014 |   living jars. A gooey mixture of broken down meat
6015 |   and blood are stuck to its surface.
6016 |
6017 |   Material used for crafting items.</text>
```

```
07143 |   <text id="15124">%null%</text>
07144 |   <text id="15125">%null%</text>
07145 |   <text id="15126">%null%</text>
07146 |   <text id="15127">%null%</text>
07147 |   <text id="15128">%null%</text>
07148 |   <text id="15129">%null%</text>
07149 |   <text id="15130">Eggs of large crabs which dwell in the
     |   shallows.
07150 |   Material used for crafting items.
07151 |
07152 |   A nutritious foodstuff that warms from within.
07153 |   The flavor is exquisite.
07154 |   Only those of comfort and means know the truth:
07155 |   a crab's eggs are more delectable than its meat.</text>
07156 |   <text id="15131">%null%</text>
07157 |   <text id="15132">%null%</text>
07158 |   <text id="15133">%null%</text>
07159 |   <text id="15134">%null%</text>
07160 |   <text id="15135">%null%</text>
07161 |   <text id="15136">%null%</text>
07162 |   <text id="15137">%null%</text>
07163 |   <text id="15138">%null%</text>
07164 |   <text id="15139">%null%</text>
07165 |   <text id="15140">Puffy, milky white ovary of a land octopus.
07166 |   Material used for crafting items.
07167 |
07168 |   Land octopuses eat humans in order to bear young, and theirs
     |   is the blood that runs through these ovaries.</text>
07169 |   <text id="15141">%null%</text>
07170 |   <text id="15142">%null%</text>
07171 |   <text id="15143">%null%</text>
07172 |   <text id="15144">%null%</text>
07173 |   <text id="15145">%null%</text>
07174 |   <text id="15146">%null%</text>
07175 |   <text id="15147">%null%</text>
07176 |   <text id="15148">%null%</text>
07177 |   <text id="15149">%null%</text>
07178 |   <text id="15150">Pollen from a man-eating miranda flower.
07179 |   Material used for crafting items.
07180 |
07181 |   Throughout history, perfumers have prized this extremely
     |   fragrant form of miranda pollen, not yet scattered into the
     |   air.</text>
07182 |   <text id="15151">%null%</text>
07183 |   <text id="15152">%null%</text>
07184 |   <text id="15153">%null%</text>
07185 |   <text id="15154">%null%</text>
07186 |   <text id="15155">%null%</text>
07187 |   <text id="15156">%null%</text>
07188 |   <text id="15157">%null%</text>
07189 |   <text id="15158">%null%</text>
07190 |   <text id="15159">%null%</text>
07191 |   <text id="15160">Thin strips of flesh taken from a bloodless
     |   creature.
07192 |   Material used for crafting items.
07193 |
07194 |   The dried meat toughens the constitution, boosting
     |   resistance. It's known for its long-lasting effect.</text>
07195 |   <text id="15310">Someone's excrement. It has a golden tinge.
07196 |   Material used for crafting items.
07197 |
07198 |   Gold-tinged excrement is a highly stable substance; it
     |   doesn't dry out, nor does it lose its customary warmth or
     |   scent. For better or for worse, it remains as it is.</text>
07199 |   <text id="15340">Thin, hard beast bones.
07200 |   Material used for crafting items.
07201 |   Found by hunting beasts.
07202 |
07203 |   Commonly used to make disposable weapons.</text>
07204 |   <text id="15341">Thick, solid beast bones.
07205 |   Material used for crafting items.
07206 |   Found by hunting particularly large beasts.
07207 |
07208 |   Commonly used to make disposable weapons.</text>
07209 |   <text id="15390">Unremarkable glintstone, found along
     |   roadways everywhere.
07210 |   Material used for crafting items.
07211 |
07212 |   Though too impure to use as a permanent catalyst for
     |   glintstone sorcery, it's just about sufficient for crafting
     |   disposable sorcerous items.</text>
07213 |   <text id="15391">%null%</text>
07214 |   <text id="15392">%null%</text>
07215 |   <text id="15393">%null%</text>
07216 |   <text id="15394">%null%</text>
07217 |   <text id="15395">%null%</text>
07218 |   <text id="15396">%null%</text>
07219 |   <text id="15397">%null%</text>
07220 |   <text id="15398">%null%</text>
07221 |   <text id="15399">%null%</text>
07222 |   <text id="15400">Boasting no special qualities, this is
     |   merely a goodly length of string.
07223 |
07224 |   Material used for crafting items.
07225 |   Often carried by demi-humans.
07226 |
07227 |   Used to make certain items easier to use.</text>
07228 |   <text id="15401">%null%</text>
07229 |   <text id="15402">%null%</text>
07230 |   <text id="15403">%null%</text>
07231 |   <text id="15404">%null%</text>
07232 |   <text id="15405">%null%</text>
07233 |   <text id="15406">%null%</text>
07234 |   <text id="15407">%null%</text>
07235 |   <text id="15408">%null%</text>
07236 |   <text id="15409">%null%</text>
07237 |   <text id="15410">A fragment of a living jar, hardened after
     |   its death.
07238 |   Material used for crafting items.
07239 |
07240 |   Such fragments command a high price due to the magical power
```

```
                                                
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 6102

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 7329

```
6102 |   Material used for crafting items.                                  | 07329 |   Material used for crafting items.
6103 |                                                                       | 07330 |
6104 |   This very common medicinal plant can be found in thickets and      | 07331 |   This very common medicinal plant can be found in thickets
     |   elsewhere.</text>                                                   |       |   and elsewhere.</text>
6105 |   <text id="20691">Dark red leaves with thick, swollen veins.         | 07332 |   <text id="20691">Dark red leaves with thick, swollen veins.
6106 |   Material used for crafting items.                                   | 07333 |   Material used for crafting items.
6107 |   Exceedingly rare to find.                                           | 07334 |   Exceedingly rare to find.
6108 |                                                                       | 07335 |
6109 |   A faint pulse can be felt in the veins.                             | 07336 |   A faint pulse can be felt in the veins.
6110 |   Stirs the blood, providing an enlivening effect.</text>             | 07337 |   Stirs the blood, providing an enlivening effect.</text>
6111 +   <text id="20710">A white leaf that only grows in the dark          | 07338 +   <text id="20710">A herb that grows in the false night in and
     +                                                                       |       +   around the Eternal City.
6112 +   underground, void of sunlight.                                     | 07339 +   Material used for crafting items.
6113 +   It is perpetually covered in droplets resembling                   |       +
6114 +   morning dew. It glows faintly,                                     |       +
6115 +   like stars at night.                                               |       +
6116 |                                                                       | 07340 |
6117 +   Material used for crafting items.</text>                           | 07341 +   Soaked in arcane dew, it gives off the faint glow of
     +                                                                       |       +   starlight.</text>
6118 |   <text id="20711">%null%</text>                                      | 07342 |   <text id="20711">%null%</text>
6119 |   <text id="20712">%null%</text>                                      | 07343 |   <text id="20712">%null%</text>
6120 |   <text id="20713">%null%</text>                                      | 07344 |   <text id="20713">%null%</text>
6121 |   <text id="20714">%null%</text>                                      | 07345 |   <text id="20714">%null%</text>
6122 |   <text id="20715">%null%</text>                                      | 07346 |   <text id="20715">%null%</text>
6123 |   <text id="20716">%null%</text>                                      | 07347 |   <text id="20716">%null%</text>
6124 |   <text id="20717">%null%</text>                                      | 07348 |   <text id="20717">%null%</text>
6125 |   <text id="20718">%null%</text>                                      | 07349 |   <text id="20718">%null%</text>
6126 |   <text id="20719">%null%</text>                                      | 07350 |   <text id="20719">%null%</text>
6127 |   <text id="20720">Berry-like red fruits that grow in shrubs.         | 07351 |   <text id="20720">Berry-like red fruits that grow in shrubs.
6128 |   Material used for crafting items.                                   | 07352 |   Material used for crafting items.
6129 |                                                                       | 07353 |
6130 +   Easily found everywhere in the Lands Between, it is primarily      | 07354 +   Easily found everywhere in the Lands Between, it has a wide
     +   used in preserved foods.</text>                                    |       +   variety of uses.</text>
6131 +   <text id="20721">A fruit that can be found on shrubs              | 07355 +   <text id="20721">A Rowa fruit tinted with gold.
6132 +   growing deep within forests.                                       | 07356 +   Material used for crafting items.
6133 |                                                                       | 07357 |
6134 +   Material used for crafting items.</text>                           | 07358 +   Easily found near the Erdtree.</text>
6135 +   <text id="20722">A fruit that can be found on shrubs              | 07359 +   <text id="20723">A berry-like fruit, thought to be the
     +                                                                       |       +   original strain of Rowa.
6136 +   growing in snowy mountain regions.                                 | 07360 +   Material used for crafting items.
     +                                                                       | 07361 +   Found in frigid highlands.
6137 |                                                                       | 07362 |
6138 +   Material used for crafting items.</text>                           | 07363 +   This hardy species takes root even when frozen solid.</text>
6139 +   <text id="20723">Blood-slick roses that bloom in festering         | 07364 +   <text id="20723">Blood-slick roses that bloom in blood-
     +   blood.                                                             |       +   soaked soil.
6140 |   Material used for crafting items.                                   | 07365 |   Material used for crafting items.
6141 |                                                                       | 07366 |
6142 |   Particularly beloved by those who serve the Lord of Blood.          | 07367 |   Particularly beloved by those who serve the Lord of Blood.
     |   Glory to his inevitable reign.</text>                               |       |   Glory to his inevitable reign.</text>
6143 +   <text id="20740">A fruit that can be found on shrubs              | 07368 +   <text id="20740">A shrub fruit bursting with ripened pulp.
6144 +   growing in cold regions or at high altitudes.                      | 07369 +   Material used for crafting items.
6145 |                                                                       | 07370 |
6146 +   Material used for crafting items.</text>                           | 07371 +   Grown in lands afflicted by frenzy, it's used for its pain-
     +                                                                       |       +   relieving properties... Though it's also known to be a
     +                                                                       |       +   dangerous intoxicant.</text>
6147 |   <text id="20741">%null%</text>                                      | 07372 |   <text id="20741">%null%</text>
6148 |   <text id="20742">%null%</text>                                      | 07373 |   <text id="20742">%null%</text>
6149 |   <text id="20743">%null%</text>                                      | 07374 |   <text id="20743">%null%</text>
6150 |   <text id="20744">%null%</text>                                      | 07375 |   <text id="20744">%null%</text>
6151 |   <text id="20745">%null%</text>                                      | 07376 |   <text id="20745">%null%</text>
6152 |   <text id="20746">%null%</text>                                      | 07377 |   <text id="20746">%null%</text>
6153 |   <text id="20747">%null%</text>                                      | 07378 |   <text id="20747">%null%</text>
6154 |   <text id="20748">%null%</text>                                      | 07379 |   <text id="20748">%null%</text>
6155 |   <text id="20749">%null%</text>                                      | 07380 |   <text id="20749">%null%</text>
6156 +   <text id="20750">A parasitic plant that uses wounded trees         | 07381 +   <text id="20750">A young plant, crystalized before it could
     +                                                                       |       +   mature.
6157 +   as seedbeds. Commonly found throughout                             | 07382 +   Material used for crafting items.
6158 +   the Lands Between                                                  |       |
6159 |                                                                       | 07383 |
6160 +   Material used for crafting items.</text>                           | 07384 +   Widely found in Liurnia Lake.</text>
6161 +   <text id="20751">A parasitic plant that uses wounded trees         | 07385 +   <text id="20751">A young plant, frozen into a crystal before
     +                                                                       |       +   it could mature. Material used for crafting items.
6162 +   as seedbeds. Commonly found throughout                             |       +
6163 +   the Lands Between                                                  |       +
6164 |                                                                       | 07386 |
6165 +   Material used for crafting items.</text>                           | 07387 +   Widely found in cold regions.</text>
6166 |   <text id="20752">%null%</text>                                      | 07388 |   <text id="20752">%null%</text>
6167 +   <text id="20753">A leaf bud that is known to heal scarlet          | 07389 +   <text id="20753">An immature bud containing fresh blood.
     +   poison.                                                            |       |
     |                                                                       | 07390 +   Material used for crafting items.
6168 |                                                                       | 07391 |
6169 +   Material used for crafting items.</text>                           | 07392 +   Believed to originate long ago from a strain of buds
     +                                                                       |       +   cultivated with youthful, sacramental blood.</text>
6170 |   <text id="20754">%null%</text>                                      | 07393 |   <text id="20754">%null%</text>
6171 |   <text id="20755">%null%</text>                                      | 07394 |   <text id="20755">%null%</text>
6172 |   <text id="20756">%null%</text>                                      | 07395 |   <text id="20756">%null%</text>
6173 |   <text id="20757">%null%</text>                                      | 07396 |   <text id="20757">%null%</text>
6174 |   <text id="20758">%null%</text>                                      | 07397 |   <text id="20758">%null%</text>
6175 |   <text id="20759">%null%</text>                                      | 07398 |   <text id="20759">%null%</text>
6176 +   <text id="20760">A fungal growth that thrives in damp              | 07399 +   <text id="20760">A fungal growth that thrives in damp
     +   thickets and elsewhere.                                            |       +   thickets and elsewhere. Material used for crafting items.
6177 +   Material used for crafting items.                                  |       |
6178 |                                                                       | 07400 |
6179 |   Its thick, spongy flesh makes it a key component in throwing        | 07401 |   Its thick, spongy flesh makes it a key component in throwing
     |   pots.</text>                                                        |       |   pots.</text>
6180 +   <text id="20761">A mushroom covered in greenish mold.              | 07402 +   <text id="20761">A mushroom that grows in the false night in
     +                                                                       |       +   and around the Eternal City.
     |                                                                       | 07403 +   Material used for crafting items.
6181 |                                                                       | 07404 |
6182 +   Material used for crafting items.</text>                           | 07405 +   It drips with a viscous fluid that behaves much like oil.</
     +                                                                       |       +   text>
6183 |   <text id="20762">%null%</text>                                      | 07406 |   <text id="20762">%null%</text>
6184 |   <text id="20763">%null%</text>                                      | 07407 |   <text id="20763">%null%</text>
6185 |   <text id="20764">%null%</text>                                      | 07408 |   <text id="20764">%null%</text>
6186 |   <text id="20765">%null%</text>                                      | 07409 |   <text id="20765">%null%</text>
6187 |   <text id="20766">%null%</text>                                      | 07410 |   <text id="20766">%null%</text>
6188 |   <text id="20767">%null%</text>                                      | 07411 |   <text id="20767">%null%</text>
6189 |   <text id="20768">%null%</text>                                      | 07412 |   <text id="20768">%null%</text>
6190 |   <text id="20769">%null%</text>                                      | 07413 |   <text id="20769">%null%</text>
6191 +   <text id="20770">A fatty mushroom dripping with oil.               | 07414 +   <text id="20770">A mushroom covered in toxic mold that grows
     +                                                                       |       +   in rotten lands. Material used for crafting items.
6192 |                                                                       | 07415 |
6193 +   Material used for crafting items.</text>                           | 07416 +   A skilled hand can repurpose its toxic mold into an
     +                                                                       |       +   effective ward against scarlet rot.</text>
6194 |   <text id="20771">%null%</text>                                      | 07417 |   <text id="20771">%null%</text>
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6195    <text id="20772">%null%</text>
6196    <text id="20773">%null%</text>
6197    <text id="20774">%null%</text>
6198    <text id="20775">Resin secreted from the roots of the
        Greattree.

6199    Material used in crafting items.
6200
6201    The roots of the Greattree drive far and wide through the
        earth of the Lands Between. They were once entwined with the
        roots of the Erdtree, or so they say.</text>
6202    <text id="20776">%null%</text>
6203    <text id="20777">%null%</text>
6204    <text id="20778">%null%</text>
6205    <text id="20779">%null%</text>
6206    <text id="20780">Unremarkable glintstone, found along
        roadways everywhere.
6207    Material used for crafting items.
6208
6209    Though too impure to use as a permanent catalyst for
        glintstone sorcery, it's just about sufficient for crafting
        disposable sorcerous items.</text>
6210    <text id="20795">A stone that originates from sloped ruins.



6211
6212    Material used for crafting items.</text>
6213    <text id="20796">%null%</text>
6214    <text id="20797">%null%</text>
6215    <text id="20798">%null%</text>
6216    <text id="20799">%null%</text>
6217    <text id="20800">A translucent butterfly, so clear that it
        can be
6218    seen right through. Moist to the touch,
6219    as though it has just molted.
6220
6221    Material used for crafting items.</text>

6222    <text id="20801">A scarlet colored butterfly.

6223    As poisonous as it is beautiful.
6224
6225    Material used for crafting items.</text>

6226    <text id="20802">An eternally burning butterfly found near
        wildfires and elsewhere.
6227    Material used for crafting items.
6228
6229    Serves as the kindling for a number of items.</text>
6230    <text id="20803">%null%</text>
6231    <text id="20804">%null%</text>
6232    <text id="20805">%null%</text>
6233    <text id="20806">%null%</text>
6234    <text id="20807">%null%</text>
6235    <text id="20808">%null%</text>
6236    <text id="20809">%null%</text>
6237    <text id="20810">Firefly that gives off a silvery light.
6238    Material used in crafting items.
6239    Found near bodies of cold water untouched by sunlight.
6240
6241    The light of fireflies is believed to have an alluring magic.
        Silver light is considered to invite riches.</text>
6242    <text id="20811">Firefly that gives off a golden light.
6243    Material used in crafting items.
6244    Found near bodies of water close to Minor Erdtrees.
6245
6246    The light of fireflies is believed to have an alluring magic.
        Golden light is considered to invite runes.</text>
6247    <text id="20812">A firefly that lives close to large crystal

6248    formations. Has a peculiar glowing
6249    tail made of glintstone.
6250
6251    Material used for crafting items.</text>

6252    <text id="20813">%null%</text>
6253    <text id="20814">%null%</text>
6254    <text id="20815">%null%</text>
6255    <text id="20816">%null%</text>
6256    <text id="20817">%null%</text>
6257    <text id="20818">%null%</text>
6258    <text id="20819">%null%</text>
6259    <text id="20820">The remains of a golden centipede.

6260    Symbol of the rune of death.
6261
6262    Material used for crafting items.</text>


6263    <text id="20821">%null%</text>
6264    <text id="20822">%null%</text>
6265    <text id="20823">%null%</text>
6266    <text id="20824">%null%</text>
6267    <text id="20825">Remnants of a shield formed from silver
        sludge.



6268
6269    Material used for crafting items.</text>


6270    <text id="20826">%null%</text>
6271    <text id="20827">%null%</text>
6272    <text id="20828">%null%</text>
6273    <text id="20829">%null%</text>
6274    <text id="20830">Someone's excrement. It has a golden tinge.
6275    Material used for crafting items.
6276    Often hidden in woods and thickets.
6277
6278    Gold-tinged excrement is a highly stable substance; it
        doesn't dry out, nor does it lose its customary warmth or
        scent. For better or for worse, it remains as it is.</text>
6279    <text id="20831">Thick blood and excrement covering maggot
        eggs.
6280    The bones of some wretched victim can be glimpsed within.
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```
07418    <text id="20772">%null%</text>
07419    <text id="20773">%null%</text>
07420    <text id="20774">%null%</text>
07421    <text id="20775">Resin secreted from the roots of the
         Greattree.
07422    Can also be found near trees on the surface.
07423    Material used in crafting items.
07424
07425    The roots of the Greattree were once linked to those of the
         Erdtree, or so they say, and it is for this reason catacombs
         are built around Greattree roots.</text>
07426    <text id="20776">%null%</text>
07427    <text id="20777">%null%</text>
07428    <text id="20778">%null%</text>
07429    <text id="20779">%null%</text>
07430    <text id="20780">A cracked, impure, degraded, and altogether
         unremarkable crystal.
07431    Material used for crafting items.
07432
07433    Widely found in crystal tunnels.</text>


07434    <text id="20795">A rare piece of stone fragment found near
         places where ruins have fallen from the sky.
07435    Material used for crafting items.
07436
07437    It feeds and strengthens the light as it shines.</text>
07438    <text id="20796">%null%</text>
07439    <text id="20797">%null%</text>
07440    <text id="20798">%null%</text>
07441    <text id="20799">%null%</text>
07442    <text id="20800">An arcane butterfly with translucent wings.

07443    Material used for crafting items. Exceedingly rare to find.
07444
07445    This butterfly appears as if it's just emerged from its
         cocoon for its entire life.</text>
07446    <text id="20801">A butterfly with withered, scarlet wings
         found in the Swamp of Aeonia.
07447    Material used for crafting items.
07448
07449    According to myth, these butterflies were once the wings of
         the Goddess of Rot herself.</text>
07450    <text id="20802">An eternally burning butterfly found near
         wildfires and elsewhere.
07451    Material used for crafting items.
07452
07453    Serves as the kindling for a number of items.</text>
07454    <text id="20803">%null%</text>
07455    <text id="20804">%null%</text>
07456    <text id="20805">%null%</text>
07457    <text id="20806">%null%</text>
07458    <text id="20807">%null%</text>
07459    <text id="20808">%null%</text>
07460    <text id="20809">%null%</text>
07461    <text id="20810">Firefly that gives off a silvery light.
07462    Material used in crafting items.
07463    Found near bodies of cold water untouched by sunlight.
07464
07465    The light of fireflies is believed to have an alluring
         magic. Silver light is considered to invite riches.</text>
07466    <text id="20811">Firefly that gives off a golden light.
07467    Material used in crafting items.
07468    Found near bodies of water close to Minor Erdtrees.
07469
07470    The light of fireflies is believed to have an alluring
         magic. Golden light is considered to invite runes.</text>
07471    <text id="20812">A firefly whose glowing tail has hardened
         into
07472    glintstone, widely found in Liurnia Lake.
07473    Material used for crafting items.
07474
07475    Alas, now that its tail is glintstone,
07476    it can no longer beguile potential mates.</text>
07477    <text id="20813">%null%</text>
07478    <text id="20814">%null%</text>
07479    <text id="20815">%null%</text>
07480    <text id="20816">%null%</text>
07481    <text id="20817">%null%</text>
07482    <text id="20818">%null%</text>
07483    <text id="20819">%null%</text>
07484    <text id="20820">The golden, desiccated remains of a
         centipede.
07485    Material used for crafting items.
07486
07487    Kept as a fetish by Golden Order fundamentalists, especially
         the hunters of Those Who Live in Death.
07488    As such, they're found near churches and similar.</text>
07489    <text id="20821">%null%</text>
07490    <text id="20822">%null%</text>
07491    <text id="20823">%null%</text>
07492    <text id="20824">%null%</text>
07493    <text id="20825">A hardened husk shed by a formless life
         form known as the Silver Tear, found in and around the
         Eternal City.
07494    Material used for crafting items.
07495
07496    The Silver Tear makes mockery of life, reborn again and
         again into imitation.
07497    Perhaps, one day, it will be reborn a lord...</text>
07498    <text id="20826">%null%</text>
07499    <text id="20827">%null%</text>
07500    <text id="20828">%null%</text>
07501    <text id="20829">%null%</text>
07502    <text id="20830">Someone's excrement. It has a golden tinge.
07503    Material used for crafting items.
07504    Often hidden in woods and thickets.
07505
07506    Gold-tinged excrement is a highly stable substance; it
         doesn't dry out, nor does it lose its customary warmth or
         scent. For better or for worse, it remains as it is.</text>
07507    <text id="20831">The bloody excrement of a carnivorous
         beast.
07508    Material used for crafting items.
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6281
6282    Material used for crafting items.</text>
6283    <text id="20832">%null%</text>
6284    <text id="20833">%null%</text>
6285    <text id="20834">%null%</text>
6286    <text id="20835">%null%</text>
6287    <text id="20836">%null%</text>
6288    <text id="20837">%null%</text>
6289    <text id="20838">%null%</text>
6290    <text id="20839">%null%</text>
6291    <text id="20840">Faintly luminescent moss that grows in dark
        caves.
6292    Material used in crafting items.</text>
6293    <text id="20841">A moss that grows mainly in sunlit areas
6294    within caves. It is used as a simple ingredient
6295    in perfume magics.
6296
6297    Material used for crafting items.</text>
6298    <text id="20842">A fine blueish-green moss produced by
        crystals.
6299
6300    Material used for crafting items.</text>
6301    <text id="20843">%null%</text>
6302    <text id="20844">%null%</text>
6303    <text id="20845">An ember taken from the eye socket of a
6304    corpse ridden with chaos blight.
6305
6306    Material used for crafting items.</text>
6307    <text id="20846">%null%</text>
6308    <text id="20847">%null%</text>
6309    <text id="20848">%null%</text>
6310    <text id="20849">%null%</text>
6311    <text id="20850">A smoldering rock containing hot gas,
6312    commonly found in volcanic regions.
6313
6314    Material used for crafting items.</text>
6315    <text id="20851">%null%</text>
6316    <text id="20852">A volcanic rock that contains highly acidic
        gas.
6317
6318    Material used for crafting items.</text>
6319    <text id="20853">%null%</text>
6320    <text id="20854">%null%</text>
6321    <text id="20855">A small clump of sharp pointed pebbles.
6322    They are said to have spilled from the
6323    bodies of ancient dragons.
6324
6325    Material used for crafting items.</text>
6326    <text id="200000">Spirit ashes. Summons the spirit of an
6327    assassin awaiting death from nearby a rebirth
6328    monument found throughout the land.
6329    (Summoning consumes FP.)</text>
6330    <text id="200001">Spirit ashes. Summons the spirit of an
6331    assassin awaiting death from nearby a rebirth
6332    monument found throughout the land.
6333    (Summoning consumes FP.)</text>
6334    <text id="200002">Spirit ashes. Summons the spirit of an
6335    assassin awaiting death from nearby a rebirth
6336    monument found throughout the land.
6337    (Summoning consumes FP.)</text>
6338    <text id="200003">Spirit ashes. Summons the spirit of an
6339    assassin awaiting death from nearby a rebirth
6340    monument found throughout the land.
6341    (Summoning consumes FP.)</text>
6342    <text id="200004">Spirit ashes. Summons the spirit of an
6343    assassin awaiting death from nearby a rebirth
6344    monument found throughout the land.
6345    (Summoning consumes FP.)</text>
6346    <text id="200005">Spirit ashes. Summons the spirit of an
6347    assassin awaiting death from nearby a rebirth
6348    monument found throughout the land.
6349    (Summoning consumes FP.)</text>
6350    <text id="200006">Spirit ashes. Summons the spirit of an
6351    assassin awaiting death from nearby a rebirth
6352    monument found throughout the land.
6353    (Summoning consumes FP.)</text>
6354    <text id="200007">Spirit ashes. Summons the spirit of an
6355    assassin awaiting death from nearby a rebirth
6356    monument found throughout the land.
6357    (Summoning consumes FP.)</text>
6358    <text id="200008">Spirit ashes. Summons the spirit of an
6359    assassin awaiting death from nearby a rebirth
6360    monument found throughout the land.
6361    (Summoning consumes FP.)</text>
6362    <text id="200009">Spirit ashes. Summons the spirit of an
6363    assassin awaiting death from nearby a rebirth
6364    monument found throughout the land.
6365    (Summoning consumes FP.)</text>
6366    <text id="200010">Spirit ashes. Summons the spirit of an
6367    assassin awaiting death from nearby a rebirth
6368    monument found throughout the land.
6369    (Summoning consumes FP.)</text>
6370    <text id="201000">Spirit ashes. Summons the spirit of a
6371    lost knight (dual wield) from nearby a rebirth
6372    monument found throughout the land.
6373    (Summoning consumes FP.)</text>
6374    <text id="201001">Spirit ashes. Summons the spirit of a
6375    lost knight (dual wield) from nearby a rebirth
6376    monument found throughout the land.
6377    (Summoning consumes FP.)</text>
6378    <text id="201002">Spirit ashes. Summons the spirit of a
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07509    Found in the land of the new dynasty.
07510
07511    Mixed inside with half-digested flesh are dense colonies of
         tiny eggs of unknown but assuredly revolting origin.</text>
07512    <text id="20832">%null%</text>
07513    <text id="20833">%null%</text>
07514    <text id="20834">%null%</text>
07515    <text id="20835">%null%</text>
07516    <text id="20836">%null%</text>
07517    <text id="20837">%null%</text>
07518    <text id="20838">%null%</text>
07519    <text id="20839">%null%</text>
07520    <text id="20840">Faintly luminescent moss that grows in dark
         caves.
07521    Material used in crafting items.
07522
07523    A fundamental ingredient for medicinal boluses.</text>
07524    <text id="20841">Faintly luminescent moss that grows in dark
         caves, speckled with tiny, yellow flowers.
07525    Material used for crafting items.
07526
07527    It is primarily used in perfumes.</text>
07528    <text id="20842">Faintly luminescent moss that grows in dark
         caves, laced with fine crystals.
07529    Material used for crafting items.
07530
07531    Among mosses, it possesses unique medicinal properties.</
         text>
07532    <text id="20843">%null%</text>
07533    <text id="20844">%null%</text>
07534    <text id="20845">An ember taken from the eye socket of a
         corpse.
07535    Material used for crafting items.
07536
07537    A sign that the deceased suffered from the flame of frenzy.
         This grape has ripened and burst.</text>
07538    <text id="20846">%null%</text>
07539    <text id="20847">%null%</text>
07540    <text id="20848">%null%</text>
07541    <text id="20849">%null%</text>
07542    <text id="20850">A smoldering rock containing hot gas.
07543    Material used for crafting items.
07544
07545    Found on Mt. Gelmir.</text>
07546    <text id="20851">%null%</text>
07547    <text id="20852">Rock formed from solidified giant ant
         venom. Highly acidic. Material used for crafting items.
07548
07549    Found near Ainsel River and other places where giant ants
         live.</text>
07550    <text id="20853">%null%</text>
07551    <text id="20854">%null%</text>
07552    <text id="20855">A small clump of sharp, pointed stones.
07553    Material used for crafting items.
07554
07555    Such compound stones, found in lands once beset by ancient
         dragons, are said to be the scales of those very beasts.</
         text>
07556    <text id="200000">Legendary ashen remains.
07557    Use to summon the spirit of Black Knife Tiche.
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6379    lost knight (dual wield) from nearby a rebirth
6380    monument found throughout the land.
6381    (Summoning consumes FP.)</text>
6382    <text id="201003">Spirit ashes. Summons the spirit of a
6383    lost knight (dual wield) from nearby a rebirth
6384    monument found throughout the land.
6385    (Summoning consumes FP.)</text>
6386    <text id="201004">Spirit ashes. Summons the spirit of a
6387    lost knight (dual wield) from nearby a rebirth
6388    monument found throughout the land.
6389    (Summoning consumes FP.)</text>
6390    <text id="201005">Spirit ashes. Summons the spirit of a
6391    lost knight (dual wield) from nearby a rebirth
6392    monument found throughout the land.
6393    (Summoning consumes FP.)</text>
6394    <text id="201006">Spirit ashes. Summons the spirit of a
6395    lost knight (dual wield) from nearby a rebirth
6396    monument found throughout the land.
6397    (Summoning consumes FP.)</text>
6398    <text id="201007">Spirit ashes. Summons the spirit of a
6399    lost knight (dual wield) from nearby a rebirth
6400    monument found throughout the land.
6401    (Summoning consumes FP.)</text>
6402    <text id="201008">Spirit ashes. Summons the spirit of a
6403    lost knight (dual wield) from nearby a rebirth
6404    monument found throughout the land.
6405    (Summoning consumes FP.)</text>
6406    <text id="201009">Spirit ashes. Summons the spirit of a
6407    lost knight (dual wield) from nearby a rebirth
6408    monument found throughout the land.
6409    (Summoning consumes FP.)</text>
6410    <text id="201010">Spirit ashes. Summons the spirit of a
6411    lost knight (dual wield) from nearby a rebirth
6412    monument found throughout the land.
6413    (Summoning consumes FP.)</text>
6414    <text id="202000">Spirit ashes. Summons the spirit of a
6415    lost knight (halberd) from nearby a rebirth
6416    monument found throughout the land.
6417    (Summoning consumes FP.)</text>
6418    <text id="202001">Spirit ashes. Summons the spirit of a
6419    lost knight (halberd) from nearby a rebirth
6420    monument found throughout the land.
6421    (Summoning consumes FP.)</text>
6422    <text id="202002">Spirit ashes. Summons the spirit of a
6423    lost knight (halberd) from nearby a rebirth
6424    monument found throughout the land.
6425    (Summoning consumes FP.)</text>
6426    <text id="202003">Spirit ashes. Summons the spirit of a
6427    lost knight (halberd) from nearby a rebirth
6428    monument found throughout the land.
6429    (Summoning consumes FP.)</text>
6430    <text id="202004">Spirit ashes. Summons the spirit of a
6431    lost knight (halberd) from nearby a rebirth
6432    monument found throughout the land.
6433    (Summoning consumes FP.)</text>
6434    <text id="202005">Spirit ashes. Summons the spirit of a
6435    lost knight (halberd) from nearby a rebirth
6436    monument found throughout the land.
6437    (Summoning consumes FP.)</text>
6438    <text id="202006">Spirit ashes. Summons the spirit of a
6439    lost knight (halberd) from nearby a rebirth
6440    monument found throughout the land.
6441    (Summoning consumes FP.)</text>
6442    <text id="202007">Spirit ashes. Summons the spirit of a
6443    lost knight (halberd) from nearby a rebirth
6444    monument found throughout the land.
6445    (Summoning consumes FP.)</text>
6446    <text id="202008">Spirit ashes. Summons the spirit of a
6447    lost knight (halberd) from nearby a rebirth
6448    monument found throughout the land.
6449    (Summoning consumes FP.)</text>
6450    <text id="202009">Spirit ashes. Summons the spirit of a
6451    lost knight (halberd) from nearby a rebirth
6452    monument found throughout the land.
6453    (Summoning consumes FP.)</text>
6454    <text id="202010">Spirit ashes. Summons the spirit of a
6455    lost knight (halberd) from nearby a rebirth
6456    monument found throughout the land.
6457    (Summoning consumes FP.)</text>
6458    <text id="203000">Spirit ashes. Summons the spirits of two
6459    burial tree insectoids from nearby a rebirth
6460    monument found throughout the land.
6461    (Summoning consumes FP.)</text>
6462    <text id="203001">Spirit ashes. Summons the spirits of two
6463    burial tree insectoids from nearby a rebirth
6464    monument found throughout the land.
6465    (Summoning consumes FP.)</text>
6466    <text id="203002">Spirit ashes. Summons the spirits of two
6467    burial tree insectoids from nearby a rebirth
6468    monument found throughout the land.
6469    (Summoning consumes FP.)</text>
6470    <text id="203003">Spirit ashes. Summons the spirits of two
6471    burial tree insectoids from nearby a rebirth
6472    monument found throughout the land.
6473    (Summoning consumes FP.)</text>
6474    <text id="203004">Spirit ashes. Summons the spirits of two
6475    burial tree insectoids from nearby a rebirth
6476    monument found throughout the land.
6477    (Summoning consumes FP.)</text>
6478    <text id="203005">Spirit ashes. Summons the spirits of two
6479    burial tree insectoids from nearby a rebirth
6480    monument found throughout the land.
6481    (Summoning consumes FP.)</text>
6482    <text id="203006">Spirit ashes. Summons the spirits of two
6483    burial tree insectoids from nearby a rebirth
6484    monument found throughout the land.
6485    (Summoning consumes FP.)</text>
6486    <text id="203007">Spirit ashes. Summons the spirits of two
6487    burial tree insectoids from nearby a rebirth
6488    monument found throughout the land.
6489    (Summoning consumes FP.)</text>
6490    <text id="203008">Spirit ashes. Summons the spirits of two
6491    burial tree insectoids from nearby a rebirth
6492    monument found throughout the land.
6493    (Summoning consumes FP.)</text>
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6494    <text id="203009">Spirit ashes. Summons the spirits of two
6495    burial tree insectoids from nearby a rebirth
6496    monument found throughout the land.
6497    (Summoning consumes FP.)</text>
6498    <text id="203010">Spirit ashes. Summons the spirits of two
6499    burial tree insectoids from nearby a rebirth
6500    monument found throughout the land.
6501    (Summoning consumes FP.)</text>
6502    <text id="204000">Spirit ashes. Summons the spirit of a
6503    wolf rider from nearby a rebirth
6504    monument found throughout the land.
6505    (Summoning consumes FP.)</text>
6506    <text id="204001">Spirit ashes. Summons the spirit of a
6507    wolf rider from nearby a rebirth
6508    monument found throughout the land.
6509    (Summoning consumes FP.)</text>
6510    <text id="204002">Spirit ashes. Summons the spirit of a
6511    wolf rider from nearby a rebirth
6512    monument found throughout the land.
6513    (Summoning consumes FP.)</text>
6514    <text id="204003">Spirit ashes. Summons the spirit of a
6515    wolf rider from nearby a rebirth
6516    monument found throughout the land.
6517    (Summoning consumes FP.)</text>
6518    <text id="204004">Spirit ashes. Summons the spirit of a
6519    wolf rider from nearby a rebirth
6520    monument found throughout the land.
6521    (Summoning consumes FP.)</text>
6522    <text id="204005">Spirit ashes. Summons the spirit of a
6523    wolf rider from nearby a rebirth
6524    monument found throughout the land.
6525    (Summoning consumes FP.)</text>
6526    <text id="204006">Spirit ashes. Summons the spirit of a
6527    wolf rider from nearby a rebirth
6528    monument found throughout the land.
6529    (Summoning consumes FP.)</text>
6530    <text id="204007">Spirit ashes. Summons the spirit of a
6531    wolf rider from nearby a rebirth
6532    monument found throughout the land.
6533    (Summoning consumes FP.)</text>
6534    <text id="204008">Spirit ashes. Summons the spirit of a
6535    wolf rider from nearby a rebirth
6536    monument found throughout the land.
6537    (Summoning consumes FP.)</text>
6538    <text id="204009">Spirit ashes. Summons the spirit of a
6539    wolf rider from nearby a rebirth
6540    monument found throughout the land.
6541    (Summoning consumes FP.)</text>
6542    <text id="204010">Spirit ashes. Summons the spirit of a
6543    wolf rider from nearby a rebirth
6544    monument found throughout the land.
6545    (Summoning consumes FP.)</text>
6546    <text id="205000">Spirit ashes. Summons the spirit of a
6547    red-eyed watcher from nearby a rebirth
6548    monument found throughout the land.
6549    (Summoning consumes FP.)</text>
6550    <text id="205001">Spirit ashes. Summons the spirit of a
6551    red-eyed watcher from nearby a rebirth
6552    monument found throughout the land.
6553    (Summoning consumes FP.)</text>
6554    <text id="205002">Spirit ashes. Summons the spirit of a
6555    red-eyed watcher from nearby a rebirth
6556    monument found throughout the land.
6557    (Summoning consumes FP.)</text>
6558    <text id="205003">Spirit ashes. Summons the spirit of a
6559    red-eyed watcher from nearby a rebirth
6560    monument found throughout the land.
6561    (Summoning consumes FP.)</text>
6562    <text id="205004">Spirit ashes. Summons the spirit of a
6563    red-eyed watcher from nearby a rebirth
6564    monument found throughout the land.
6565    (Summoning consumes FP.)</text>
6566    <text id="205005">Spirit ashes. Summons the spirit of a
6567    red-eyed watcher from nearby a rebirth
6568    monument found throughout the land.
6569    (Summoning consumes FP.)</text>
6570    <text id="205006">Spirit ashes. Summons the spirit of a
6571    red-eyed watcher from nearby a rebirth
6572    monument found throughout the land.
6573    (Summoning consumes FP.)</text>
6574    <text id="205007">Spirit ashes. Summons the spirit of a
6575    red-eyed watcher from nearby a rebirth
6576    monument found throughout the land.
6577    (Summoning consumes FP.)</text>
6578    <text id="205008">Spirit ashes. Summons the spirit of a
6579    red-eyed watcher from nearby a rebirth
6580    monument found throughout the land.
6581    (Summoning consumes FP.)</text>
6582    <text id="205009">Spirit ashes. Summons the spirit of a
6583    red-eyed watcher from nearby a rebirth
6584    monument found throughout the land.
6585    (Summoning consumes FP.)</text>
6586    <text id="205010">Spirit ashes. Summons the spirit of a
6587    red-eyed watcher from nearby a rebirth
6588    monument found throughout the land.
6589    (Summoning consumes FP.)</text>
6590    <text id="206000">Spirit ashes. Summons the spirit of a
6591    descendent of Marika from nearby a rebirth
6592    monument found throughout the land.
6593    (Summoning consumes FP.)</text>
6594    <text id="206001">Spirit ashes. Summons the spirit of a
6595    descendent of Marika from nearby a rebirth
6596    monument found throughout the land.
6597    (Summoning consumes FP.)</text>
6598    <text id="206002">Spirit ashes. Summons the spirit of a
6599    descendent of Marika from nearby a rebirth
6600    monument found throughout the land.
6601    (Summoning consumes FP.)</text>
6602    <text id="206003">Spirit ashes. Summons the spirit of a
6603    descendent of Marika from nearby a rebirth
6604    monument found throughout the land.
6605    (Summoning consumes FP.)</text>
6606    <text id="206004">Spirit ashes. Summons the spirit of a
6607    descendent of Marika from nearby a rebirth
6608    monument found throughout the land.
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6609    (Summoning consumes FP.)</text>
6610    <text id="206005">Spirit ashes. Summons the spirit of a
6611    descendent of Marika from nearby a rebirth
6612    monument found throughout the land.
6613    (Summoning consumes FP.)</text>
6614    <text id="206006">Spirit ashes. Summons the spirit of a
6615    descendent of Marika from nearby a rebirth
6616    monument found throughout the land.
6617    (Summoning consumes FP.)</text>
6618    <text id="206007">Spirit ashes. Summons the spirit of a
6619    descendent of Marika from nearby a rebirth
6620    monument found throughout the land.
6621    (Summoning consumes FP.)</text>
6622    <text id="206008">Spirit ashes. Summons the spirit of a
6623    descendent of Marika from nearby a rebirth
6624    monument found throughout the land.
6625    (Summoning consumes FP.)</text>
6626    <text id="206009">Spirit ashes. Summons the spirit of a
6627    descendent of Marika from nearby a rebirth
6628    monument found throughout the land.
6629    (Summoning consumes FP.)</text>
6630    <text id="206010">Spirit ashes. Summons the spirit of a
6631    descendent of Marika from nearby a rebirth
6632    monument found throughout the land.
6633    (Summoning consumes FP.)</text>
6634    <text id="207000">Spirit ashes. Summons the spirit of a
6635    silvery slime from nearby a rebirth
6636    monument found throughout the land.
6637    (Summoning consumes FP.)</text>
6638    <text id="207001">Spirit ashes. Summons the spirit of a
6639    silvery slime from nearby a rebirth
6640    monument found throughout the land.
6641    (Summoning consumes FP.)</text>
6642    <text id="207002">Spirit ashes. Summons the spirit of a
6643    silvery slime from nearby a rebirth
6644    monument found throughout the land.
6645    (Summoning consumes FP.)</text>
6646    <text id="207003">Spirit ashes. Summons the spirit of a
6647    silvery slime from nearby a rebirth
6648    monument found throughout the land.
6649    (Summoning consumes FP.)</text>
6650    <text id="207004">Spirit ashes. Summons the spirit of a
6651    silvery slime from nearby a rebirth
6652    monument found throughout the land.
6653    (Summoning consumes FP.)</text>
6654    <text id="207005">Spirit ashes. Summons the spirit of a
6655    silvery slime from nearby a rebirth
6656    monument found throughout the land.
6657    (Summoning consumes FP.)</text>
6658    <text id="207006">Spirit ashes. Summons the spirit of a
6659    silvery slime from nearby a rebirth
6660    monument found throughout the land.
6661    (Summoning consumes FP.)</text>
6662    <text id="207007">Spirit ashes. Summons the spirit of a
6663    silvery slime from nearby a rebirth
6664    monument found throughout the land.
6665    (Summoning consumes FP.)</text>
6666    <text id="207008">Spirit ashes. Summons the spirit of a
6667    silvery slime from nearby a rebirth
6668    monument found throughout the land.
6669    (Summoning consumes FP.)</text>
6670    <text id="207009">Spirit ashes. Summons the spirit of a
6671    silvery slime from nearby a rebirth
6672    monument found throughout the land.
6673    (Summoning consumes FP.)</text>
6674    <text id="207010">Spirit ashes. Summons the spirit of a
6675    silvery slime from nearby a rebirth
6676    monument found throughout the land.
6677    (Summoning consumes FP.)</text>
6678    <text id="208000">Spirit ashes. Summons the spirit of a
6679    crystal tribesfolk from nearby a rebirth
6680    monument found throughout the land.
6681    (Summoning consumes FP.)</text>
6682    <text id="208001">Spirit ashes. Summons the spirit of a
6683    crystal tribesfolk from nearby a rebirth
6684    monument found throughout the land.
6685    (Summoning consumes FP.)</text>
6686    <text id="208002">Spirit ashes. Summons the spirit of a
6687    crystal tribesfolk from nearby a rebirth
6688    monument found throughout the land.
6689    (Summoning consumes FP.)</text>
6690    <text id="208003">Spirit ashes. Summons the spirit of a
6691    crystal tribesfolk from nearby a rebirth
6692    monument found throughout the land.
6693    (Summoning consumes FP.)</text>
6694    <text id="208004">Spirit ashes. Summons the spirit of a
6695    crystal tribesfolk from nearby a rebirth
6696    monument found throughout the land.
6697    (Summoning consumes FP.)</text>
6698    <text id="208005">Spirit ashes. Summons the spirit of a
6699    crystal tribesfolk from nearby a rebirth
6700    monument found throughout the land.
6701    (Summoning consumes FP.)</text>
6702    <text id="208006">Spirit ashes. Summons the spirit of a
6703    crystal tribesfolk from nearby a rebirth
6704    monument found throughout the land.
6705    (Summoning consumes FP.)</text>
6706    <text id="208007">Spirit ashes. Summons the spirit of a
6707    crystal tribesfolk from nearby a rebirth
6708    monument found throughout the land.
6709    (Summoning consumes FP.)</text>
6710    <text id="208008">Spirit ashes. Summons the spirit of a
6711    crystal tribesfolk from nearby a rebirth
6712    monument found throughout the land.
6713    (Summoning consumes FP.)</text>
6714    <text id="208009">Spirit ashes. Summons the spirit of a
6715    crystal tribesfolk from nearby a rebirth
6716    monument found throughout the land.
6717    (Summoning consumes FP.)</text>
6718    <text id="208010">Spirit ashes. Summons the spirit of a
6719    crystal tribesfolk from nearby a rebirth
6720    monument found throughout the land.
6721    (Summoning consumes FP.)</text>
6722    <text id="209000">Spirit ashes. Summons the spirit of an
6723    ancestral spirit disciple from nearby a rebirth
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6724    monument found throughout the land.
6725    (Summoning consumes FP.)</text>
6726    <text id="209001">Spirit ashes. Summons the spirit of an
6727    ancestral spirit disciple from nearby a rebirth
6728    monument found throughout the land.
6729    (Summoning consumes FP.)</text>
6730    <text id="209002">Spirit ashes. Summons the spirit of an
6731    ancestral spirit disciple from nearby a rebirth
6732    monument found throughout the land.
6733    (Summoning consumes FP.)</text>
6734    <text id="209003">Spirit ashes. Summons the spirit of an
6735    ancestral spirit disciple from nearby a rebirth
6736    monument found throughout the land.
6737    (Summoning consumes FP.)</text>
6738    <text id="209004">Spirit ashes. Summons the spirit of an
6739    ancestral spirit disciple from nearby a rebirth
6740    monument found throughout the land.
6741    (Summoning consumes FP.)</text>
6742    <text id="209005">Spirit ashes. Summons the spirit of an
6743    ancestral spirit disciple from nearby a rebirth
6744    monument found throughout the land.
6745    (Summoning consumes FP.)</text>
6746    <text id="209006">Spirit ashes. Summons the spirit of an
6747    ancestral spirit disciple from nearby a rebirth
6748    monument found throughout the land.
6749    (Summoning consumes FP.)</text>
6750    <text id="209007">Spirit ashes. Summons the spirit of an
6751    ancestral spirit disciple from nearby a rebirth
6752    monument found throughout the land.
6753    (Summoning consumes FP.)</text>
6754    <text id="209008">Spirit ashes. Summons the spirit of an
6755    ancestral spirit disciple from nearby a rebirth
6756    monument found throughout the land.
6757    (Summoning consumes FP.)</text>
6758    <text id="209009">Spirit ashes. Summons the spirit of an
6759    ancestral spirit disciple from nearby a rebirth
6760    monument found throughout the land.
6761    (Summoning consumes FP.)</text>
6762    <text id="209010">Spirit ashes. Summons the spirit of an
6763    ancestral spirit disciple from nearby a rebirth
6764    monument found throughout the land.
6765    (Summoning consumes FP.)</text>
6766    <text id="210000">Spirit ashes. Summons the spirit of a
6767    Radagon chimera from nearby a rebirth
6768    monument found throughout the land.
6769    (Summoning consumes FP.)</text>
6770    <text id="210001">Spirit ashes. Summons the spirit of a
6771    Radagon chimera from nearby a rebirth
6772    monument found throughout the land.
6773    (Summoning consumes FP.)</text>
6774    <text id="210002">Spirit ashes. Summons the spirit of a
6775    Radagon chimera from nearby a rebirth
6776    monument found throughout the land.
6777    (Summoning consumes FP.)</text>
6778    <text id="210003">Spirit ashes. Summons the spirit of a
6779    Radagon chimera from nearby a rebirth
6780    monument found throughout the land.
6781    (Summoning consumes FP.)</text>
6782    <text id="210004">Spirit ashes. Summons the spirit of a
6783    Radagon chimera from nearby a rebirth
6784    monument found throughout the land.
6785    (Summoning consumes FP.)</text>
6786    <text id="210005">Spirit ashes. Summons the spirit of a
6787    Radagon chimera from nearby a rebirth
6788    monument found throughout the land.
6789    (Summoning consumes FP.)</text>
6790    <text id="210006">Spirit ashes. Summons the spirit of a
6791    Radagon chimera from nearby a rebirth
6792    monument found throughout the land.
6793    (Summoning consumes FP.)</text>
6794    <text id="210007">Spirit ashes. Summons the spirit of a
6795    Radagon chimera from nearby a rebirth
6796    monument found throughout the land.
6797    (Summoning consumes FP.)</text>
6798    <text id="210008">Spirit ashes. Summons the spirit of a
6799    Radagon chimera from nearby a rebirth
6800    monument found throughout the land.
6801    (Summoning consumes FP.)</text>
6802    <text id="210009">Spirit ashes. Summons the spirit of a
6803    Radagon chimera from nearby a rebirth
6804    monument found throughout the land.
6805    (Summoning consumes FP.)</text>
6806    <text id="210010">Spirit ashes. Summons the spirit of a
6807    Radagon chimera from nearby a rebirth
6808    monument found throughout the land.
6809    (Summoning consumes FP.)</text>
6810    <text id="211000">Spirit ashes. Summons the spirit of a
6811    frog man from nearby a rebirth
6812    monument found throughout the land.
6813    (Summoning consumes FP.)</text>
6814    <text id="211001">Spirit ashes. Summons the spirit of a
6815    frog man from nearby a rebirth
6816    monument found throughout the land.
6817    (Summoning consumes FP.)</text>
6818    <text id="211002">Spirit ashes. Summons the spirit of a
6819    frog man from nearby a rebirth
6820    monument found throughout the land.
6821    (Summoning consumes FP.)</text>
6822    <text id="211003">Spirit ashes. Summons the spirit of a
6823    frog man from nearby a rebirth
6824    monument found throughout the land.
6825    (Summoning consumes FP.)</text>
6826    <text id="211004">Spirit ashes. Summons the spirit of a
6827    frog man from nearby a rebirth
6828    monument found throughout the land.
6829    (Summoning consumes FP.)</text>
6830    <text id="211005">Spirit ashes. Summons the spirit of a
6831    frog man from nearby a rebirth
6832    monument found throughout the land.
6833    (Summoning consumes FP.)</text>
6834    <text id="211006">Spirit ashes. Summons the spirit of a
6835    frog man from nearby a rebirth
6836    monument found throughout the land.
6837    (Summoning consumes FP.)</text>
6838    <text id="211007">Spirit ashes. Summons the spirit of a
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6839    frog man from nearby a rebirth
6840    monument found throughout the land.
6841    (Summoning consumes FP.)</text>
6842    <text id="211008">Spirit ashes. Summons the spirit of a
6843    frog man from nearby a rebirth
6844    monument found throughout the land.
6845    (Summoning consumes FP.)</text>
6846    <text id="211009">Spirit ashes. Summons the spirit of a
6847    frog man from nearby a rebirth
6848    monument found throughout the land.
6849    (Summoning consumes FP.)</text>
6850    <text id="211010">Spirit ashes. Summons the spirit of a
6851    frog man from nearby a rebirth
6852    monument found throughout the land.
6853    (Summoning consumes FP.)</text>
6854    <text id="212000">Spirit ashes. Summons the spirits of two
6855    skeletal men-at-arms from nearby a rebirth
6856    monument found throughout the land.
6857    (Summoning consumes FP.)
6858
6859    Following the Night of Black Knives, fragments
6860    of death were strewn throughout the realm,
6861    giving birth to those who lived beyond death.
6862    This valiant pair of soldiers were touched by
6863    a fragment of death while defending their village.</text>
6864    <text id="212001">Spirit ashes. Summons the spirits of two
6865    skeletal men-at-arms from nearby a rebirth
6866    monument found throughout the land.
6867    (Summoning consumes FP.)
6868
6869    Following the Night of Black Knives, fragments
6870    of death were strewn throughout the realm,
6871    giving birth to those who lived beyond death.
6872    This valiant pair of soldiers were touched by
6873    a fragment of death while defending their village.</text>
6874    <text id="212002">Spirit ashes. Summons the spirits of two
6875    skeletal men-at-arms from nearby a rebirth
6876    monument found throughout the land.
6877    (Summoning consumes FP.)
6878
6879    Following the Night of Black Knives, fragments
6880    of death were strewn throughout the realm,
6881    giving birth to those who lived beyond death.
6882    This valiant pair of soldiers were touched by
6883    a fragment of death while defending their village.</text>
6884    <text id="212003">Spirit ashes. Summons the spirits of two
6885    skeletal men-at-arms from nearby a rebirth
6886    monument found throughout the land.
6887    (Summoning consumes FP.)
6888
6889    Following the Night of Black Knives, fragments
6890    of death were strewn throughout the realm,
6891    giving birth to those who lived beyond death.
6892    This valiant pair of soldiers were touched by
6893    a fragment of death while defending their village.</text>
6894    <text id="212004">Spirit ashes. Summons the spirits of two
6895    skeletal men-at-arms from nearby a rebirth
6896    monument found throughout the land.
6897    (Summoning consumes FP.)
6898
6899    Following the Night of Black Knives, fragments
6900    of death were strewn throughout the realm,
6901    giving birth to those who lived beyond death.
6902    This valiant pair of soldiers were touched by
6903    a fragment of death while defending their village.</text>
6904    <text id="212005">Spirit ashes. Summons the spirits of two
6905    skeletal men-at-arms from nearby a rebirth
6906    monument found throughout the land.
6907    (Summoning consumes FP.)
6908
6909    Following the Night of Black Knives, fragments
6910    of death were strewn throughout the realm,
6911    giving birth to those who lived beyond death.
6912    This valiant pair of soldiers were touched by
6913    a fragment of death while defending their village.</text>
6914    <text id="212006">Spirit ashes. Summons the spirits of two
6915    skeletal men-at-arms from nearby a rebirth
6916    monument found throughout the land.
6917    (Summoning consumes FP.)
6918
6919    Following the Night of Black Knives, fragments
6920    of death were strewn throughout the realm,
6921    giving birth to those who lived beyond death.
6922    This valiant pair of soldiers were touched by
6923    a fragment of death while defending their village.</text>
6924    <text id="212007">Spirit ashes. Summons the spirits of two
6925    skeletal men-at-arms from nearby a rebirth
```

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07558
07559    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07560    <text id="200001">Legendary ashen remains.
07561    Use to summon the spirit of Black Knife Tiche.
07562
07563    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07564    <text id="200002">Legendary ashen remains.
07565    Use to summon the spirit of Black Knife Tiche.
07566
07567    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07568    <text id="200003">Legendary ashen remains.
07569    Use to summon the spirit of Black Knife Tiche.
07570
07571    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07572    <text id="200004">Legendary ashen remains.
07573    Use to summon the spirit of Black Knife Tiche.
07574
07575    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07576    <text id="200005">Legendary ashen remains.
07577    Use to summon the spirit of Black Knife Tiche.
07578
07579    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07580    <text id="200006">Legendary ashen remains.
07581    Use to summon the spirit of Black Knife Tiche.
07582
07583    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07584    <text id="200007">Legendary ashen remains.
07585    Use to summon the spirit of Black Knife Tiche.
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6926    monument found throughout the land.
6927    (Summoning consumes FP.)
6928
6929    Following the Night of Black Knives, fragments
6930    of death were strewn throughout the realm,
6931    giving birth to those who lived beyond death.
6932    This valiant pair of soldiers were touched by
6933    a fragment of death while defending their village.</text>
6934    <text id="212008">Spirit ashes. Summons the spirits of two
6935    skeletal men-at-arms from nearby a rebirth
6936    monument found throughout the land.
6937    (Summoning consumes FP.)
6938
6939    Following the Night of Black Knives, fragments
6940    of death were strewn throughout the realm,
6941    giving birth to those who lived beyond death.
6942    This valiant pair of soldiers were touched by
6943    a fragment of death while defending their village.</text>
6944    <text id="212009">Spirit ashes. Summons the spirits of two
6945    skeletal men-at-arms from nearby a rebirth
6946    monument found throughout the land.
6947    (Summoning consumes FP.)
6948
6949    Following the Night of Black Knives, fragments
6950    of death were strewn throughout the realm,
6951    giving birth to those who lived beyond death.
6952    This valiant pair of soldiers were touched by
6953    a fragment of death while defending their village.</text>
6954    <text id="212010">Spirit ashes. Summons the spirits of two
6955    skeletal men-at-arms from nearby a rebirth
6956    monument found throughout the land.
6957    (Summoning consumes FP.)
6958
6959    Following the Night of Black Knives, fragments
6960    of death were strewn throughout the realm,
6961    giving birth to those who lived beyond death.
6962    This valiant pair of soldiers were touched by
6963    a fragment of death while defending their village.</text>
6964    <text id="213000">Spirit ashes. Summons the spirit of a
6965    skeletal bandit.
6966    (Summoning consumes FP.)
6967
6968    These ashes contain the spirits of bandits who lived beyond
6969    death in their quest to claim the riches of others as their
6970    own. The spirits have low HP, but revive after being
6971    vanquished.</text>
6972
6973    <text id="213001">Spirit ashes. Summons the spirit of a
6974    skeletal bandit.
6975    (Summoning consumes FP.)
6976
6977    These ashes contain the spirits of bandits who lived beyond
6978    death in their quest to claim the riches of others as their
6979    own. The spirits have low HP, but revive after being
6980    vanquished.</text>
6981
6982    <text id="213002">Spirit ashes. Summons the spirit of a
6983    skeletal bandit.
6984    (Summoning consumes FP.)
6985
6986    These ashes contain the spirits of bandits who lived beyond
6987    death in their quest to claim the riches of others as their
6988    own. The spirits have low HP, but revive after being
6989    vanquished.</text>
6990
6991    <text id="213003">Spirit ashes. Summons the spirit of a
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07586
07587    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07588    <text id="200008">Legendary ashen remains.
07589    Use to summon the spirit of Black Knife Tiche.
07590
07591    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07592    <text id="200009">Legendary ashen remains.
07593    Use to summon the spirit of Black Knife Tiche.
07594
07595    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07596    <text id="200010">Legendary ashen remains.
07597    Use to summon the spirit of Black Knife Tiche.
07598
07599    Tiche was one of the assassins who, on the night of the
         plot, imbued her black knife with the Rune of Death and slew
         Godwyn the Golden. She was the daughter of the Black Knife
         Ringleader, Alecto, and was killed protecting her mother
         during their flight from the royal capital.</text>
07600    <text id="201000">Ashen remains in which spirits yet dwell.
07601    Use to summon the spirit of Oleg, the Banished Knight.
07602
07603    One of the two knights known as the Wings of the Storm.
         After his banishment, he attracted the notice of the Grace-
         Given Lord and later, having slain a hundred traitors as the
         Lord's hand, Oleg earned the hero's honor of Erdtree
         Burial.</text>
07604    <text id="201001">Ashen remains in which spirits yet dwell.
07605    Use to summon the spirit of Oleg, the Banished Knight.
07606
07607    One of the two knights known as the Wings of the Storm.
         After his banishment, he attracted the notice of the Grace-
         Given Lord and later, having slain a hundred traitors as the
         Lord's hand, Oleg earned the hero's honor of Erdtree
         Burial.</text>
07608    <text id="201002">Ashen remains in which spirits yet dwell.
07609    Use to summon the spirit of Oleg, the Banished Knight.
07610
07611    One of the two knights known as the Wings of the Storm.
         After his banishment, he attracted the notice of the Grace-
         Given Lord and later, having slain a hundred traitors as the
         Lord's hand, Oleg earned the hero's honor of Erdtree
         Burial.</text>
07612    <text id="201003">Ashen remains in which spirits yet dwell.
07613    Use to summon the spirit of Oleg, the Banished Knight.
07614
07615    One of the two knights known as the Wings of the Storm.
         After his banishment, he attracted the notice of the Grace-
         Given Lord and later, having slain a hundred traitors as the
         Lord's hand, Oleg earned the hero's honor of Erdtree
         Burial.</text>
07616    <text id="201004">Ashen remains in which spirits yet dwell.
07617    Use to summon the spirit of Oleg, the Banished Knight.
07618
07619    One of the two knights known as the Wings of the Storm.
         After his banishment, he attracted the notice of the Grace-
         Given Lord and later, having slain a hundred traitors as the
         Lord's hand, Oleg earned the hero's honor of Erdtree
         Burial.</text>
07620    <text id="201005">Ashen remains in which spirits yet dwell.
07621    Use to summon the spirit of Oleg, the Banished Knight.
07622
07623    One of the two knights known as the Wings of the Storm.
         After his banishment, he attracted the notice of the Grace-
         Given Lord and later, having slain a hundred traitors as the
         Lord's hand, Oleg earned the hero's honor of Erdtree
         Burial.</text>
07624    <text id="201006">Ashen remains in which spirits yet dwell.
07625    Use to summon the spirit of Oleg, the Banished Knight.
07626
07627    One of the two knights known as the Wings of the Storm.
         After his banishment, he attracted the notice of the Grace-
         Given Lord and later, having slain a hundred traitors as the
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vanquished.</text>

6992  <text id="213007">Spirit ashes. Summons the spirit of a skeletal bandit.
6993  (Summoning consumes FP.)
6994
6995  These ashes contain the spirits of bandits who lived beyond death in their quest to claim the riches of others as their own. The spirits have low HP, but revive after being vanquished.</text>

6996  <text id="213008">Spirit ashes. Summons the spirit of a skeletal bandit.
6997  (Summoning consumes FP.)
6998
6999  These ashes contain the spirits of bandits who lived beyond death in their quest to claim the riches of others as their own. The spirits have low HP, but revive after being vanquished.</text>

7000  <text id="213009">Spirit ashes. Summons the spirit of a skeletal bandit.
7001  (Summoning consumes FP.)
7002
7003  These ashes contain the spirits of bandits who lived beyond death in their quest to claim the riches of others as their own. The spirits have low HP, but revive after being vanquished.</text>

7004  <text id="213010">Spirit ashes. Summons the spirit of a skeletal bandit.
7005  (Summoning consumes FP.)
7006
7007  These ashes contain the spirits of bandits who lived beyond death in their quest to claim the riches of others as their own. The spirits have low HP, but revive after being vanquished.</text>

7008  <text id="214000">Spirit ashes. Summons the spirits of four
7009  Golden Order dissenters from nearby a rebirth
7010  monument found throughout the land.
7011  (Summoning consumes FP.)</text>
7012  <text id="214001">Spirit ashes. Summons the spirits of four
7013  Golden Order dissenters from nearby a rebirth
7014  monument found throughout the land.
7015  (Summoning consumes FP.)</text>
7016  <text id="214002">Spirit ashes. Summons the spirits of four
7017  Golden Order dissenters from nearby a rebirth
7018  monument found throughout the land.
7019  (Summoning consumes FP.)</text>
7020  <text id="214003">Spirit ashes. Summons the spirits of four
7021  Golden Order dissenters from nearby a rebirth
7022  monument found throughout the land.
7023  (Summoning consumes FP.)</text>
7024  <text id="214004">Spirit ashes. Summons the spirits of four
7025  Golden Order dissenters from nearby a rebirth
7026  monument found throughout the land.
7027  (Summoning consumes FP.)</text>
7028  <text id="214005">Spirit ashes. Summons the spirits of four
7029  Golden Order dissenters from nearby a rebirth
7030  monument found throughout the land.
7031  (Summoning consumes FP.)</text>
7032  <text id="214006">Spirit ashes. Summons the spirits of four
7033  Golden Order dissenters from nearby a rebirth
7034  monument found throughout the land.
7035  (Summoning consumes FP.)</text>
7036  <text id="214007">Spirit ashes. Summons the spirits of four
7037  Golden Order dissenters from nearby a rebirth
7038  monument found throughout the land.
7039  (Summoning consumes FP.)</text>
7040  <text id="214008">Spirit ashes. Summons the spirits of four
7041  Golden Order dissenters from nearby a rebirth
7042  monument found throughout the land.
7043  (Summoning consumes FP.)</text>
7044  <text id="214009">Spirit ashes. Summons the spirits of four
7045  Golden Order dissenters from nearby a rebirth
7046  monument found throughout the land.
7047  (Summoning consumes FP.)</text>
7048  <text id="214010">Spirit ashes. Summons the spirits of four
7049  Golden Order dissenters from nearby a rebirth
7050  monument found throughout the land.
7051  (Summoning consumes FP.)</text>
7052  <text id="215000">Spirit ashes. Summons four putrid corse
      spirits.
7053  (Summoning consumes FP.)
7054
7055  Summons spirits some distance from the summoner. The shambling dead are relatively ineffectual attackers, but they do not go down easily. Their low moans make them a good decoy.</text>

7056  <text id="215001">Spirit ashes. Summons four putrid corse
      spirits.
7057  (Summoning consumes FP.)
7058
7059  Summons spirits some distance from the summoner. The shambling dead are relatively ineffectual attackers, but they do not go down easily. Their low moans make them a good decoy.</text>

7060  <text id="215002">Spirit ashes. Summons four putrid corse
      spirits.
7061  (Summoning consumes FP.)
7062
7063  Summons spirits some distance from the summoner. The shambling dead are relatively ineffectual attackers, but they do not go down easily. Their low moans make them a good decoy.</text>

7064  <text id="215003">Spirit ashes. Summons four putrid corse
      spirits.
7065  (Summoning consumes FP.)
7066
7067  Summons spirits some distance from the summoner. The shambling dead are relatively ineffectual attackers, but they
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Lord's hand, Oleg earned the hero's honor of Erdtree Burial.</text>
07628  <text id="201007">Ashen remains in which spirits yet dwell.

07629  Use to summon the spirit of Oleg, the Banished Knight.
07630
07631  One of the two knights known as the Wings of the Storm. After his banishment, he attracted the notice of the Grace-Given Lord and later, having slain a hundred traitors as the Lord's hand, Oleg earned the hero's honor of Erdtree Burial.</text>
07632  <text id="201008">Ashen remains in which spirits yet dwell.
07633  Use to summon the spirit of Oleg, the Banished Knight.
07634
07635  One of the two knights known as the Wings of the Storm. After his banishment, he attracted the notice of the Grace-Given Lord and later, having slain a hundred traitors as the Lord's hand, Oleg earned the hero's honor of Erdtree Burial.</text>
07636  <text id="201009">Ashen remains in which spirits yet dwell.
07637  Use to summon the spirit of Oleg, the Banished Knight.
07638
07639  One of the two knights known as the Wings of the Storm. After his banishment, he attracted the notice of the Grace-Given Lord and later, having slain a hundred traitors as the Lord's hand, Oleg earned the hero's honor of Erdtree Burial.</text>
07640  <text id="201010">Ashen remains in which spirits yet dwell.
07641  Use to summon the spirit of Oleg, the Banished Knight.
07642
07643  One of the two knights known as the Wings of the Storm. After his banishment, he attracted the notice of the Grace-Given Lord and later, having slain a hundred traitors as the Lord's hand, Oleg earned the hero's honor of Erdtree Burial.</text>
07644  <text id="202000">Ashen remains in which spirits yet dwell.
07645  Use to summon the spirit of Engvall, the Banished Knight.
07646
07647  One of the two knights dubbed the Wings of the Storm. Despite his banishment, he rejected the invitation of the Grace-Given Lord, instead keeping watch over a masterless castle for many years, gaining renown as a hero of the fringes.</text>
07648  <text id="202001">Ashen remains in which spirits yet dwell.
07649  Use to summon the spirit of Engvall, the Banished Knight.
07650
07651  One of the two knights dubbed the Wings of the Storm. Despite his banishment, he rejected the invitation of the Grace-Given Lord, instead keeping watch over a masterless castle for many years, gaining renown as a hero of the fringes.</text>
07652  <text id="202002">Ashen remains in which spirits yet dwell.
07653  Use to summon the spirit of Engvall, the Banished Knight.
07654
07655  One of the two knights dubbed the Wings of the Storm. Despite his banishment, he rejected the invitation of the Grace-Given Lord, instead keeping watch over a masterless castle for many years, gaining renown as a hero of the fringes.</text>
07656  <text id="202003">Ashen remains in which spirits yet dwell.
07657  Use to summon the spirit of Engvall, the Banished Knight.
07658
07659  One of the two knights dubbed the Wings of the Storm. Despite his banishment, he rejected the invitation of the
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do not go down easily. Their low moans make them a good
decoy.</text>

7068  <text id="215004">Spirit ashes. Summons four putrid corse
spirits.
7069  (Summoning consumes FP.)
7070
7071  Summons spirits some distance from the summoner. The
shambling dead are relatively ineffectual attackers, but they
do not go down easily. Their low moans make them a good
decoy.</text>

7072  <text id="215005">Spirit ashes. Summons four putrid corse
spirits.
7073  (Summoning consumes FP.)
7074
7075  Summons spirits some distance from the summoner. The
shambling dead are relatively ineffectual attackers, but they
do not go down easily. Their low moans make them a good
decoy.</text>

7076  <text id="215006">Spirit ashes. Summons four putrid corse
spirits.
7077  (Summoning consumes FP.)
7078
7079  Summons spirits some distance from the summoner. The
shambling dead are relatively ineffectual attackers, but they
do not go down easily. Their low moans make them a good
decoy.</text>

7080  <text id="215007">Spirit ashes. Summons four putrid corse
spirits.
7081  (Summoning consumes FP.)
7082
7083  Summons spirits some distance from the summoner. The
shambling dead are relatively ineffectual attackers, but they
do not go down easily. Their low moans make them a good
decoy.</text>

7084  <text id="215008">Spirit ashes. Summons four putrid corse
spirits.
7085  (Summoning consumes FP.)
7086
7087  Summons spirits some distance from the summoner. The
shambling dead are relatively ineffectual attackers, but they
do not go down easily. Their low moans make them a good
decoy.</text>

7088  <text id="215009">Spirit ashes. Summons four putrid corse
spirits.
7089  (Summoning consumes FP.)
7090
7091  Summons spirits some distance from the summoner. The
shambling dead are relatively ineffectual attackers, but they
do not go down easily. Their low moans make them a good
decoy.</text>

7092  <text id="215010">Spirit ashes. Summons four putrid corse
spirits.
7093  (Summoning consumes FP.)
7094
7095  Summons spirits some distance from the summoner. The
shambling dead are relatively ineffectual attackers, but they
do not go down easily. Their low moans make them a good
decoy.</text>

7096  <text id="216000">Spirit ashes. Summons the spirit of a
7097  depraved perfumer from nearby a rebirth
7098  monument found throughout the land.
7099  (Summoning consumes FP.)</text>
7100  <text id="216001">Spirit ashes. Summons the spirit of a
7101  depraved perfumer from nearby a rebirth
7102  monument found throughout the land.
7103  (Summoning consumes FP.)</text>
7104  <text id="216002">Spirit ashes. Summons the spirit of a
7105  depraved perfumer from nearby a rebirth
7106  monument found throughout the land.
7107  (Summoning consumes FP.)</text>
7108  <text id="216003">Spirit ashes. Summons the spirit of a
7109  depraved perfumer from nearby a rebirth
7110  monument found throughout the land.
7111  (Summoning consumes FP.)</text>
7112  <text id="216004">Spirit ashes. Summons the spirit of a
7113  depraved perfumer from nearby a rebirth
7114  monument found throughout the land.
7115  (Summoning consumes FP.)</text>
7116  <text id="216005">Spirit ashes. Summons the spirit of a
7117  depraved perfumer from nearby a rebirth
7118  monument found throughout the land.
7119  (Summoning consumes FP.)</text>
7120  <text id="216006">Spirit ashes. Summons the spirit of a
7121  depraved perfumer from nearby a rebirth
7122  monument found throughout the land.
7123  (Summoning consumes FP.)</text>
7124  <text id="216007">Spirit ashes. Summons the spirit of a
7125  depraved perfumer from nearby a rebirth
7126  monument found throughout the land.
7127  (Summoning consumes FP.)</text>
7128  <text id="216008">Spirit ashes. Summons the spirit of a
7129  depraved perfumer from nearby a rebirth
7130  monument found throughout the land.
7131  (Summoning consumes FP.)</text>
7132  <text id="216009">Spirit ashes. Summons the spirit of a
7133  depraved perfumer from nearby a rebirth
7134  monument found throughout the land.
7135  (Summoning consumes FP.)</text>
7136  <text id="216010">Spirit ashes. Summons the spirit of a
7137  depraved perfumer from nearby a rebirth
7138  monument found throughout the land.
7139  (Summoning consumes FP.)</text>
7140  <text id="217000">Spirit ashes. Summons the spirit of a
7141  court perfumer from nearby a rebirth
7142  monument found throughout the land.
7143  (Summoning consumes FP.)</text>
7144  <text id="217001">Spirit ashes. Summons the spirit of a
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Grace-Given Lord, instead keeping watch over a masterless
castle for many years, gaining renown as a hero of the
fringes.</text>
07660  <text id="202004">Ashen remains in which spirits yet dwell.
07661  Use to summon the spirit of Engvall, the Banished Knight.
07662
07663  One of the two knights dubbed the Wings of the Storm.
Despite his banishment, he rejected the invitation of the
Grace-Given Lord, instead keeping watch over a masterless
castle for many years, gaining renown as a hero of the
fringes.</text>
07664  <text id="202005">Ashen remains in which spirits yet dwell.
07665  Use to summon the spirit of Engvall, the Banished Knight.
07666
07667  One of the two knights dubbed the Wings of the Storm.
Despite his banishment, he rejected the invitation of the
Grace-Given Lord, instead keeping watch over a masterless
castle for many years, gaining renown as a hero of the
fringes.</text>
07668  <text id="202006">Ashen remains in which spirits yet dwell.
07669  Use to summon the spirit of Engvall, the Banished Knight.
07670
07671  One of the two knights dubbed the Wings of the Storm.
Despite his banishment, he rejected the invitation of the
Grace-Given Lord, instead keeping watch over a masterless
castle for many years, gaining renown as a hero of the
fringes.</text>
07672  <text id="202007">Ashen remains in which spirits yet dwell.
07673  Use to summon the spirit of Engvall, the Banished Knight.
07674
07675  One of the two knights dubbed the Wings of the Storm.
Despite his banishment, he rejected the invitation of the
Grace-Given Lord, instead keeping watch over a masterless
castle for many years, gaining renown as a hero of the
fringes.</text>
07676  <text id="202008">Ashen remains in which spirits yet dwell.
07677  Use to summon the spirit of Engvall, the Banished Knight.
07678
07679  One of the two knights dubbed the Wings of the Storm.
Despite his banishment, he rejected the invitation of the
Grace-Given Lord, instead keeping watch over a masterless
castle for many years, gaining renown as a hero of the
fringes.</text>
07680  <text id="202009">Ashen remains in which spirits yet dwell.
07681  Use to summon the spirit of Engvall, the Banished Knight.
07682
07683  One of the two knights dubbed the Wings of the Storm.
Despite his banishment, he rejected the invitation of the
Grace-Given Lord, instead keeping watch over a masterless
castle for many years, gaining renown as a hero of the
fringes.</text>
07684  <text id="202010">Ashen remains in which spirits yet dwell.
07685  Use to summon the spirit of Engvall, the Banished Knight.
07686
07687  One of the two knights dubbed the Wings of the Storm.
Despite his banishment, he rejected the invitation of the
Grace-Given Lord, instead keeping watch over a masterless
castle for many years, gaining renown as a hero of the
fringes.</text>
07688  <text id="203000">Ashen remains in which spirits yet dwell.
07689  Use to summon two fanged imp spirits.
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7145    court perfumer from nearby a rebirth
7146    monument found throughout the land.
7147    (Summoning consumes FP.)</text>
7148    <text id="217002">Spirit ashes. Summons the spirit of a
7149    court perfumer from nearby a rebirth
7150    monument found throughout the land.
7151    (Summoning consumes FP.)</text>
7152    <text id="217003">Spirit ashes. Summons the spirit of a
7153    court perfumer from nearby a rebirth
7154    monument found throughout the land.
7155    (Summoning consumes FP.)</text>
7156    <text id="217004">Spirit ashes. Summons the spirit of a
7157    court perfumer from nearby a rebirth
7158    monument found throughout the land.
7159    (Summoning consumes FP.)</text>
7160    <text id="217005">Spirit ashes. Summons the spirit of a
7161    court perfumer from nearby a rebirth
7162    monument found throughout the land.
7163    (Summoning consumes FP.)</text>
7164    <text id="217006">Spirit ashes. Summons the spirit of a
7165    court perfumer from nearby a rebirth
7166    monument found throughout the land.
7167    (Summoning consumes FP.)</text>
7168    <text id="217007">Spirit ashes. Summons the spirit of a
7169    court perfumer from nearby a rebirth
7170    monument found throughout the land.
7171    (Summoning consumes FP.)</text>
7172    <text id="217008">Spirit ashes. Summons the spirit of a
7173    court perfumer from nearby a rebirth
7174    monument found throughout the land.
7175    (Summoning consumes FP.)</text>
7176    <text id="217009">Spirit ashes. Summons the spirit of a
7177    court perfumer from nearby a rebirth
7178    monument found throughout the land.
7179    (Summoning consumes FP.)</text>
7180    <text id="217010">Spirit ashes. Summons the spirit of a
7181    court perfumer from nearby a rebirth
7182    monument found throughout the land.
7183    (Summoning consumes FP.)</text>
7184    <text id="218000">Spirit ashes. Summons the spirit of a
7185    glintstone sorcerer (orange) from nearby a rebirth
7186    monument found throughout the land.
7187    (Summoning consumes FP.)</text>
7188    <text id="218001">Spirit ashes. Summons the spirit of a
7189    glintstone sorcerer (orange) from nearby a rebirth
7190    monument found throughout the land.
7191    (Summoning consumes FP.)</text>
7192    <text id="218002">Spirit ashes. Summons the spirit of a
7193    glintstone sorcerer (orange) from nearby a rebirth
7194    monument found throughout the land.
7195    (Summoning consumes FP.)</text>
7196    <text id="218003">Spirit ashes. Summons the spirit of a
7197    glintstone sorcerer (orange) from nearby a rebirth
7198    monument found throughout the land.
7199    (Summoning consumes FP.)</text>
7200    <text id="218004">Spirit ashes. Summons the spirit of a
7201    glintstone sorcerer (orange) from nearby a rebirth
7202    monument found throughout the land.
7203    (Summoning consumes FP.)</text>
7204    <text id="218005">Spirit ashes. Summons the spirit of a
7205    glintstone sorcerer (orange) from nearby a rebirth
7206    monument found throughout the land.
7207    (Summoning consumes FP.)</text>
7208    <text id="218006">Spirit ashes. Summons the spirit of a
7209    glintstone sorcerer (orange) from nearby a rebirth
7210    monument found throughout the land.
7211    (Summoning consumes FP.)</text>
7212    <text id="218007">Spirit ashes. Summons the spirit of a
7213    glintstone sorcerer (orange) from nearby a rebirth
7214    monument found throughout the land.
7215    (Summoning consumes FP.)</text>
7216    <text id="218008">Spirit ashes. Summons the spirit of a
7217    glintstone sorcerer (orange) from nearby a rebirth
7218    monument found throughout the land.
7219    (Summoning consumes FP.)</text>
7220    <text id="218009">Spirit ashes. Summons the spirit of a
7221    glintstone sorcerer (orange) from nearby a rebirth
7222    monument found throughout the land.
7223    (Summoning consumes FP.)</text>
7224    <text id="218010">Spirit ashes. Summons the spirit of a
7225    glintstone sorcerer (orange) from nearby a rebirth
7226    monument found throughout the land.
7227    (Summoning consumes FP.)</text>
7228    <text id="219000">Spirit ashes. Summons the spirit of a
7229    glintstone sorcerer (azure) from nearby a rebirth
7230    monument found throughout the land.
7231    (Summoning consumes FP.)</text>
7232    <text id="219001">Spirit ashes. Summons the spirit of a
7233    glintstone sorcerer (azure) from nearby a rebirth
7234    monument found throughout the land.
7235    (Summoning consumes FP.)</text>
7236    <text id="219002">Spirit ashes. Summons the spirit of a
7237    glintstone sorcerer (azure) from nearby a rebirth
7238    monument found throughout the land.
7239    (Summoning consumes FP.)</text>
7240    <text id="219003">Spirit ashes. Summons the spirit of a
7241    glintstone sorcerer (azure) from nearby a rebirth
7242    monument found throughout the land.
7243    (Summoning consumes FP.)</text>
7244    <text id="219004">Spirit ashes. Summons the spirit of a
7245    glintstone sorcerer (azure) from nearby a rebirth
7246    monument found throughout the land.
7247    (Summoning consumes FP.)</text>
7248    <text id="219005">Spirit ashes. Summons the spirit of a
7249    glintstone sorcerer (azure) from nearby a rebirth
7250    monument found throughout the land.
7251    (Summoning consumes FP.)</text>
7252    <text id="219006">Spirit ashes. Summons the spirit of a
7253    glintstone sorcerer (azure) from nearby a rebirth
7254    monument found throughout the land.
7255    (Summoning consumes FP.)</text>
7256    <text id="219007">Spirit ashes. Summons the spirit of a
7257    glintstone sorcerer (azure) from nearby a rebirth
7258    monument found throughout the land.
7259    (Summoning consumes FP.)</text>
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7260    <text id="219008">Spirit ashes. Summons the spirit of a
7261    glintstone sorcerer (azure) from nearby a rebirth
7262    monument found throughout the land.
7263    (Summoning consumes FP.)</text>
7264    <text id="219009">Spirit ashes. Summons the spirit of a
7265    glintstone sorcerer (azure) from nearby a rebirth
7266    monument found throughout the land.
7267    (Summoning consumes FP.)</text>
7268    <text id="219010">Spirit ashes. Summons the spirit of a
7269    glintstone sorcerer (azure) from nearby a rebirth
7270    monument found throughout the land.
7271    (Summoning consumes FP.)</text>
7272    <text id="220000">Spirit ashes. Summons the spirit of a
7273    page from nearby a rebirth
7274    monument found throughout the land.
7275    (Summoning consumes FP.)</text>
7276    <text id="220001">Spirit ashes. Summons the spirit of a
7277    page from nearby a rebirth
7278    monument found throughout the land.
7279    (Summoning consumes FP.)</text>
7280    <text id="220002">Spirit ashes. Summons the spirit of a
7281    page from nearby a rebirth
7282    monument found throughout the land.
7283    (Summoning consumes FP.)</text>
7284    <text id="220003">Spirit ashes. Summons the spirit of a
7285    page from nearby a rebirth
7286    monument found throughout the land.
7287    (Summoning consumes FP.)</text>
7288    <text id="220004">Spirit ashes. Summons the spirit of a
7289    page from nearby a rebirth
7290    monument found throughout the land.
7291    (Summoning consumes FP.)</text>
7292    <text id="220005">Spirit ashes. Summons the spirit of a
7293    page from nearby a rebirth
7294    monument found throughout the land.
7295    (Summoning consumes FP.)</text>
7296    <text id="220006">Spirit ashes. Summons the spirit of a
7297    page from nearby a rebirth
7298    monument found throughout the land.
7299    (Summoning consumes FP.)</text>
7300    <text id="220007">Spirit ashes. Summons the spirit of a
7301    page from nearby a rebirth
7302    monument found throughout the land.
7303    (Summoning consumes FP.)</text>
7304    <text id="220008">Spirit ashes. Summons the spirit of a
7305    page from nearby a rebirth
7306    monument found throughout the land.
7307    (Summoning consumes FP.)</text>
7308    <text id="220009">Spirit ashes. Summons the spirit of a
7309    page from nearby a rebirth
7310    monument found throughout the land.
7311    (Summoning consumes FP.)</text>
7312    <text id="220010">Spirit ashes. Summons the spirit of a
7313    page from nearby a rebirth
7314    monument found throughout the land.
7315    (Summoning consumes FP.)</text>
7316    <text id="221000">Spirit ashes. Summons the spirit of an
7317    exiled glintstone sorcerer from nearby a rebirth
7318    monument found throughout the land.
7319    (Summoning consumes FP.)</text>
7320    <text id="221001">Spirit ashes. Summons the spirit of an
7321    exiled glintstone sorcerer from nearby a rebirth
7322    monument found throughout the land.
7323    (Summoning consumes FP.)</text>
7324    <text id="221002">Spirit ashes. Summons the spirit of an
7325    exiled glintstone sorcerer from nearby a rebirth
7326    monument found throughout the land.
7327    (Summoning consumes FP.)</text>
7328    <text id="221003">Spirit ashes. Summons the spirit of an
7329    exiled glintstone sorcerer from nearby a rebirth
7330    monument found throughout the land.
7331    (Summoning consumes FP.)</text>
7332    <text id="221004">Spirit ashes. Summons the spirit of an
7333    exiled glintstone sorcerer from nearby a rebirth
7334    monument found throughout the land.
7335    (Summoning consumes FP.)</text>
7336    <text id="221005">Spirit ashes. Summons the spirit of an
7337    exiled glintstone sorcerer from nearby a rebirth
7338    monument found throughout the land.
7339    (Summoning consumes FP.)</text>
7340    <text id="221006">Spirit ashes. Summons the spirit of an
7341    exiled glintstone sorcerer from nearby a rebirth
7342    monument found throughout the land.
7343    (Summoning consumes FP.)</text>
7344    <text id="221007">Spirit ashes. Summons the spirit of an
7345    exiled glintstone sorcerer from nearby a rebirth
7346    monument found throughout the land.
7347    (Summoning consumes FP.)</text>
7348    <text id="221008">Spirit ashes. Summons the spirit of an
7349    exiled glintstone sorcerer from nearby a rebirth
7350    monument found throughout the land.
7351    (Summoning consumes FP.)</text>
7352    <text id="221009">Spirit ashes. Summons the spirit of an
7353    exiled glintstone sorcerer from nearby a rebirth
7354    monument found throughout the land.
7355    (Summoning consumes FP.)</text>
7356    <text id="221010">Spirit ashes. Summons the spirit of an
7357    exiled glintstone sorcerer from nearby a rebirth
7358    monument found throughout the land.
7359    (Summoning consumes FP.)</text>
7360    <text id="222000">Spirit ashes. Summons the spirits of two
7361    runestarved from nearby a rebirth
7362    monument found throughout the land.
7363    (Summoning consumes FP.)</text>
7364    <text id="222001">Spirit ashes. Summons the spirits of two
7365    runestarved from nearby a rebirth
7366    monument found throughout the land.
7367    (Summoning consumes FP.)</text>
7368    <text id="222002">Spirit ashes. Summons the spirits of two
7369    runestarved from nearby a rebirth
7370    monument found throughout the land.
7371    (Summoning consumes FP.)</text>
7372    <text id="222003">Spirit ashes. Summons the spirits of two
7373    runestarved from nearby a rebirth
7374    monument found throughout the land.
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7375    (Summoning consumes FP.)</text>
7376    <text id="222004">Spirit ashes. Summons the spirits of two
7377    runestarved from nearby a rebirth
7378    monument found throughout the land.
7379    (Summoning consumes FP.)</text>
7380    <text id="222005">Spirit ashes. Summons the spirits of two
7381    runestarved from nearby a rebirth
7382    monument found throughout the land.
7383    (Summoning consumes FP.)</text>
7384    <text id="222006">Spirit ashes. Summons the spirits of two
7385    runestarved from nearby a rebirth
7386    monument found throughout the land.
7387    (Summoning consumes FP.)</text>
7388    <text id="222007">Spirit ashes. Summons the spirits of two
7389    runestarved from nearby a rebirth
7390    monument found throughout the land.
7391    (Summoning consumes FP.)</text>
7392    <text id="222008">Spirit ashes. Summons the spirits of two
7393    runestarved from nearby a rebirth
7394    monument found throughout the land.
7395    (Summoning consumes FP.)</text>
7396    <text id="222009">Spirit ashes. Summons the spirits of two
7397    runestarved from nearby a rebirth
7398    monument found throughout the land.
7399    (Summoning consumes FP.)</text>
7400    <text id="222010">Spirit ashes. Summons the spirits of two
7401    runestarved from nearby a rebirth
7402    monument found throughout the land.
7403    (Summoning consumes FP.)</text>
7404    <text id="223000">Spirit ashes. Summons the spirit of a
7405    cleanrot knight from nearby a rebirth
7406    monument found throughout the land.
7407    (Summoning consumes FP.)</text>
7408    <text id="223001">Spirit ashes. Summons the spirit of a
7409    cleanrot knight from nearby a rebirth
7410    monument found throughout the land.
7411    (Summoning consumes FP.)</text>
7412    <text id="223002">Spirit ashes. Summons the spirit of a
7413    cleanrot knight from nearby a rebirth
7414    monument found throughout the land.
7415    (Summoning consumes FP.)</text>
7416    <text id="223003">Spirit ashes. Summons the spirit of a
7417    cleanrot knight from nearby a rebirth
7418    monument found throughout the land.
7419    (Summoning consumes FP.)</text>
7420    <text id="223004">Spirit ashes. Summons the spirit of a
7421    cleanrot knight from nearby a rebirth
7422    monument found throughout the land.
7423    (Summoning consumes FP.)</text>
7424    <text id="223005">Spirit ashes. Summons the spirit of a
7425    cleanrot knight from nearby a rebirth
7426    monument found throughout the land.
7427    (Summoning consumes FP.)</text>
7428    <text id="223006">Spirit ashes. Summons the spirit of a
7429    cleanrot knight from nearby a rebirth
7430    monument found throughout the land.
7431    (Summoning consumes FP.)</text>
7432    <text id="223007">Spirit ashes. Summons the spirit of a
7433    cleanrot knight from nearby a rebirth
7434    monument found throughout the land.
7435    (Summoning consumes FP.)</text>
7436    <text id="223008">Spirit ashes. Summons the spirit of a
7437    cleanrot knight from nearby a rebirth
7438    monument found throughout the land.
7439    (Summoning consumes FP.)</text>
7440    <text id="223009">Spirit ashes. Summons the spirit of a
7441    cleanrot knight from nearby a rebirth
7442    monument found throughout the land.
7443    (Summoning consumes FP.)</text>
7444    <text id="223010">Spirit ashes. Summons the spirit of a
7445    cleanrot knight from nearby a rebirth
7446    monument found throughout the land.
7447    (Summoning consumes FP.)</text>
7448    <text id="224000">Spirit ashes. Summons the spirit of an
7449    oracle of rot from nearby a rebirth
7450    monument found throughout the land.
7451    (Summoning consumes FP.)</text>
7452    <text id="224001">Spirit ashes. Summons the spirit of an
7453    oracle of rot from nearby a rebirth
7454    monument found throughout the land.
7455    (Summoning consumes FP.)</text>
7456    <text id="224002">Spirit ashes. Summons the spirit of an
7457    oracle of rot from nearby a rebirth
7458    monument found throughout the land.
7459    (Summoning consumes FP.)</text>
7460    <text id="224003">Spirit ashes. Summons the spirit of an
7461    oracle of rot from nearby a rebirth
7462    monument found throughout the land.
7463    (Summoning consumes FP.)</text>
7464    <text id="224004">Spirit ashes. Summons the spirit of an
7465    oracle of rot from nearby a rebirth
7466    monument found throughout the land.
7467    (Summoning consumes FP.)</text>
7468    <text id="224005">Spirit ashes. Summons the spirit of an
7469    oracle of rot from nearby a rebirth
7470    monument found throughout the land.
7471    (Summoning consumes FP.)</text>
7472    <text id="224006">Spirit ashes. Summons the spirit of an
7473    oracle of rot from nearby a rebirth
7474    monument found throughout the land.
7475    (Summoning consumes FP.)</text>
7476    <text id="224007">Spirit ashes. Summons the spirit of an
7477    oracle of rot from nearby a rebirth
7478    monument found throughout the land.
7479    (Summoning consumes FP.)</text>
7480    <text id="224008">Spirit ashes. Summons the spirit of an
7481    oracle of rot from nearby a rebirth
7482    monument found throughout the land.
7483    (Summoning consumes FP.)</text>
7484    <text id="224009">Spirit ashes. Summons the spirit of an
7485    oracle of rot from nearby a rebirth
7486    monument found throughout the land.
7487    (Summoning consumes FP.)</text>
7488    <text id="224010">Spirit ashes. Summons the spirit of an
7489    oracle of rot from nearby a rebirth
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7490    monument found throughout the land.
7491    (Summoning consumes FP.)</text>
7492    <text id="225000">Spirit ashes. Summons the spirits of two
7493    zeppelin marionette soldiers from nearby a rebirth
7494    monument found throughout the land.
7495    (Summoning consumes FP.)</text>
7496    <text id="225001">Spirit ashes. Summons the spirits of two
7497    zeppelin marionette soldiers from nearby a rebirth
7498    monument found throughout the land.
7499    (Summoning consumes FP.)</text>
7500    <text id="225002">Spirit ashes. Summons the spirits of two
7501    zeppelin marionette soldiers from nearby a rebirth
7502    monument found throughout the land.
7503    (Summoning consumes FP.)</text>
7504    <text id="225003">Spirit ashes. Summons the spirits of two
7505    zeppelin marionette soldiers from nearby a rebirth
7506    monument found throughout the land.
7507    (Summoning consumes FP.)</text>
7508    <text id="225004">Spirit ashes. Summons the spirits of two
7509    zeppelin marionette soldiers from nearby a rebirth
7510    monument found throughout the land.
7511    (Summoning consumes FP.)</text>
7512    <text id="225005">Spirit ashes. Summons the spirits of two
7513    zeppelin marionette soldiers from nearby a rebirth
7514    monument found throughout the land.
7515    (Summoning consumes FP.)</text>
7516    <text id="225006">Spirit ashes. Summons the spirits of two
7517    zeppelin marionette soldiers from nearby a rebirth
7518    monument found throughout the land.
7519    (Summoning consumes FP.)</text>
7520    <text id="225007">Spirit ashes. Summons the spirits of two
7521    zeppelin marionette soldiers from nearby a rebirth
7522    monument found throughout the land.
7523    (Summoning consumes FP.)</text>
7524    <text id="225008">Spirit ashes. Summons the spirits of two
7525    zeppelin marionette soldiers from nearby a rebirth
7526    monument found throughout the land.
7527    (Summoning consumes FP.)</text>
7528    <text id="225009">Spirit ashes. Summons the spirits of two
7529    zeppelin marionette soldiers from nearby a rebirth
7530    monument found throughout the land.
7531    (Summoning consumes FP.)</text>
7532    <text id="225010">Spirit ashes. Summons the spirits of two
7533    zeppelin marionette soldiers from nearby a rebirth
7534    monument found throughout the land.
7535    (Summoning consumes FP.)</text>
7536    <text id="226000">Spirit ashes. Summons the spirits of two
7537    flying marionette soldiers from nearby a rebirth
7538    monument found throughout the land.
7539    (Summoning consumes FP.)</text>
7540    <text id="226001">Spirit ashes. Summons the spirits of two
7541    flying marionette soldiers from nearby a rebirth
7542    monument found throughout the land.
7543    (Summoning consumes FP.)</text>
7544    <text id="226002">Spirit ashes. Summons the spirits of two
7545    flying marionette soldiers from nearby a rebirth
7546    monument found throughout the land.
7547    (Summoning consumes FP.)</text>
7548    <text id="226003">Spirit ashes. Summons the spirits of two
7549    flying marionette soldiers from nearby a rebirth
7550    monument found throughout the land.
7551    (Summoning consumes FP.)</text>
7552    <text id="226004">Spirit ashes. Summons the spirits of two
7553    flying marionette soldiers from nearby a rebirth
7554    monument found throughout the land.
7555    (Summoning consumes FP.)</text>
7556    <text id="226005">Spirit ashes. Summons the spirits of two
7557    flying marionette soldiers from nearby a rebirth
7558    monument found throughout the land.
7559    (Summoning consumes FP.)</text>
7560    <text id="226006">Spirit ashes. Summons the spirits of two
7561    flying marionette soldiers from nearby a rebirth
7562    monument found throughout the land.
7563    (Summoning consumes FP.)</text>
7564    <text id="226007">Spirit ashes. Summons the spirits of two
7565    flying marionette soldiers from nearby a rebirth
7566    monument found throughout the land.
7567    (Summoning consumes FP.)</text>
7568    <text id="226008">Spirit ashes. Summons the spirits of two
7569    flying marionette soldiers from nearby a rebirth
7570    monument found throughout the land.
7571    (Summoning consumes FP.)</text>
7572    <text id="226009">Spirit ashes. Summons the spirits of two
7573    flying marionette soldiers from nearby a rebirth
7574    monument found throughout the land.
7575    (Summoning consumes FP.)</text>
7576    <text id="226010">Spirit ashes. Summons the spirits of two
7577    flying marionette soldiers from nearby a rebirth
7578    monument found throughout the land.
7579    (Summoning consumes FP.)</text>
7580    <text id="227000">Spirit ashes. Summons the spirit of a
7581    giant's fire monk from nearby a rebirth
7582    monument found throughout the land.
7583    (Summoning consumes FP.)</text>
7584    <text id="227001">Spirit ashes. Summons the spirit of a
7585    giant's fire monk from nearby a rebirth
7586    monument found throughout the land.
7587    (Summoning consumes FP.)</text>
7588    <text id="227002">Spirit ashes. Summons the spirit of a
7589    giant's fire monk from nearby a rebirth
7590    monument found throughout the land.
7591    (Summoning consumes FP.)</text>
7592    <text id="227003">Spirit ashes. Summons the spirit of a
7593    giant's fire monk from nearby a rebirth
7594    monument found throughout the land.
7595    (Summoning consumes FP.)</text>
7596    <text id="227004">Spirit ashes. Summons the spirit of a
7597    giant's fire monk from nearby a rebirth
7598    monument found throughout the land.
7599    (Summoning consumes FP.)</text>
7600    <text id="227005">Spirit ashes. Summons the spirit of a
7601    giant's fire monk from nearby a rebirth
7602    monument found throughout the land.
7603    (Summoning consumes FP.)</text>
7604    <text id="227006">Spirit ashes. Summons the spirit of a
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7605    giant's fire monk from nearby a rebirth
7606    monument found throughout the land.
7607    (Summoning consumes FP.)</text>
7608    <text id="227007">Spirit ashes. Summons the spirit of a
7609    giant's fire monk from nearby a rebirth
7610    monument found throughout the land.
7611    (Summoning consumes FP.)</text>
7612    <text id="227008">Spirit ashes. Summons the spirit of a
7613    giant's fire monk from nearby a rebirth
7614    monument found throughout the land.
7615    (Summoning consumes FP.)</text>
7616    <text id="227009">Spirit ashes. Summons the spirit of a
7617    giant's fire monk from nearby a rebirth
7618    monument found throughout the land.
7619    (Summoning consumes FP.)</text>
7620    <text id="227010">Spirit ashes. Summons the spirit of a
7621    giant's fire monk from nearby a rebirth
7622    monument found throughout the land.
7623    (Summoning consumes FP.)</text>
7624    <text id="228000">Spirit ashes. Summons the spirit of a
7625    giant's fire monk (scimitar) from nearby a rebirth
7626    monument found throughout the land.
7627    (Summoning consumes FP.)</text>
7628    <text id="228001">Spirit ashes. Summons the spirit of a
7629    giant's fire monk (scimitar) from nearby a rebirth
7630    monument found throughout the land.
7631    (Summoning consumes FP.)</text>
7632    <text id="228002">Spirit ashes. Summons the spirit of a
7633    giant's fire monk (scimitar) from nearby a rebirth
7634    monument found throughout the land.
7635    (Summoning consumes FP.)</text>
7636    <text id="228003">Spirit ashes. Summons the spirit of a
7637    giant's fire monk (scimitar) from nearby a rebirth
7638    monument found throughout the land.
7639    (Summoning consumes FP.)</text>
7640    <text id="228004">Spirit ashes. Summons the spirit of a
7641    giant's fire monk (scimitar) from nearby a rebirth
7642    monument found throughout the land.
7643    (Summoning consumes FP.)</text>
7644    <text id="228005">Spirit ashes. Summons the spirit of a
7645    giant's fire monk (scimitar) from nearby a rebirth
7646    monument found throughout the land.
7647    (Summoning consumes FP.)</text>
7648    <text id="228006">Spirit ashes. Summons the spirit of a
7649    giant's fire monk (scimitar) from nearby a rebirth
7650    monument found throughout the land.
7651    (Summoning consumes FP.)</text>
7652    <text id="228007">Spirit ashes. Summons the spirit of a
7653    giant's fire monk (scimitar) from nearby a rebirth
7654    monument found throughout the land.
7655    (Summoning consumes FP.)</text>
7656    <text id="228008">Spirit ashes. Summons the spirit of a
7657    giant's fire monk (scimitar) from nearby a rebirth
7658    monument found throughout the land.
7659    (Summoning consumes FP.)</text>
7660    <text id="228009">Spirit ashes. Summons the spirit of a
7661    giant's fire monk (scimitar) from nearby a rebirth
7662    monument found throughout the land.
7663    (Summoning consumes FP.)</text>
7664    <text id="228010">Spirit ashes. Summons the spirit of a
7665    giant's fire monk (scimitar) from nearby a rebirth
7666    monument found throughout the land.
7667    (Summoning consumes FP.)</text>
7668    <text id="229000">Spirit ashes. Summons the spirit of a
7669    scaled aberration from nearby a rebirth
7670    monument found throughout the land.
7671    (Summoning consumes FP.)</text>
7672    <text id="229001">Spirit ashes. Summons the spirit of a
7673    scaled aberration from nearby a rebirth
7674    monument found throughout the land.
7675    (Summoning consumes FP.)</text>
7676    <text id="229002">Spirit ashes. Summons the spirit of a
7677    scaled aberration from nearby a rebirth
7678    monument found throughout the land.
7679    (Summoning consumes FP.)</text>
7680    <text id="229003">Spirit ashes. Summons the spirit of a
7681    scaled aberration from nearby a rebirth
7682    monument found throughout the land.
7683    (Summoning consumes FP.)</text>
7684    <text id="229004">Spirit ashes. Summons the spirit of a
7685    scaled aberration from nearby a rebirth
7686    monument found throughout the land.
7687    (Summoning consumes FP.)</text>
7688    <text id="229005">Spirit ashes. Summons the spirit of a
7689    scaled aberration from nearby a rebirth
7690    monument found throughout the land.
7691    (Summoning consumes FP.)</text>
7692    <text id="229006">Spirit ashes. Summons the spirit of a
7693    scaled aberration from nearby a rebirth
7694    monument found throughout the land.
7695    (Summoning consumes FP.)</text>
7696    <text id="229007">Spirit ashes. Summons the spirit of a
7697    scaled aberration from nearby a rebirth
7698    monument found throughout the land.
7699    (Summoning consumes FP.)</text>
7700    <text id="229008">Spirit ashes. Summons the spirit of a
7701    scaled aberration from nearby a rebirth
7702    monument found throughout the land.
7703    (Summoning consumes FP.)</text>
7704    <text id="229009">Spirit ashes. Summons the spirit of a
7705    scaled aberration from nearby a rebirth
7706    monument found throughout the land.
7707    (Summoning consumes FP.)</text>
7708    <text id="229010">Spirit ashes. Summons the spirit of a
7709    scaled aberration from nearby a rebirth
7710    monument found throughout the land.
7711    (Summoning consumes FP.)</text>
7712    <text id="230000">Spirit ashes. Summons the spirits of three
7713    sentient beast descendants from nearby a rebirth
7714    monument found throughout the land.
7715    (Summoning consumes FP.)</text>
7716    <text id="230001">Spirit ashes. Summons the spirits of three
7717    sentient beast descendants from nearby a rebirth
7718    monument found throughout the land.
7719    (Summoning consumes FP.)</text>
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7720    <text id="230002">Spirit ashes. Summons the spirits of three
7721    sentient beast descendants from nearby a rebirth
7722    monument found throughout the land.
7723    (Summoning consumes FP.)</text>
7724    <text id="230003">Spirit ashes. Summons the spirits of three
7725    sentient beast descendants from nearby a rebirth
7726    monument found throughout the land.
7727    (Summoning consumes FP.)</text>
7728    <text id="230004">Spirit ashes. Summons the spirits of three
7729    sentient beast descendants from nearby a rebirth
7730    monument found throughout the land.
7731    (Summoning consumes FP.)</text>
7732    <text id="230005">Spirit ashes. Summons the spirits of three
7733    sentient beast descendants from nearby a rebirth
7734    monument found throughout the land.
7735    (Summoning consumes FP.)</text>
7736    <text id="230006">Spirit ashes. Summons the spirits of three
7737    sentient beast descendants from nearby a rebirth
7738    monument found throughout the land.
7739    (Summoning consumes FP.)</text>
7740    <text id="230007">Spirit ashes. Summons the spirits of three
7741    sentient beast descendants from nearby a rebirth
7742    monument found throughout the land.
7743    (Summoning consumes FP.)</text>
7744    <text id="230008">Spirit ashes. Summons the spirits of three
7745    sentient beast descendants from nearby a rebirth
7746    monument found throughout the land.
7747    (Summoning consumes FP.)</text>
7748    <text id="230009">Spirit ashes. Summons the spirits of three
7749    sentient beast descendants from nearby a rebirth
7750    monument found throughout the land.
7751    (Summoning consumes FP.)</text>
7752    <text id="230010">Spirit ashes. Summons the spirits of three
7753    sentient beast descendants from nearby a rebirth
7754    monument found throughout the land.
7755    (Summoning consumes FP.)</text>
7756    <text id="231000">Spirit ashes. Summons the spirit of a
       northern mercenary.
7757    (Summoning consumes FP.)
7758
7759    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7760    <text id="231001">Spirit ashes. Summons the spirit of a
       northern mercenary.
7761    (Summoning consumes FP.)
7762
7763    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7764    <text id="231002">Spirit ashes. Summons the spirit of a
       northern mercenary.
7765    (Summoning consumes FP.)
7766
7767    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7768    <text id="231003">Spirit ashes. Summons the spirit of a
       northern mercenary.
7769    (Summoning consumes FP.)
7770
7771    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7772    <text id="231004">Spirit ashes. Summons the spirit of a
       northern mercenary.
7773    (Summoning consumes FP.)
7774
7775    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7776    <text id="231005">Spirit ashes. Summons the spirit of a
       northern mercenary.
7777    (Summoning consumes FP.)
7778
7779    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7780    <text id="231006">Spirit ashes. Summons the spirit of a
       northern mercenary.
7781    (Summoning consumes FP.)
7782
7783    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7784    <text id="231007">Spirit ashes. Summons the spirit of a
       northern mercenary.
7785    (Summoning consumes FP.)
7786
7787    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7788    <text id="231008">Spirit ashes. Summons the spirit of a
       northern mercenary.
7789    (Summoning consumes FP.)
7790
7791    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
7792    <text id="231009">Spirit ashes. Summons the spirit of a
       northern mercenary.
7793    (Summoning consumes FP.)
7794
7795    The northern mercenaries are said to carry the blood of
       giants in their veins, and wield curved cleavers with ease.
       Their bellowing shouts further enhance their strength.</text>
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07690
07691    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07692    The two imps seem fond of each other's company.</text>
07693    <text id="203001">Ashen remains in which spirits yet dwell.
07694    Use to summon two fanged imp spirits.
07695
07696    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07697    The two imps seem fond of each other's company.</text>
07698    <text id="203002">Ashen remains in which spirits yet dwell.
07699    Use to summon two fanged imp spirits.
07700
07701    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07702    The two imps seem fond of each other's company.</text>
07703    <text id="203003">Ashen remains in which spirits yet dwell.
07704    Use to summon two fanged imp spirits.
07705
07706    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07707    The two imps seem fond of each other's company.</text>
07708    <text id="203004">Ashen remains in which spirits yet dwell.
07709    Use to summon two fanged imp spirits.
07710
07711    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07712    The two imps seem fond of each other's company.</text>
07713    <text id="203005">Ashen remains in which spirits yet dwell.
07714    Use to summon two fanged imp spirits.
07715
07716    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07717    The two imps seem fond of each other's company.</text>
07718    <text id="203006">Ashen remains in which spirits yet dwell.
07719    Use to summon two fanged imp spirits.
07720
07721    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07722    The two imps seem fond of each other's company.</text>
07723    <text id="203007">Ashen remains in which spirits yet dwell.
07724    Use to summon two fanged imp spirits.
07725
07726    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07727    The two imps seem fond of each other's company.</text>
07728    <text id="203008">Ashen remains in which spirits yet dwell.
07729    Use to summon two fanged imp spirits.
07730
07731    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07732    The two imps seem fond of each other's company.</text>
07733    <text id="203009">Ashen remains in which spirits yet dwell.
07734    Use to summon two fanged imp spirits.
07735
07736    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
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7796    <text id="231010">Spirit ashes. Summons the spirit of a
        northern mercenary.
7797    (Summoning consumes FP.)
7798
7799    The northern mercenaries are said to carry the blood of
        giants in their veins, and wield curved cleavers with ease.
        Their bellowing shouts further enhance their strength.</text>
7800    <text id="232000">Spirit ashes. Summons the spirits of three
        lone wolves.
7801    (Summoning consumes FP.)
7802
7803    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7804    <text id="232001">Spirit ashes. Summons the spirits of three
        lone wolves.
7805    (Summoning consumes FP.)
7806
7807    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7808    <text id="232002">Spirit ashes. Summons the spirits of three
        lone wolves.
7809    (Summoning consumes FP.)
7810
7811    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7812    <text id="232003">Spirit ashes. Summons the spirits of three
        lone wolves.
7813    (Summoning consumes FP.)
7814
7815    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7816    <text id="232004">Spirit ashes. Summons the spirits of three
        lone wolves.
7817    (Summoning consumes FP.)
7818
7819    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7820    <text id="232005">Spirit ashes. Summons the spirits of three
        lone wolves.
7821    (Summoning consumes FP.)
7822
7823    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7824    <text id="232006">Spirit ashes. Summons the spirits of three
        lone wolves.
7825    (Summoning consumes FP.)
7826
7827    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7828    <text id="232007">Spirit ashes. Summons the spirits of three
        lone wolves.
7829    (Summoning consumes FP.)
7830
7831    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7832    <text id="232008">Spirit ashes. Summons the spirits of three
        lone wolves.
7833    (Summoning consumes FP.)
7834
7835    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7836    <text id="232009">Spirit ashes. Summons the spirits of three
        lone wolves.
7837    (Summoning consumes FP.)
7838
7839    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7840    <text id="232010">Spirit ashes. Summons the spirits of three
        lone wolves.
7841    (Summoning consumes FP.)
7842
7843    These wolves were chased from their pack, and later found
        company with a human outcast—a fellow hunter. Wolf spirits
        overwhelm enemies with their agility, aiding the summoner in
        combat.</text>
7844    <text id="233000">Spirit ashes. Summons the spirits of three
7845    dograts from nearby a rebirth
7846    monument found throughout the land.
7847    (Summoning consumes FP.)</text>
7848    <text id="233001">Spirit ashes. Summons the spirits of three
7849    dograts from nearby a rebirth
7850    monument found throughout the land.
7851    (Summoning consumes FP.)</text>
7852    <text id="233002">Spirit ashes. Summons the spirits of three
7853    dograts from nearby a rebirth
7854    monument found throughout the land.
7855    (Summoning consumes FP.)</text>
7856    <text id="233003">Spirit ashes. Summons the spirits of three
7857    dograts from nearby a rebirth
7858    monument found throughout the land.
7859    (Summoning consumes FP.)</text>
7860    <text id="233004">Spirit ashes. Summons the spirits of three
7861    dograts from nearby a rebirth
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07737    The two imps seem fond of each other's company.</text>
07738
07739    <text id="203010">Ashen remains in which spirits yet dwell.
         Use to summon two fanged imp spirits.
07740
07741    These spirits are well suited to causing a disturbance,
         moving nimbly like pests and hurling magic pots.
07742    The two imps seem fond of each other's company.</text>
07743
07744    <text id="204000">Ashen remains in which spirits yet dwell.
         Use to summon the spirit of Latenna the Albinauric.
07745
07746    A rare case of one who chose to become a spirit voluntarily.
07747
07748    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07749    <text id="204001">Ashen remains in which spirits yet dwell.
07750    Use to summon the spirit of Latenna the Albinauric.
07751
07752    A rare case of one who chose to become a spirit voluntarily.
07753
07754    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07755    <text id="204002">Ashen remains in which spirits yet dwell.
07756    Use to summon the spirit of Latenna the Albinauric.
07757
07758    A rare case of one who chose to become a spirit voluntarily.
07759
07760    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07761    <text id="204003">Ashen remains in which spirits yet dwell.
07762    Use to summon the spirit of Latenna the Albinauric.
07763
07764    A rare case of one who chose to become a spirit voluntarily.
07765
07766    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07767    <text id="204004">Ashen remains in which spirits yet dwell.
07768    Use to summon the spirit of Latenna the Albinauric.
07769
07770    A rare case of one who chose to become a spirit voluntarily.
07771
07772    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07773    <text id="204005">Ashen remains in which spirits yet dwell.
07774    Use to summon the spirit of Latenna the Albinauric.
07775
07776    A rare case of one who chose to become a spirit voluntarily.
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7862    monument found throughout the land.
7863    (Summoning consumes FP.)</text>
7864    <text id="233005">Spirit ashes. Summons the spirits of three
        dograts from nearby a rebirth
7865    monument found throughout the land.
7866    (Summoning consumes FP.)</text>
7867    <text id="233006">Spirit ashes. Summons the spirits of three
        dograts from nearby a rebirth
7868    monument found throughout the land.
7869    (Summoning consumes FP.)</text>
7870    <text id="233007">Spirit ashes. Summons the spirits of three
        dograts from nearby a rebirth
7871    monument found throughout the land.
7872    (Summoning consumes FP.)</text>
7873    <text id="233008">Spirit ashes. Summons the spirits of three
        dograts from nearby a rebirth
7874    monument found throughout the land.
7875    (Summoning consumes FP.)</text>
7876    <text id="233009">Spirit ashes. Summons the spirits of three
        dograts from nearby a rebirth
7877    monument found throughout the land.
7878    (Summoning consumes FP.)</text>
7879    <text id="233010">Spirit ashes. Summons the spirits of three
        dograts from nearby a rebirth
7880    monument found throughout the land.
7881    (Summoning consumes FP.)</text>
7882    <text id="234000">Spirit ashes. Summons the spirits of five
        demi-humans.
7883    (Summoning consumes FP.)
7884
7885    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7886    <text id="234001">Spirit ashes. Summons the spirits of five
        demi-humans.
7887    (Summoning consumes FP.)
7888
7889    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7890    <text id="234002">Spirit ashes. Summons the spirits of five
        demi-humans.
7891    (Summoning consumes FP.)
7892
7893    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7894    <text id="234003">Spirit ashes. Summons the spirits of five
        demi-humans.
7895    (Summoning consumes FP.)
7896
7897    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7898    <text id="234004">Spirit ashes. Summons the spirits of five
        demi-humans.
7899    (Summoning consumes FP.)
7900
7901    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7902    <text id="234005">Spirit ashes. Summons the spirits of five
        demi-humans.
7903    (Summoning consumes FP.)
7904
7905    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7906    <text id="234006">Spirit ashes. Summons the spirits of five
        demi-humans.
7907    (Summoning consumes FP.)
7908
7909    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7910    <text id="234007">Spirit ashes. Summons the spirits of five
        demi-humans.
7911    (Summoning consumes FP.)
7912
7913    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7914    <text id="234008">Spirit ashes. Summons the spirits of five
        demi-humans.
7915    (Summoning consumes FP.)
7916
7917    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7918    <text id="234009">Spirit ashes. Summons the spirits of five
        demi-humans.
7919    (Summoning consumes FP.)
7920
7921    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7922    <text id="234010">Spirit ashes. Summons the spirits of five
        demi-humans.
7923    (Summoning consumes FP.)
7924
7925    These demi-humans may be relatively small, but they are
        violent and have a short temper. They may seem to be
        intelligent, but when night falls, their blood boils and they
        become feral.</text>
7926    <text id="235000">Spirit ashes. Summons the spirit of a
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07777
07778    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07779    <text id="204006">Ashen remains in which spirits yet dwell.
07780    Use to summon the spirit of Latenna the Albinauric.
07781
07782    A rare case of one who chose to become a spirit voluntarily.
07783
07784    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07785    <text id="204007">Ashen remains in which spirits yet dwell.
07786    Use to summon the spirit of Latenna the Albinauric.
07787
07788    A rare case of one who chose to become a spirit voluntarily.
07789
07790    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07791    <text id="204008">Ashen remains in which spirits yet dwell.
07792    Use to summon the spirit of Latenna the Albinauric.
07793
07794    A rare case of one who chose to become a spirit voluntarily.
07795
07796    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07797    <text id="204009">Ashen remains in which spirits yet dwell.
07798    Use to summon the spirit of Latenna the Albinauric.
07799
07800    A rare case of one who chose to become a spirit voluntarily.
07801
07802    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07803    <text id="204010">Ashen remains in which spirits yet dwell.
07804    Use to summon the spirit of Latenna the Albinauric.
07805
07806    A rare case of one who chose to become a spirit voluntarily.
07807
07808    Latenna was renowned as a deft magic archer. But having lost
         her beloved wolf companion, Lobo, she cannot move from the
         place where she was summoned.</text>
07809    <text id="205000">Ashen remains in which spirits yet dwell.
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 7933

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 7810

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7933    rot hound from nearby a rebirth
7934    monument found throughout the land.
7935    (Summoning consumes FP.)</text>
7936    <text id="235001">Spirit ashes. Summons the spirit of a
7937    rot hound from nearby a rebirth
7938    monument found throughout the land.
7939    (Summoning consumes FP.)</text>
7940    <text id="235002">Spirit ashes. Summons the spirit of a
7941    rot hound from nearby a rebirth
7942    monument found throughout the land.
7943    (Summoning consumes FP.)</text>
7944    <text id="235003">Spirit ashes. Summons the spirit of a
7945    rot hound from nearby a rebirth
7946    monument found throughout the land.
7947    (Summoning consumes FP.)</text>
7948    <text id="235004">Spirit ashes. Summons the spirit of a
7949    rot hound from nearby a rebirth
7950    monument found throughout the land.
7951    (Summoning consumes FP.)</text>
7952    <text id="235005">Spirit ashes. Summons the spirit of a
7953    rot hound from nearby a rebirth
7954    monument found throughout the land.
7955    (Summoning consumes FP.)</text>
7956    <text id="235006">Spirit ashes. Summons the spirit of a
7957    rot hound from nearby a rebirth
7958    monument found throughout the land.
7959    (Summoning consumes FP.)</text>
7960    <text id="235007">Spirit ashes. Summons the spirit of a
7961    rot hound from nearby a rebirth
7962    monument found throughout the land.
7963    (Summoning consumes FP.)</text>
7964    <text id="235008">Spirit ashes. Summons the spirit of a
7965    rot hound from nearby a rebirth
7966    monument found throughout the land.
7967    (Summoning consumes FP.)</text>
7968    <text id="235009">Spirit ashes. Summons the spirit of a
7969    rot hound from nearby a rebirth
7970    monument found throughout the land.
7971    (Summoning consumes FP.)</text>
7972    <text id="235010">Spirit ashes. Summons the spirit of a
7973    rot hound from nearby a rebirth
7974    monument found throughout the land.
7975    (Summoning consumes FP.)</text>
7976    <text id="236000">Spirit ashes. Summons a spirit jellyfish.
7977    (Summoning consumes FP.)
7978
7979    Floating phantom that illuminates its surroundings.
7980    Seemingly the lingering spirit of a young girl on an eternal
        search for her sister, with whom she'd promised to see the
        stars.</text>
7981    <text id="236001">Spirit ashes. Summons a spirit jellyfish.
7982    (Summoning consumes FP.)
7983
7984    Floating phantom that illuminates its surroundings.
7985    Seemingly the lingering spirit of a young girl on an eternal
        search for her sister, with whom she'd promised to see the
        stars.</text>
7986    <text id="236002">Spirit ashes. Summons a spirit jellyfish.
7987    (Summoning consumes FP.)
7988
7989    Floating phantom that illuminates its surroundings.
7990    Seemingly the lingering spirit of a young girl on an eternal
        search for her sister, with whom she'd promised to see the
        stars.</text>
7991    <text id="236003">Spirit ashes. Summons a spirit jellyfish.
7992    (Summoning consumes FP.)
7993
7994    Floating phantom that illuminates its surroundings.
7995    Seemingly the lingering spirit of a young girl on an eternal
        search for her sister, with whom she'd promised to see the
        stars.</text>
7996    <text id="236004">Spirit ashes. Summons a spirit jellyfish.
7997    (Summoning consumes FP.)
7998
7999    Floating phantom that illuminates its surroundings.
8000    Seemingly the lingering spirit of a young girl on an eternal
        search for her sister, with whom she'd promised to see the
        stars.</text>
8001    <text id="236005">Spirit ashes. Summons a spirit jellyfish.
8002    (Summoning consumes FP.)
8003
8004    Floating phantom that illuminates its surroundings.
8005    Seemingly the lingering spirit of a young girl on an eternal
        search for her sister, with whom she'd promised to see the
        stars.</text>
8006    <text id="236006">Spirit ashes. Summons a spirit jellyfish.
8007    (Summoning consumes FP.)
8008
8009    Floating phantom that illuminates its surroundings.
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07810   Use to summon the spirit of a nomad.
07811
07812   A member of a tribe that was entombed in the earth so as to
        bury the maddening disease that followed them. Able to emit
        the terrible flame of frenzy from his eyes, but has low HP
        and is frail, unable to take much in the way of
        punishment.</text>
07813   <text id="205001">Ashen remains in which spirits yet dwell.
07814   Use to summon the spirit of a nomad.
07815
07816   A member of a tribe that was entombed in the earth so as to
        bury the maddening disease that followed them. Able to emit
        the terrible flame of frenzy from his eyes, but has low HP
        and is frail, unable to take much in the way of
        punishment.</text>
07817   <text id="205002">Ashen remains in which spirits yet dwell.
07818   Use to summon the spirit of a nomad.
07819
07820   A member of a tribe that was entombed in the earth so as to
        bury the maddening disease that followed them. Able to emit
        the terrible flame of frenzy from his eyes, but has low HP
        and is frail, unable to take much in the way of
        punishment.</text>
07821   <text id="205003">Ashen remains in which spirits yet dwell.
07822   Use to summon the spirit of a nomad.
07823
07824   A member of a tribe that was entombed in the earth so as to
        bury the maddening disease that followed them. Able to emit
        the terrible flame of frenzy from his eyes, but has low HP
        and is frail, unable to take much in the way of
        punishment.</text>
07825   <text id="205004">Ashen remains in which spirits yet dwell.
07826   Use to summon the spirit of a nomad.
07827
07828   A member of a tribe that was entombed in the earth so as to
        bury the maddening disease that followed them. Able to emit
        the terrible flame of frenzy from his eyes, but has low HP
        and is frail, unable to take much in the way of
        punishment.</text>
07829   <text id="205005">Ashen remains in which spirits yet dwell.
07830   Use to summon the spirit of a nomad.
07831
07832   A member of a tribe that was entombed in the earth so as to
        bury the maddening disease that followed them. Able to emit
        the terrible flame of frenzy from his eyes, but has low HP
        and is frail, unable to take much in the way of
        punishment.</text>
07833   <text id="205006">Ashen remains in which spirits yet dwell.
07834   Use to summon the spirit of a nomad.
07835
07836   A member of a tribe that was entombed in the earth so as to
        bury the maddening disease that followed them. Able to emit
        the terrible flame of frenzy from his eyes, but has low HP
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8010  Seemingly the lingering spirit of a young girl on an eternal
      search for her sister, with whom she'd promised to see the
      stars.</text>
8011  <text id="236007">Spirit ashes. Summons a spirit jellyfish.
8012  (Summoning consumes FP.)
8013
8014  Floating phantom that illuminates its surroundings.
8015  Seemingly the lingering spirit of a young girl on an eternal
      search for her sister, with whom she'd promised to see the
      stars.</text>
8016  <text id="236008">Spirit ashes. Summons a spirit jellyfish.
8017  (Summoning consumes FP.)
8018
8019  Floating phantom that illuminates its surroundings.
8020  Seemingly the lingering spirit of a young girl on an eternal
      search for her sister, with whom she'd promised to see the
      stars.</text>
8021  <text id="236009">Spirit ashes. Summons a spirit jellyfish.
8022  (Summoning consumes FP.)
8023
8024  Floating phantom that illuminates its surroundings.
8025  Seemingly the lingering spirit of a young girl on an eternal
      search for her sister, with whom she'd promised to see the
      stars.</text>
8026  <text id="236010">Spirit ashes. Summons a spirit jellyfish.
8027  (Summoning consumes FP.)
8028
8029  Floating phantom that illuminates its surroundings.
8030  Seemingly the lingering spirit of a young girl on an eternal
      search for her sister, with whom she'd promised to see the
      stars.</text>
8031  <text id="237000">Spirit ashes. Summons the spirit of a
8032  warhawk from nearby a rebirth
8033  monument found throughout the land.
8034  (Summoning consumes FP.)</text>
8035  <text id="237001">Spirit ashes. Summons the spirit of a
8036  warhawk from nearby a rebirth
8037  monument found throughout the land.
8038  (Summoning consumes FP.)</text>
8039  <text id="237002">Spirit ashes. Summons the spirit of a
8040  warhawk from nearby a rebirth
8041  monument found throughout the land.
8042  (Summoning consumes FP.)</text>
8043  <text id="237003">Spirit ashes. Summons the spirit of a
8044  warhawk from nearby a rebirth
8045  monument found throughout the land.
8046  (Summoning consumes FP.)</text>
8047  <text id="237004">Spirit ashes. Summons the spirit of a
8048  warhawk from nearby a rebirth
8049  monument found throughout the land.
8050  (Summoning consumes FP.)</text>
8051  <text id="237005">Spirit ashes. Summons the spirit of a
8052  warhawk from nearby a rebirth
8053  monument found throughout the land.
8054  (Summoning consumes FP.)</text>
8055  <text id="237006">Spirit ashes. Summons the spirit of a
8056  warhawk from nearby a rebirth
8057  monument found throughout the land.
8058  (Summoning consumes FP.)</text>
8059  <text id="237007">Spirit ashes. Summons the spirit of a
8060  warhawk from nearby a rebirth
8061  monument found throughout the land.
8062  (Summoning consumes FP.)</text>
8063  <text id="237008">Spirit ashes. Summons the spirit of a
8064  warhawk from nearby a rebirth
8065  monument found throughout the land.
8066  (Summoning consumes FP.)</text>
8067  <text id="237009">Spirit ashes. Summons the spirit of a
8068  warhawk from nearby a rebirth
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      and is frail, unable to take much in the way of
      punishment.</text>
07837 <text id="205007">Ashen remains in which spirits yet dwell.
07838 Use to summon the spirit of a nomad.
07839
07840 A member of a tribe that was entombed in the earth so as to
      bury the maddening disease that followed them. Able to emit
      the terrible flame of frenzy from his eyes, but has low HP
      and is frail, unable to take much in the way of
      punishment.</text>
07841 <text id="205008">Ashen remains in which spirits yet dwell.
07842 Use to summon the spirit of a nomad.
07843
07844 A member of a tribe that was entombed in the earth so as to
      bury the maddening disease that followed them. Able to emit
      the terrible flame of frenzy from his eyes, but has low HP
      and is frail, unable to take much in the way of
      punishment.</text>
07845 <text id="205009">Ashen remains in which spirits yet dwell.
07846 Use to summon the spirit of a nomad.
07847
07848 A member of a tribe that was entombed in the earth so as to
      bury the maddening disease that followed them. Able to emit
      the terrible flame of frenzy from his eyes, but has low HP
      and is frail, unable to take much in the way of
      punishment.</text>
07849 <text id="205010">Ashen remains in which spirits yet dwell.
07850 Use to summon the spirit of a nomad.
07851
07852 A member of a tribe that was entombed in the earth so as to
      bury the maddening disease that followed them. Able to emit
      the terrible flame of frenzy from his eyes, but has low HP
      and is frail, unable to take much in the way of
      punishment.</text>
07853 <text id="206000">An old puppet crafted in the Eternal City.
07854 Use to summon the spirits of a nightmaiden and a
      swordstress.
07855
07856 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07857 <text id="206001">An old puppet crafted in the Eternal City.
07858 Use to summon the spirits of a nightmaiden and a
      swordstress.
07859
07860 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07861 <text id="206002">An old puppet crafted in the Eternal City.
07862 Use to summon the spirits of a nightmaiden and a
      swordstress.
07863
07864 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07865 <text id="206003">An old puppet crafted in the Eternal City.
07866 Use to summon the spirits of a nightmaiden and a
      swordstress.
07867
07868 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07869 <text id="206004">An old puppet crafted in the Eternal City.
07870 Use to summon the spirits of a nightmaiden and a
      swordstress.
07871
07872 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07873 <text id="206005">An old puppet crafted in the Eternal City.
07874 Use to summon the spirits of a nightmaiden and a
      swordstress.
07875
07876 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07877 <text id="206006">An old puppet crafted in the Eternal City.
07878 Use to summon the spirits of a nightmaiden and a
      swordstress.
07879
07880 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07881 <text id="206007">An old puppet crafted in the Eternal City.
07882 Use to summon the spirits of a nightmaiden and a
      swordstress.
07883
07884 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07885 <text id="206008">An old puppet crafted in the Eternal City.
07886 Use to summon the spirits of a nightmaiden and a
      swordstress.
07887
07888 These sisters, members of a cold-blooded race who wield
      flowing weapons, became puppets of their own volition.</
      text>
07889 <text id="206009">An old puppet crafted in the Eternal City.
07890 Use to summon the spirits of a nightmaiden and a
      swordstress.
07891
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8069    monument found throughout the land.


8070    (Summoning consumes FP.)</text>
8071    <text id="237010">Spirit ashes. Summons the spirit of a

8072    warhawk from nearby a rebirth
8073    monument found throughout the land.


8074    (Summoning consumes FP.)</text>
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07892    These sisters, members of a cold-blooded race who wield
         flowing weapons, became puppets of their own volition.</
         text>
07893    <text id="206010">An old puppet crafted in the Eternal City.
07894    Use to summon the spirits of a nightmaiden and a
         swordstress.
07895
07896    These sisters, members of a cold-blooded race who wield
         flowing weapons, became puppets of their own volition.</
         text>
07897    <text id="207000">Legendary ashen remains.
07898    Use to summon the spirit of a mimic tear.
07899    Summoning consumes HP rather than FP.
07900
07901    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07902    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07903    <text id="207001">Legendary ashen remains.
07904    Use to summon the spirit of a mimic tear.
07905    Summoning consumes HP rather than FP.
07906
07907    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07908    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07909    <text id="207002">Legendary ashen remains.
07910    Use to summon the spirit of a mimic tear.
07911    Summoning consumes HP rather than FP.
07912
07913    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07914    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07915    <text id="207003">Legendary ashen remains.
07916    Use to summon the spirit of a mimic tear.
07917    Summoning consumes HP rather than FP.
07918
07919    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07920    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07921    <text id="207004">Legendary ashen remains.
07922    Use to summon the spirit of a mimic tear.
07923    Summoning consumes HP rather than FP.
07924
07925    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07926    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07927    <text id="207005">Legendary ashen remains.
07928    Use to summon the spirit of a mimic tear.
07929    Summoning consumes HP rather than FP.
07930
07931    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07932    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07933    <text id="207006">Legendary ashen remains.
07934    Use to summon the spirit of a mimic tear.
07935    Summoning consumes HP rather than FP.
07936
07937    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07938    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07939    <text id="207007">Legendary ashen remains.
07940    Use to summon the spirit of a mimic tear.
07941    Summoning consumes HP rather than FP.
07942
07943    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07944    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07945    <text id="207008">Legendary ashen remains.
07946    Use to summon the spirit of a mimic tear.
07947    Summoning consumes HP rather than FP.
07948
07949    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07950    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07951    <text id="207009">Legendary ashen remains.
07952    Use to summon the spirit of a mimic tear.
07953    Summoning consumes HP rather than FP.
07954
07955    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07956    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07957    <text id="207010">Legendary ashen remains.
07958    Use to summon the spirit of a mimic tear.
07959    Summoning consumes HP rather than FP.
07960
07961    This spirit takes the form of the summoner to fight
         alongside them, but its mimicry does not extend to imitating
         the summoner's will.
07962    Mimic tears are the result of an attempt by the Eternal City
         to forge a lord.</text>
07963    <text id="208000">Ashen remains in which spirits yet dwell.
07964    Use to summon the spirit of a Crystalian.
07965
07966    Spirit that wields round crystalline blades, both big and
         small. Its sturdy body, itself hewn from crystal long ago,
         is hard enough to blunt its opponent's blades, but blows
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from bludgeoning weapons can shatter it easily.</text>
07967 <text id="208001">Ashen remains in which spirits yet dwell.
07968 Use to summon the spirit of a Crystalian.
07969
07970 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
07971 <text id="208002">Ashen remains in which spirits yet dwell.
07972 Use to summon the spirit of a Crystalian.
07973
07974 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
07975 <text id="208003">Ashen remains in which spirits yet dwell.
07976 Use to summon the spirit of a Crystalian.
07977
07978 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
07979 <text id="208004">Ashen remains in which spirits yet dwell.
07980 Use to summon the spirit of a Crystalian.
07981
07982 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
07983 <text id="208005">Ashen remains in which spirits yet dwell.
07984 Use to summon the spirit of a Crystalian.
07985
07986 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
07987 <text id="208006">Ashen remains in which spirits yet dwell.
07988 Use to summon the spirit of a Crystalian.
07989
07990 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
07991 <text id="208007">Ashen remains in which spirits yet dwell.
07992 Use to summon the spirit of a Crystalian.
07993
07994 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
07995 <text id="208008">Ashen remains in which spirits yet dwell.
07996 Use to summon the spirit of a Crystalian.
07997
07998 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
07999 <text id="208009">Ashen remains in which spirits yet dwell.
08000 Use to summon the spirit of a Crystalian.
08001
08002 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
08003 <text id="208010">Ashen remains in which spirits yet dwell.
08004 Use to summon the spirit of a Crystalian.
08005
08006 Spirit that wields round crystalline blades, both big and
      small. Its sturdy body, itself hewn from crystal long ago,
      is hard enough to blunt its opponent's blades, but blows
      from blunt weapons can shatter it easily.</text>
08007 <text id="209000">Ashen remains in which spirits yet dwell.
08008 Use to summon the spirit of an ancestral follower.
08009
08010 A spirit of the horned folk who eschew letters and
      metalworking. Brawny, and versed in distinctive spiritual
      arts, this particular tribesman wields a heavy bow.</text>
08011 <text id="209001">Ashen remains in which spirits yet dwell.
08012 Use to summon the spirit of an ancestral follower.
08013
08014 A spirit of the horned folk who eschew letters and
      metalworking. Brawny, and versed in distinctive spiritual
      arts, this particular tribesman wields a heavy bow.</text>
08015 <text id="209002">Ashen remains in which spirits yet dwell.
08016 Use to summon the spirit of an ancestral follower.
08017
08018 A spirit of the horned folk who eschew letters and
      metalworking. Brawny, and versed in distinctive spiritual
      arts, this particular tribesman wields a heavy bow.</text>
08019 <text id="209003">Ashen remains in which spirits yet dwell.
08020 Use to summon the spirit of an ancestral follower.
08021
08022 A spirit of the horned folk who eschew letters and
      metalworking. Brawny, and versed in distinctive spiritual
      arts, this particular tribesman wields a heavy bow.</text>
08023 <text id="209004">Ashen remains in which spirits yet dwell.
08024 Use to summon the spirit of an ancestral follower.
08025
08026 A spirit of the horned folk who eschew letters and
      metalworking. Brawny, and versed in distinctive spiritual
      arts, this particular tribesman wields a heavy bow.</text>
08027 <text id="209005">Ashen remains in which spirits yet dwell.
08028 Use to summon the spirit of an ancestral follower.
08029
08030 A spirit of the horned folk who eschew letters and
      metalworking. Brawny, and versed in distinctive spiritual
      arts, this particular tribesman wields a heavy bow.</text>
08031 <text id="209006">Ashen remains in which spirits yet dwell.
08032 Use to summon the spirit of an ancestral follower.
08033
08034 A spirit of the horned folk who eschew letters and
      metalworking. Brawny, and versed in distinctive spiritual
      arts, this particular tribesman wields a heavy bow.</text>
08035 <text id="209007">Ashen remains in which spirits yet dwell.
08036 Use to summon the spirit of an ancestral follower.
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08037
08038  A spirit of the horned folk who eschew letters and
       metalworking. Brawny, and versed in distinctive spiritual
       arts, this particular tribesman wields a heavy bow.</text>
08039  <text id="209008">Ashen remains in which spirits yet dwell.
08040  Use to summon the spirit of an ancestral follower.
08041
08042  A spirit of the horned folk who eschew letters and
       metalworking. Brawny, and versed in distinctive spiritual
       arts, this particular tribesman wields a heavy bow.</text>
08043  <text id="209009">Ashen remains in which spirits yet dwell.
08044  Use to summon the spirit of an ancestral follower.
08045
08046  A spirit of the horned folk who eschew letters and
       metalworking. Brawny, and versed in distinctive spiritual
       arts, this particular tribesman wields a heavy bow.</text>
08047  <text id="209010">Ashen remains in which spirits yet dwell.
08048  Use to summon the spirit of an ancestral follower.
08049
08050  A spirit of the horned folk who eschew letters and
       metalworking. Brawny, and versed in distinctive spiritual
       arts, this particular tribesman wields a heavy bow.</text>
08051  <text id="210000">Ashen remains in which spirits yet dwell.
08052  Use to summon the spirit of a winged misbegotten.
08053
08054  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08055  <text id="210001">Ashen remains in which spirits yet dwell.
08056  Use to summon the spirit of a winged misbegotten.
08057
08058  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08059  <text id="210002">Ashen remains in which spirits yet dwell.
08060  Use to summon the spirit of a winged misbegotten.
08061
08062  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08063  <text id="210003">Ashen remains in which spirits yet dwell.
08064  Use to summon the spirit of a winged misbegotten.
08065
08066  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08067  <text id="210004">Ashen remains in which spirits yet dwell.
08068  Use to summon the spirit of a winged misbegotten.
08069
08070  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08071  <text id="210005">Ashen remains in which spirits yet dwell.
08072  Use to summon the spirit of a winged misbegotten.
08073
08074  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08075  <text id="210006">Ashen remains in which spirits yet dwell.
08076  Use to summon the spirit of a winged misbegotten.
08077
08078  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08079  <text id="210007">Ashen remains in which spirits yet dwell.
08080  Use to summon the spirit of a winged misbegotten.
08081
08082  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08083  <text id="210008">Ashen remains in which spirits yet dwell.
08084  Use to summon the spirit of a winged misbegotten.
08085
08086  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08087  <text id="210009">Ashen remains in which spirits yet dwell.
08088  Use to summon the spirit of a winged misbegotten.
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08090  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08091  <text id="210010">Ashen remains in which spirits yet dwell.
08092  Use to summon the spirit of a winged misbegotten.
08093
08094  A spirit with the aspect of wings which takes flight to
       loose arrows from its bow. The misbegotten are held to be a
       punishment for making contact with the Crucible, and from
       birth they are treated as slaves, or worse.</text>
08095  <text id="211000">Ashen remains in which spirits yet dwell.
08096  Use to summon the spirits of two Albinaurics.
08097
08098  A strapping duo of cartwheeling spirits who wield ripple
       swords and spew freezing breath.
08099  Both are second-generation Albinaurics, with dumpy heads
       that resemble those of frogs.</text>
08100  <text id="211001">Ashen remains in which spirits yet dwell.
08101  Use to summon the spirits of two Albinaurics.
08102
08103  A strapping duo of cartwheeling spirits who wield ripple
       swords and spew freezing breath.
08104  Both are second-generation Albinaurics, with dumpy heads
       that resemble those of frogs.</text>
08105  <text id="211002">Ashen remains in which spirits yet dwell.
08106  Use to summon the spirits of two Albinaurics.
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08107
08108  A strapping duo of cartwheeling spirits who wield ripple
       swords and spew freezing breath.
08109  Both are second-generation Albinaurics, with dumpy heads
       that resemble those of frogs.</text>
08110  <text id="211003">Ashen remains in which spirits yet dwell.
08111  Use to summon the spirits of two Albinaurics.
08112
08113  A strapping duo of cartwheeling spirits who wield ripple
       swords and spew freezing breath.
08114  Both are second-generation Albinaurics, with dumpy heads
       that resemble those of frogs.</text>
08115  <text id="211004">Ashen remains in which spirits yet dwell.
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08120  <text id="211005">Ashen remains in which spirits yet dwell.
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       that resemble those of frogs.</text>
08125  <text id="211006">Ashen remains in which spirits yet dwell.
08126  Use to summon the spirits of two Albinaurics.
08127
08128  A strapping duo of cartwheeling spirits who wield ripple
       swords and spew freezing breath.
08129  Both are second-generation Albinaurics, with dumpy heads
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08130  <text id="211007">Ashen remains in which spirits yet dwell.
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08144  Both are second-generation Albinaurics, with dumpy heads
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08145  <text id="211010">Ashen remains in which spirits yet dwell.
08146  Use to summon the spirits of two Albinaurics.
08147
08148  A strapping duo of cartwheeling spirits who wield ripple
       swords and spew freezing breath.
08149  Both are second-generation Albinaurics, with dumpy heads
       that resemble those of frogs.</text>
08150  <text id="212000">Ashen remains in which spirits yet dwell.
08151  Use to summon the spirits of two skeletal militiamen.
08152
08153  These are the spirits of militiamen who live in Death, and
       will continue to rise again until properly finished off.
08154  This is the grotesque fate of those who come into contact
       with Deathroot.</text>
08155  <text id="212001">Ashen remains in which spirits yet dwell.
08156  Use to summon the spirits of two skeletal militiamen.
08157
08158  These are the spirits of militiamen who live in Death, and
       will continue to rise again until properly finished off.
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08205  <text id="213000">Ashen remains in which spirits yet dwell.
08206  Use to summon the spirit of a skeletal bandit.
08207
08208  This is the spirit of a bandit who lives in Death, and will
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08209  After the night of the plot, Deathroot appeared in the Lands
       Between, and Those Who Live in Death soon followed.</text>
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08260  <text id="214000">Ashen remains in which spirits yet dwell.
08261  Use to summon the spirits of four Oracle Envoys.
08262
08263  Spirits of a monstrous band of musicians who employ sacred
       arts. It is said that when Oracle Envoys appear, playing
       their pipes, they do so to herald the arrival of a new god,
       or a new age.</text>
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       their pipes, they do so to herald the arrival of a new god,
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08304  <text id="215000">Ashen remains in which spirits yet dwell.
08305  Use to summon the spirits of four putrid corpses.
08306
08307  These spirits appear some distance from the summoner. Though
       their movements are dull and confused, their low moans make
       them effective at drawing the attention of enemies. True
       death does not come easily for them.</text>
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death does not come easily for them.</text>
08348 <text id="216000">Ashen remains in which spirits yet dwell.
08349 Use to summon the spirit of Carmaan, the depraved perfumer.
08350
08351 Depraved perfumers practice their art for themselves alone.
Carmaan was a notably formidable perfumer whose strength
rivaled that of heroes, and it is said that he was in search
of a secret physick of revivification.</text>
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08360 <text id="216003">Ashen remains in which spirits yet dwell.
08361 Use to summon the spirit of Carmaan, the depraved perfumer.
08362
08363 Depraved perfumers practice their art for themselves alone.
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08364 <text id="216004">Ashen remains in which spirits yet dwell.
08365 Use to summon the spirit of Carmaan, the depraved perfumer.
08366
08367 Depraved perfumers practice their art for themselves alone.
Carmaan was a notably formidable perfumer whose strength
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08368 <text id="216005">Ashen remains in which spirits yet dwell.
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rivaled that of heroes, and it is said that he was in search
of a secret physick of revivification.</text>
08392 <text id="217000">Ashen remains in which spirits yet dwell.
08393 Use to summon the spirit of Tricia, the perfumer.
08394
08395 Tricia was once known as a healer who dedicated her efforts
to treating Misbegotten, Omen, and all those seen as impure.
When her efforts failed, she was their companion as they
died, watching over them to ensure that they could pass
peacefully, free of pain.
08396
08397 A tale akin to the origins of the deathbed companions.</
text>
08398 <text id="217001">Ashen remains in which spirits yet dwell.
08399 Use to summon the spirit of Tricia, the perfumer.
08400
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08401  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08402
08403  A tale akin to the origins of the deathbed companions.</
       text>
08404  <text id="217002">Ashen remains in which spirits yet dwell.
08405  Use to summon the spirit of Tricia, the perfumer.
08406
08407  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08408
08409  A tale akin to the origins of the deathbed companions.</
       text>
08410  <text id="217003">Ashen remains in which spirits yet dwell.
08411  Use to summon the spirit of Tricia, the perfumer.
08412
08413  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08414
08415  A tale akin to the origins of the deathbed companions.</
       text>
08416  <text id="217004">Ashen remains in which spirits yet dwell.
08417  Use to summon the spirit of Tricia, the perfumer.
08418
08419  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08420
08421  A tale akin to the origins of the deathbed companions.</
       text>
08422  <text id="217005">Ashen remains in which spirits yet dwell.
08423  Use to summon the spirit of Tricia, the perfumer.
08424
08425  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08426
08427  A tale akin to the origins of the deathbed companions.</
       text>
08428  <text id="217006">Ashen remains in which spirits yet dwell.
08429  Use to summon the spirit of Tricia, the perfumer.
08430
08431  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08432
08433  A tale akin to the origins of the deathbed companions.</
       text>
08434  <text id="217007">Ashen remains in which spirits yet dwell.
08435  Use to summon the spirit of Tricia, the perfumer.
08436
08437  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08438
08439  A tale akin to the origins of the deathbed companions.</
       text>
08440  <text id="217008">Ashen remains in which spirits yet dwell.
08441  Use to summon the spirit of Tricia, the perfumer.
08442
08443  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08444
08445  A tale akin to the origins of the deathbed companions.</
       text>
08446  <text id="217009">Ashen remains in which spirits yet dwell.
08447  Use to summon the spirit of Tricia, the perfumer.
08448
08449  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08450
08451  A tale akin to the origins of the deathbed companions.</
       text>
08452  <text id="217010">Ashen remains in which spirits yet dwell.
08453  Use to summon the spirit of Tricia, the perfumer.
08454
08455  Tricia was once known as a healer who dedicated her efforts
       to treating Misbegotten, Omen, and all those seen as impure.
       When her efforts failed, she was their companion as they
       died, watching over them to ensure that they could pass
       peacefully, free of pain.
08456
08457  A tale akin to the origins of the deathbed companions.</
       text>
08458  <text id="218000">Ashen remains in which spirits yet dwell.
08459  Use to summon the spirit of a glintstone sorcerer.
08460
08461  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08462  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08463  <text id="218001">Ashen remains in which spirits yet dwell.
08464  Use to summon the spirit of a glintstone sorcerer.
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08465
08466  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08467  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08468  <text id="218002">Ashen remains in which spirits yet dwell.
08469  Use to summon the spirit of a glintstone sorcerer.
08470
08471  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08472  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08473  <text id="218003">Ashen remains in which spirits yet dwell.
08474  Use to summon the spirit of a glintstone sorcerer.
08475
08476  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08477  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08478  <text id="218004">Ashen remains in which spirits yet dwell.
08479  Use to summon the spirit of a glintstone sorcerer.
08480
08481  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08482  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08483  <text id="218005">Ashen remains in which spirits yet dwell.
08484  Use to summon the spirit of a glintstone sorcerer.
08485
08486  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08487  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08488  <text id="218006">Ashen remains in which spirits yet dwell.
08489  Use to summon the spirit of a glintstone sorcerer.
08490
08491  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08492  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08493  <text id="218007">Ashen remains in which spirits yet dwell.
08494  Use to summon the spirit of a glintstone sorcerer.
08495
08496  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08497  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08498  <text id="218008">Ashen remains in which spirits yet dwell.
08499  Use to summon the spirit of a glintstone sorcerer.
08500
08501  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08502  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08503  <text id="218009">Ashen remains in which spirits yet dwell.
08504  Use to summon the spirit of a glintstone sorcerer.
08505
08506  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08507  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08508  <text id="218010">Ashen remains in which spirits yet dwell.
08509  Use to summon the spirit of a glintstone sorcerer.
08510
08511  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08512  A scholar of the Olivinus Conspectus, who has mastered the
       use of the Glintstone Stars sorcery.</text>
08513  <text id="219000">Ashen remains in which spirits yet dwell.
08514  Use to summon the spirit of a Twinsage sorcerer.
08515
08516  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08517  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08518  <text id="219001">Ashen remains in which spirits yet dwell.
08519  Use to summon the spirit of a Twinsage sorcerer.
08520
08521  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08522  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08523  <text id="219002">Ashen remains in which spirits yet dwell.
08524  Use to summon the spirit of a Twinsage sorcerer.
08525
08526  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08527  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08528  <text id="219003">Ashen remains in which spirits yet dwell.
08529  Use to summon the spirit of a Twinsage sorcerer.
08530
08531  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08532  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08533  <text id="219004">Ashen remains in which spirits yet dwell.
08534  Use to summon the spirit of a Twinsage sorcerer.
08535
08536  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08537  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08538  <text id="219005">Ashen remains in which spirits yet dwell.
08539  Use to summon the spirit of a Twinsage sorcerer.
08540
08541  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08542  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08543  <text id="219006">Ashen remains in which spirits yet dwell.
08544  Use to summon the spirit of a Twinsage sorcerer.
08545
08546  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08547  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08548  <text id="219007">Ashen remains in which spirits yet dwell.
08549  Use to summon the spirit of a Twinsage sorcerer.
08550
08551  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08552  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08553  <text id="219008">Ashen remains in which spirits yet dwell.
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08554  Use to summon the spirit of a Twinsage sorcerer.
08555
08556  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08557  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08558  <text id="219009">Ashen remains in which spirits yet dwell.
08559  Use to summon the spirit of a Twinsage sorcerer.
08560
08561  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08562  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08563  <text id="219010">Ashen remains in which spirits yet dwell.
08564  Use to summon the spirit of a Twinsage sorcerer.
08565
08566  Spirit of a Raya Lucaria sorcerer wearing a stone crown.
08567  Those who study the Twinsage Conspectus are the academy's
       elite, capable of mastering the Glintstone Cometshard and
       Crystal Burst sorceries.</text>
08568  <text id="220000">Ashen remains in which spirits yet dwell.
08569  Use to summon the spirit of a page.
08570
08571  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08572  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08573  <text id="220001">Ashen remains in which spirits yet dwell.
08574  Use to summon the spirit of a page.
08575
08576  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08577  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08578  <text id="220002">Ashen remains in which spirits yet dwell.
08579  Use to summon the spirit of a page.
08580
08581  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08582  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08583  <text id="220003">Ashen remains in which spirits yet dwell.
08584  Use to summon the spirit of a page.
08585
08586  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08587  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08588  <text id="220004">Ashen remains in which spirits yet dwell.
08589  Use to summon the spirit of a page.
08590
08591  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08592  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08593  <text id="220005">Ashen remains in which spirits yet dwell.
08594  Use to summon the spirit of a page.
08595
08596  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08597  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08598  <text id="220006">Ashen remains in which spirits yet dwell.
08599  Use to summon the spirit of a page.
08600
08601  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08602  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08603  <text id="220007">Ashen remains in which spirits yet dwell.
08604  Use to summon the spirit of a page.
08605
08606  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08607  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08608  <text id="220008">Ashen remains in which spirits yet dwell.
08609  Use to summon the spirit of a page.
08610
08611  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08612  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08613  <text id="220009">Ashen remains in which spirits yet dwell.
08614  Use to summon the spirit of a page.
08615
08616  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
       master.
08617  One becomes a page merely by accident of being born into
       obscurity; nothing is asked of ability, talent, or
       volition.</text>
08618  <text id="220010">Ashen remains in which spirits yet dwell.
08619  Use to summon the spirit of a page.
08620
08621  Spirit of a page who traveled at the side of the noble he
       served. Uses a piercing sword and crossbow to defend his
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master.
One becomes a page merely by accident of being born into obscurity; nothing is asked of ability, talent, or volition.</text>
<text id="221000">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221001">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221002">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221003">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221004">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221005">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221006">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221007">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221008">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221009">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="221010">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Battlemage Hugues.

Hugues came from Sellia to study the Haima Conspectus at the academy, where he became a battlemage.
Haima scholars seek to quell conflict with cannon fire and the gavel, but Hugues developed a longing for it.</text>
<text id="222000">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two claymen.

Bowed with age, these spirits are sluggish but hard to stagger.
The warped remains of priests who searched for revelation in service of the ancient dynasty, they employ two sorceries that produce smaller and larger bubbles.</text>
<text id="222001">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two claymen.

Bowed with age, these spirits are sluggish but hard to stagger.
The warped remains of priests who searched for revelation in service of the ancient dynasty, they employ two sorceries that produce smaller and larger bubbles.</text>
<text id="222002">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two claymen.

Bowed with age, these spirits are sluggish but hard to stagger.
The warped remains of priests who searched for revelation in service of the ancient dynasty, they employ two sorceries that produce smaller and larger bubbles.</text>
<text id="222003">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two claymen.

Bowed with age, these spirits are sluggish but hard to stagger.
The warped remains of priests who searched for revelation in service of the ancient dynasty, they employ two sorceries that produce smaller and larger bubbles.</text>
<text id="222004">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two claymen.
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08700
08701 Bowed with age, these spirits are sluggish but hard to
      stagger.
08702 The warped remains of priests who searched for revelation in
      service of the ancient dynasty, they employ two sorceries
      that produce smaller and larger bubbles.</text>
08703 <text id="222005">Ashen remains in which spirits yet dwell.
08704 Use to summon the spirits of two claymen.
08705
08706 Bowed with age, these spirits are sluggish but hard to
      stagger.
08707 The warped remains of priests who searched for revelation in
      service of the ancient dynasty, they employ two sorceries
      that produce smaller and larger bubbles.</text>
08708 <text id="222006">Ashen remains in which spirits yet dwell.
08709 Use to summon the spirits of two claymen.
08710
08711 Bowed with age, these spirits are sluggish but hard to
      stagger.
08712 The warped remains of priests who searched for revelation in
      service of the ancient dynasty, they employ two sorceries
      that produce smaller and larger bubbles.</text>
08713 <text id="222007">Ashen remains in which spirits yet dwell.
08714 Use to summon the spirits of two claymen.
08715
08716 Bowed with age, these spirits are sluggish but hard to
      stagger.
08717 The warped remains of priests who searched for revelation in
      service of the ancient dynasty, they employ two sorceries
      that produce smaller and larger bubbles.</text>
08718 <text id="222008">Ashen remains in which spirits yet dwell.
08719 Use to summon the spirits of two claymen.
08720
08721 Bowed with age, these spirits are sluggish but hard to
      stagger.
08722 The warped remains of priests who searched for revelation in
      service of the ancient dynasty, they employ two sorceries
      that produce smaller and larger bubbles.</text>
08723 <text id="222009">Ashen remains in which spirits yet dwell.
08724 Use to summon the spirits of two claymen.
08725
08726 Bowed with age, these spirits are sluggish but hard to
      stagger.
08727 The warped remains of priests who searched for revelation in
      service of the ancient dynasty, they employ two sorceries
      that produce smaller and larger bubbles.</text>
08728 <text id="222010">Ashen remains in which spirits yet dwell.
08729 Use to summon the spirits of two claymen.
08730
08731 Bowed with age, these spirits are sluggish but hard to
      stagger.
08732 The warped remains of priests who searched for revelation in
      service of the ancient dynasty, they employ two sorceries
      that produce smaller and larger bubbles.</text>
08733 <text id="223000">Legendary ashen remains.
08734 Use to summon the spirit of the Cleanrot Knight Finlay.
08735
08736 Finlay was one of the few survivors of the Battle of Aeonia,
      who in an unimaginable act of heroism carried the slumbering
      demigod Malenia all the way back to the Haligtree. She
      managed the feat alone, fending off all manner of foes along
      the way.</text>
08737 <text id="223001">Legendary ashen remains.
08738 Use to summon the spirit of the Cleanrot Knight Finlay.
08739
08740 Finlay was one of the few survivors of the Battle of Aeonia,
      who in an unimaginable act of heroism carried the slumbering
      demigod Malenia all the way back to the Haligtree. She
      managed the feat alone, fending off all manner of foes along
      the way.</text>
08741 <text id="223002">Legendary ashen remains.
08742 Use to summon the spirit of the Cleanrot Knight Finlay.
08743
08744 Finlay was one of the few survivors of the Battle of Aeonia,
      who in an unimaginable act of heroism carried the slumbering
      demigod Malenia all the way back to the Haligtree. She
      managed the feat alone, fending off all manner of foes along
      the way.</text>
08745 <text id="223003">Legendary ashen remains.
08746 Use to summon the spirit of the Cleanrot Knight Finlay.
08747
08748 Finlay was one of the few survivors of the Battle of Aeonia,
      who in an unimaginable act of heroism carried the slumbering
      demigod Malenia all the way back to the Haligtree. She
      managed the feat alone, fending off all manner of foes along
      the way.</text>
08749 <text id="223004">Legendary ashen remains.
08750 Use to summon the spirit of the Cleanrot Knight Finlay.
08751
08752 Finlay was one of the few survivors of the Battle of Aeonia,
      who in an unimaginable act of heroism carried the slumbering
      demigod Malenia all the way back to the Haligtree. She
      managed the feat alone, fending off all manner of foes along
      the way.</text>
08753 <text id="223005">Legendary ashen remains.
08754 Use to summon the spirit of the Cleanrot Knight Finlay.
08755
08756 Finlay was one of the few survivors of the Battle of Aeonia,
      who in an unimaginable act of heroism carried the slumbering
      demigod Malenia all the way back to the Haligtree. She
      managed the feat alone, fending off all manner of foes along
      the way.</text>
08757 <text id="223006">Legendary ashen remains.
08758 Use to summon the spirit of the Cleanrot Knight Finlay.
08759
08760 Finlay was one of the few survivors of the Battle of Aeonia,
      who in an unimaginable act of heroism carried the slumbering
      demigod Malenia all the way back to the Haligtree. She
      managed the feat alone, fending off all manner of foes along
      the way.</text>
08761 <text id="223007">Legendary ashen remains.
08762 Use to summon the spirit of the Cleanrot Knight Finlay.
08763
08764 Finlay was one of the few survivors of the Battle of Aeonia,
      who in an unimaginable act of heroism carried the slumbering
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demigod Malenia all the way back to the Haligtree. She
managed the feat alone, fending off all manner of foes along
the way.</text>
08765 <text id="223008">Legendary ashen remains.
08766 Use to summon the spirit of the Cleanrot Knight Finlay.
08767
08768 Finlay was one of the few survivors of the Battle of Aeonia,
who in an unimaginable act of heroism carried the slumbering
demigod Malenia all the way back to the Haligtree. She
managed the feat alone, fending off all manner of foes along
the way.</text>
08769 <text id="223009">Legendary ashen remains.
08770 Use to summon the spirit of the Cleanrot Knight Finlay.
08771
08772 Finlay was one of the few survivors of the Battle of Aeonia,
who in an unimaginable act of heroism carried the slumbering
demigod Malenia all the way back to the Haligtree. She
managed the feat alone, fending off all manner of foes along
the way.</text>
08773 <text id="223010">Legendary ashen remains.
08774 Use to summon the spirit of the Cleanrot Knight Finlay.
08775
08776 Finlay was one of the few survivors of the Battle of Aeonia,
who in an unimaginable act of heroism carried the slumbering
demigod Malenia all the way back to the Haligtree. She
managed the feat alone, fending off all manner of foes along
the way.</text>
08777 <text id="224000">Ashen remains in which spirits yet dwell.
08778 Use to summon a spirit of the Kindred of Rot.
08779
08780 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08781 Attacks enemies by secreting sticky threads.
08782 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08783 <text id="224001">Ashen remains in which spirits yet dwell.
08784 Use to summon a spirit of the Kindred of Rot.
08785
08786 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08787 Attacks enemies by secreting sticky threads.
08788 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08789 <text id="224002">Ashen remains in which spirits yet dwell.
08790 Use to summon a spirit of the Kindred of Rot.
08791
08792 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08793 Attacks enemies by secreting sticky threads.
08794 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08795 <text id="224003">Ashen remains in which spirits yet dwell.
08796 Use to summon a spirit of the Kindred of Rot.
08797
08798 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08799 Attacks enemies by secreting sticky threads.
08800 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08801 <text id="224004">Ashen remains in which spirits yet dwell.
08802 Use to summon a spirit of the Kindred of Rot.
08803
08804 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08805 Attacks enemies by secreting sticky threads.
08806 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08807 <text id="224005">Ashen remains in which spirits yet dwell.
08808 Use to summon a spirit of the Kindred of Rot.
08809
08810 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08811 Attacks enemies by secreting sticky threads.
08812 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08813 <text id="224006">Ashen remains in which spirits yet dwell.
08814 Use to summon a spirit of the Kindred of Rot.
08815
08816 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08817 Attacks enemies by secreting sticky threads.
08818 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08819 <text id="224007">Ashen remains in which spirits yet dwell.
08820 Use to summon a spirit of the Kindred of Rot.
08821
08822 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08823 Attacks enemies by secreting sticky threads.
08824 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08825 <text id="224008">Ashen remains in which spirits yet dwell.
08826 Use to summon a spirit of the Kindred of Rot.
08827
08828 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08829 Attacks enemies by secreting sticky threads.
08830 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08831 <text id="224009">Ashen remains in which spirits yet dwell.
08832 Use to summon a spirit of the Kindred of Rot.
08833
08834 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08835 Attacks enemies by secreting sticky threads.
08836 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
08837 <text id="224010">Ashen remains in which spirits yet dwell.
08838 Use to summon a spirit of the Kindred of Rot.
08839
08840 This spirit takes the form of a crawling pest, its chitinous
body making a dry rustling sound.
08841 Attacks enemies by secreting sticky threads.
08842 The Kindred of Rot are the servants of the Goddess of Rot—
servants that have been forsaken.</text>
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08843 <text id="225000">Ashen remains in which spirits yet dwell.
08844 Use to summon the spirits of two marionette soldiers.
08845
08846 Spirits of marionette soldiers created to serve a sorcerer.
08847 These marionettes are archers, each equipped with a pair of
      bows.
08848 On the verge of falling apart, they are ill-disciplined and
      attack without warning.</text>
08849 <text id="225001">Ashen remains in which spirits yet dwell.
08850 Use to summon the spirits of two marionette soldiers.
08851
08852 Spirits of marionette soldiers created to serve a sorcerer.
08853 These marionettes are archers, each equipped with a pair of
      bows.
08854 On the verge of falling apart, they are ill-disciplined and
      attack without warning.</text>
08855 <text id="225002">Ashen remains in which spirits yet dwell.
08856 Use to summon the spirits of two marionette soldiers.
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08859 These marionettes are archers, each equipped with a pair of
      bows.
08860 On the verge of falling apart, they are ill-disciplined and
      attack without warning.</text>
08861 <text id="225003">Ashen remains in which spirits yet dwell.
08862 Use to summon the spirits of two marionette soldiers.
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08864 Spirits of marionette soldiers created to serve a sorcerer.
08865 These marionettes are archers, each equipped with a pair of
      bows.
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      attack without warning.</text>
08867 <text id="225004">Ashen remains in which spirits yet dwell.
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08872 On the verge of falling apart, they are ill-disciplined and
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08873 <text id="225005">Ashen remains in which spirits yet dwell.
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08878 On the verge of falling apart, they are ill-disciplined and
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08890 On the verge of falling apart, they are ill-disciplined and
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08896 On the verge of falling apart, they are ill-disciplined and
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08897 <text id="225009">Ashen remains in which spirits yet dwell.
08898 Use to summon the spirits of two marionette soldiers.
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      bows.
08902 On the verge of falling apart, they are ill-disciplined and
      attack without warning.</text>
08903 <text id="225010">Ashen remains in which spirits yet dwell.
08904 Use to summon the spirits of two marionette soldiers.
08905
08906 Spirits of marionette soldiers created to serve a sorcerer.
08907 These marionettes are archers, each equipped with a pair of
      bows.
08908 On the verge of falling apart, they are ill-disciplined and
      attack without warning.</text>
08909 <text id="226000">Ashen remains in which spirits yet dwell.
08910 Use to summon the spirits of two avionette soldiers.
08911
08912 Spirits of marionette soldiers with avian features that were
      created to serve a sorcerer.
08913 Equipped with long-hafted scythes, they also attack from the
      skies by lobbing fire pots.
08914 Can sometimes malfunction when damaged.</text>
08915 <text id="226001">Ashen remains in which spirits yet dwell.
08916 Use to summon the spirits of two avionette soldiers.
08917
08918 Spirits of marionette soldiers with avian features that were
      created to serve a sorcerer.
08919 Equipped with long-hafted scythes, they also attack from the
      skies by lobbing fire pots.
08920 Can sometimes malfunction when damaged.</text>
08921 <text id="226002">Ashen remains in which spirits yet dwell.
08922 Use to summon the spirits of two avionette soldiers.
08923
08924 Spirits of marionette soldiers with avian features that were
      created to serve a sorcerer.
08925 Equipped with long-hafted scythes, they also attack from the
      skies by lobbing fire pots.
08926 Can sometimes malfunction when damaged.</text>
08927 <text id="226003">Ashen remains in which spirits yet dwell.
08928 Use to summon the spirits of two avionette soldiers.
08929
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08930 Spirits of marionette soldiers with avian features that were
      created to serve a sorcerer.
08931 Equipped with long-hafted scythes, they also attack from the
      skies by lobbing fire pots.
08932 Can sometimes malfunction when damaged.</text>
08933 <text id="226004">Ashen remains in which spirits yet dwell.
08934 Use to summon the spirits of two avionette soldiers.
08935
08936 Spirits of marionette soldiers with avian features that were
      created to serve a sorcerer.
08937 Equipped with long-hafted scythes, they also attack from the
      skies by lobbing fire pots.
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08956 Can sometimes malfunction when damaged.</text>
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08962 Can sometimes malfunction when damaged.</text>
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08972 Spirits of marionette soldiers with avian features that were
      created to serve a sorcerer.
08973 Equipped with long-hafted scythes, they also attack from the
      skies by lobbing fire pots.
08974 Can sometimes malfunction when damaged.</text>
08975 <text id="227000">Ashen remains in which spirits yet dwell.
08976 Use to summon the spirit of a Fire Monk.
08977
08978 Spirit of a stout monk who monitored the Giants' Flame.
      Versed in fire incantations, and himself steeled against
      fire.
08979 Though he was charged with keeping watch over the Flame,
      after many years of solemn duty, he has succumbed to its
      allure.</text>
08980 <text id="227001">Ashen remains in which spirits yet dwell.
08981 Use to summon the spirit of a Fire Monk.
08982
08983 Spirit of a stout monk who monitored the Giants' Flame.
      Versed in fire incantations, and himself steeled against
      fire.
08984 Though he was charged with keeping watch over the Flame,
      after many years of solemn duty, he has succumbed to its
      allure.</text>
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      allure.</text>
09000 <text id="227005">Ashen remains in which spirits yet dwell.
09001 Use to summon the spirit of a Fire Monk.
09002
09003 Spirit of a stout monk who monitored the Giants' Flame.
      Versed in fire incantations, and himself steeled against
      fire.
09004 Though he was charged with keeping watch over the Flame,
      after many years of solemn duty, he has succumbed to its
      allure.</text>
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09005  <text id="227006">Ashen remains in which spirits yet dwell.
09006  Use to summon the spirit of a Fire Monk.
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09008  Spirit of a stout monk who monitored the Giants' Flame.
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       fire.
09009  Though he was charged with keeping watch over the Flame,
       after many years of solemn duty, he has succumbed to its
       allure.</text>
09010  <text id="227007">Ashen remains in which spirits yet dwell.
09011  Use to summon the spirit of a Fire Monk.
09012
09013  Spirit of a stout monk who monitored the Giants' Flame.
       Versed in fire incantations, and himself steeled against
       fire.
09014  Though he was charged with keeping watch over the Flame,
       after many years of solemn duty, he has succumbed to its
       allure.</text>
09015  <text id="227008">Ashen remains in which spirits yet dwell.
09016  Use to summon the spirit of a Fire Monk.
09017
09018  Spirit of a stout monk who monitored the Giants' Flame.
       Versed in fire incantations, and himself steeled against
       fire.
09019  Though he was charged with keeping watch over the Flame,
       after many years of solemn duty, he has succumbed to its
       allure.</text>
09020  <text id="227009">Ashen remains in which spirits yet dwell.
09021  Use to summon the spirit of a Fire Monk.
09022
09023  Spirit of a stout monk who monitored the Giants' Flame.
       Versed in fire incantations, and himself steeled against
       fire.
09024  Though he was charged with keeping watch over the Flame,
       after many years of solemn duty, he has succumbed to its
       allure.</text>
09025  <text id="227010">Ashen remains in which spirits yet dwell.
09026  Use to summon the spirit of a Fire Monk.
09027
09028  Spirit of a stout monk who monitored the Giants' Flame.
       Versed in fire incantations, and himself steeled against
       fire.
09029  Though he was charged with keeping watch over the Flame,
       after many years of solemn duty, he has succumbed to its
       allure.</text>
09030  <text id="228000">Ashen remains in which spirits yet dwell.
09031  Use to summon the spirit of Amon, the Blackflame Monk.
09032
09033  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09034  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09035  <text id="228001">Ashen remains in which spirits yet dwell.
09036  Use to summon the spirit of Amon, the Blackflame Monk.
09037
09038  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09039  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09040  <text id="228002">Ashen remains in which spirits yet dwell.
09041  Use to summon the spirit of Amon, the Blackflame Monk.
09042
09043  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09044  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09045  <text id="228003">Ashen remains in which spirits yet dwell.
09046  Use to summon the spirit of Amon, the Blackflame Monk.
09047
09048  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09049  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09050  <text id="228004">Ashen remains in which spirits yet dwell.
09051  Use to summon the spirit of Amon, the Blackflame Monk.
09052
09053  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09054  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09055  <text id="228005">Ashen remains in which spirits yet dwell.
09056  Use to summon the spirit of Amon, the Blackflame Monk.
09057
09058  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09059  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09060  <text id="228006">Ashen remains in which spirits yet dwell.
09061  Use to summon the spirit of Amon, the Blackflame Monk.
09062
09063  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09064  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09065  <text id="228007">Ashen remains in which spirits yet dwell.
09066  Use to summon the spirit of Amon, the Blackflame Monk.
09067
09068  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09069  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09070  <text id="228008">Ashen remains in which spirits yet dwell.
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09073  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
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09077
09078  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09079  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
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09080  <text id="228010">Ashen remains in which spirits yet dwell.
09081  Use to summon the spirit of Amon, the Blackflame Monk.
09082
09083  Amon swore fealty to the god-slaying black flame, and so
       became the first fire monk to turn traitor.
09084  Or perhaps it is better said that he fled from the Giants'
       Flame—out of cowardice.</text>
09085  <text id="229000">Ashen remains in which spirits yet dwell.
09086  Use to summon the spirit of a man-serpent.
09087
09088  Spirit of a deformed man-serpent that wields a whip of
       magma.
09089  It is said that long ago, the elder serpent that dwelled on
       Mt. Gelmir devoured a demigod, and the birth of the man-
       serpents followed.</text>
09090  <text id="229001">Ashen remains in which spirits yet dwell.
09091  Use to summon the spirit of a man-serpent.
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09093  Spirit of a deformed man-serpent that wields a whip of
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09105  <text id="229004">Ashen remains in which spirits yet dwell.
09106  Use to summon the spirit of a man-serpent.
09107
09108  Spirit of a deformed man-serpent that wields a whip of
       magma.
09109  It is said that long ago, the elder serpent that dwelled on
       Mt. Gelmir devoured a demigod, and the birth of the man-
       serpents followed.</text>
09110  <text id="229005">Ashen remains in which spirits yet dwell.
09111  Use to summon the spirit of a man-serpent.
09112
09113  Spirit of a deformed man-serpent that wields a whip of
       magma.
09114  It is said that long ago, the elder serpent that dwelled on
       Mt. Gelmir devoured a demigod, and the birth of the man-
       serpents followed.</text>
09115  <text id="229006">Ashen remains in which spirits yet dwell.
09116  Use to summon the spirit of a man-serpent.
09117
09118  Spirit of a deformed man-serpent that wields a whip of
       magma.
09119  It is said that long ago, the elder serpent that dwelled on
       Mt. Gelmir devoured a demigod, and the birth of the man-
       serpents followed.</text>
09120  <text id="229007">Ashen remains in which spirits yet dwell.
09121  Use to summon the spirit of a man-serpent.
09122
09123  Spirit of a deformed man-serpent that wields a whip of
       magma.
09124  It is said that long ago, the elder serpent that dwelled on
       Mt. Gelmir devoured a demigod, and the birth of the man-
       serpents followed.</text>
09125  <text id="229008">Ashen remains in which spirits yet dwell.
09126  Use to summon the spirit of a man-serpent.
09127
09128  Spirit of a deformed man-serpent that wields a whip of
       magma.
09129  It is said that long ago, the elder serpent that dwelled on
       Mt. Gelmir devoured a demigod, and the birth of the man-
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       magma.
09139  It is said that long ago, the elder serpent that dwelled on
       Mt. Gelmir devoured a demigod, and the birth of the man-
       serpents followed.</text>
09140  <text id="230000">Ashen remains in which spirits yet dwell.
09141  Use to summon the spirits of two Azula beastmen.
09142
09143  Spirits of beastmen from doomed Farum Azula, the slowly
       crumbling ruins in the skies. These ruins are said to be the
       remains of a giant mausoleum enshrining an ancient dragon,
       guarded by chosen beastmen who wield weapons clad in
       lightning.</text>
09144  <text id="230001">Ashen remains in which spirits yet dwell.
09145  Use to summon the spirits of two Azula beastmen.
09146
09147  Spirits of beastmen from doomed Farum Azula, the slowly
       crumbling ruins in the skies. These ruins are said to be the
       remains of a giant mausoleum enshrining an ancient dragon,
       guarded by chosen beastmen who wield weapons clad in
       lightning.</text>
09148  <text id="230002">Ashen remains in which spirits yet dwell.
09149  Use to summon the spirits of two Azula beastmen.
09150
09151  Spirits of beastmen from doomed Farum Azula, the slowly
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crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09152 <text id="230003">Ashen remains in which spirits yet dwell.
09153 Use to summon the spirits of two Azula beastmen.
09154
09155 Spirits of beastmen from doomed Farum Azula, the slowly
crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09156 <text id="230004">Ashen remains in which spirits yet dwell.
09157 Use to summon the spirits of two Azula beastmen.
09158
09159 Spirits of beastmen from doomed Farum Azula, the slowly
crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09160 <text id="230005">Ashen remains in which spirits yet dwell.
09161 Use to summon the spirits of two Azula beastmen.
09162
09163 Spirits of beastmen from doomed Farum Azula, the slowly
crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09164 <text id="230006">Ashen remains in which spirits yet dwell.
09165 Use to summon the spirits of two Azula beastmen.
09166
09167 Spirits of beastmen from doomed Farum Azula, the slowly
crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09168 <text id="230007">Ashen remains in which spirits yet dwell.
09169 Use to summon the spirits of two Azula beastmen.
09170
09171 Spirits of beastmen from doomed Farum Azula, the slowly
crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09172 <text id="230008">Ashen remains in which spirits yet dwell.
09173 Use to summon the spirits of two Azula beastmen.
09174
09175 Spirits of beastmen from doomed Farum Azula, the slowly
crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09176 <text id="230009">Ashen remains in which spirits yet dwell.
09177 Use to summon the spirits of two Azula beastmen.
09178
09179 Spirits of beastmen from doomed Farum Azula, the slowly
crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09180 <text id="230010">Ashen remains in which spirits yet dwell.
09181 Use to summon the spirits of two Azula beastmen.
09182
09183 Spirits of beastmen from doomed Farum Azula, the slowly
crumbling ruins in the skies. These ruins are said to be the
remains of a giant mausoleum enshrining an ancient dragon,
guarded by chosen beastmen who wield weapons clad in
lightning.</text>
09184 <text id="231000">Ashen remains in which spirits yet dwell.
09185 Use to summon the spirit of a Kaiden sellsword.
09186
09187 Spirit of a mercenary belonging to a horse-riding folk.
Skillfully uses a massive blade made for dismounting other
riders, and enhances his already considerable strength with
war cries.
09188 The sellswords of Kaiden made their prowess known on
countless battlefields.</text>
09189 <text id="231001">Ashen remains in which spirits yet dwell.
09190 Use to summon the spirit of a Kaiden sellsword.
09191
09192 Spirit of a mercenary belonging to a horse-riding folk.
Skillfully uses a massive blade made for dismounting other
riders, and enhances his already considerable strength with
war cries.
09193 The sellswords of Kaiden made their prowess known on
countless battlefields.</text>
09194 <text id="231002">Ashen remains in which spirits yet dwell.
09195 Use to summon the spirit of a Kaiden sellsword.
09196
09197 Spirit of a mercenary belonging to a horse-riding folk.
Skillfully uses a massive blade made for dismounting other
riders, and enhances his already considerable strength with
war cries.
09198 The sellswords of Kaiden made their prowess known on
countless battlefields.</text>
09199 <text id="231003">Ashen remains in which spirits yet dwell.
09200 Use to summon the spirit of a Kaiden sellsword.
09201
09202 Spirit of a mercenary belonging to a horse-riding folk.
Skillfully uses a massive blade made for dismounting other
riders, and enhances his already considerable strength with
war cries.
09203 The sellswords of Kaiden made their prowess known on
countless battlefields.</text>
09204 <text id="231004">Ashen remains in which spirits yet dwell.
09205 Use to summon the spirit of a Kaiden sellsword.
09206
09207 Spirit of a mercenary belonging to a horse-riding folk.
Skillfully uses a massive blade made for dismounting other
riders, and enhances his already considerable strength with
war cries.
09208 The sellswords of Kaiden made their prowess known on
countless battlefields.</text>
09209 <text id="231005">Ashen remains in which spirits yet dwell.
09210 Use to summon the spirit of a Kaiden sellsword.
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09211
09212  Spirit of a mercenary belonging to a horse-riding folk.
       Skillfully uses a massive blade made for dismounting other
       riders, and enhances his already considerable strength with
       war cries.
09213  The sellswords of Kaiden made their prowess known on
       countless battlefields.</text>
09214  <text id="231006">Ashen remains in which spirits yet dwell.
09215  Use to summon the spirit of a Kaiden sellsword.
09216
09217  Spirit of a mercenary belonging to a horse-riding folk.
       Skillfully uses a massive blade made for dismounting other
       riders, and enhances his already considerable strength with
       war cries.
09218  The sellswords of Kaiden made their prowess known on
       countless battlefields.</text>
09219  <text id="231007">Ashen remains in which spirits yet dwell.
09220  Use to summon the spirit of a Kaiden sellsword.
09221
09222  Spirit of a mercenary belonging to a horse-riding folk.
       Skillfully uses a massive blade made for dismounting other
       riders, and enhances his already considerable strength with
       war cries.
09223  The sellswords of Kaiden made their prowess known on
       countless battlefields.</text>
09224  <text id="231008">Ashen remains in which spirits yet dwell.
09225  Use to summon the spirit of a Kaiden sellsword.
09226
09227  Spirit of a mercenary belonging to a horse-riding folk.
       Skillfully uses a massive blade made for dismounting other
       riders, and enhances his already considerable strength with
       war cries.
09228  The sellswords of Kaiden made their prowess known on
       countless battlefields.</text>
09229  <text id="231009">Ashen remains in which spirits yet dwell.
09230  Use to summon the spirit of a Kaiden sellsword.
09231
09232  Spirit of a mercenary belonging to a horse-riding folk.
       Skillfully uses a massive blade made for dismounting other
       riders, and enhances his already considerable strength with
       war cries.
09233  The sellswords of Kaiden made their prowess known on
       countless battlefields.</text>
09234  <text id="231010">Ashen remains in which spirits yet dwell.
09235  Use to summon the spirit of a Kaiden sellsword.
09236
09237  Spirit of a mercenary belonging to a horse-riding folk.
       Skillfully uses a massive blade made for dismounting other
       riders, and enhances his already considerable strength with
       war cries.
09238  The sellswords of Kaiden made their prowess known on
       countless battlefields.</text>
09239  <text id="232000">Ashen remains in which spirits yet dwell.
09240  Use to summon the spirits of three lone wolves.
09241
09242  Spirits of wolves chased from their pack. They later
       encountered a nameless Tarnished, who welcomed them as
       hunting companions.
09243  The wolf spirits overwhelm enemies with their agility,
       aiding the summoner in combat.</text>
09244  <text id="232001">Ashen remains in which spirits yet dwell.
09245  Use to summon the spirits of three lone wolves.
09246
09247  Spirits of wolves chased from their pack. They later
       encountered a nameless Tarnished, who welcomed them as
       hunting companions.
09248  The wolf spirits overwhelm enemies with their agility,
       aiding the summoner in combat.</text>
09249  <text id="232002">Ashen remains in which spirits yet dwell.
09250  Use to summon the spirits of three lone wolves.
09251
09252  Spirits of wolves chased from their pack. They later
       encountered a nameless Tarnished, who welcomed them as
       hunting companions.
09253  The wolf spirits overwhelm enemies with their agility,
       aiding the summoner in combat.</text>
09254  <text id="232003">Ashen remains in which spirits yet dwell.
09255  Use to summon the spirits of three lone wolves.
09256
09257  Spirits of wolves chased from their pack. They later
       encountered a nameless Tarnished, who welcomed them as
       hunting companions.
09258  The wolf spirits overwhelm enemies with their agility,
       aiding the summoner in combat.</text>
09259  <text id="232004">Ashen remains in which spirits yet dwell.
09260  Use to summon the spirits of three lone wolves.
09261
09262  Spirits of wolves chased from their pack. They later
       encountered a nameless Tarnished, who welcomed them as
       hunting companions.
09263  The wolf spirits overwhelm enemies with their agility,
       aiding the summoner in combat.</text>
09264  <text id="232005">Ashen remains in which spirits yet dwell.
09265  Use to summon the spirits of three lone wolves.
09266
09267  Spirits of wolves chased from their pack. They later
       encountered a nameless Tarnished, who welcomed them as
       hunting companions.
09268  The wolf spirits overwhelm enemies with their agility,
       aiding the summoner in combat.</text>
09269  <text id="232006">Ashen remains in which spirits yet dwell.
09270  Use to summon the spirits of three lone wolves.
09271
09272  Spirits of wolves chased from their pack. They later
       encountered a nameless Tarnished, who welcomed them as
       hunting companions.
09273  The wolf spirits overwhelm enemies with their agility,
       aiding the summoner in combat.</text>
09274  <text id="232007">Ashen remains in which spirits yet dwell.
09275  Use to summon the spirits of three lone wolves.
09276
09277  Spirits of wolves chased from their pack. They later
       encountered a nameless Tarnished, who welcomed them as
       hunting companions.
09278  The wolf spirits overwhelm enemies with their agility,
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aiding the summoner in combat.</text>
09279 <text id="232008">Ashen remains in which spirits yet dwell.
09280 Use to summon the spirits of three lone wolves.
09281
09282 Spirits of wolves chased from their pack. They later
encountered a nameless Tarnished, who welcomed them as
hunting companions.
09283 The wolf spirits overwhelm enemies with their agility,
aiding the summoner in combat.</text>
09284 <text id="232009">Ashen remains in which spirits yet dwell.
09285 Use to summon the spirits of three lone wolves.
09286
09287 Spirits of wolves chased from their pack. They later
encountered a nameless Tarnished, who welcomed them as
hunting companions.
09288 The wolf spirits overwhelm enemies with their agility,
aiding the summoner in combat.</text>
09289 <text id="232010">Ashen remains in which spirits yet dwell.
09290 Use to summon the spirits of three lone wolves.
09291
09292 Spirits of wolves chased from their pack. They later
encountered a nameless Tarnished, who welcomed them as
hunting companions.
09293 The wolf spirits overwhelm enemies with their agility,
aiding the summoner in combat.</text>
09294 <text id="233000">Ashen remains in which spirits yet dwell.
09295 Use to summon the spirits of three giant rats.
09296
09297 Spirits that do not require FP to summon.
09298 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09299 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09300 <text id="233001">Ashen remains in which spirits yet dwell.
09301 Use to summon the spirits of three giant rats.
09302
09303 Spirits that do not require FP to summon.
09304 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09305 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09306 <text id="233002">Ashen remains in which spirits yet dwell.
09307 Use to summon the spirits of three giant rats.
09308
09309 Spirits that do not require FP to summon.
09310 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09311 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09312 <text id="233003">Ashen remains in which spirits yet dwell.
09313 Use to summon the spirits of three giant rats.
09314
09315 Spirits that do not require FP to summon.
09316 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09317 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09318 <text id="233004">Ashen remains in which spirits yet dwell.
09319 Use to summon the spirits of three giant rats.
09320
09321 Spirits that do not require FP to summon.
09322 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09323 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09324 <text id="233005">Ashen remains in which spirits yet dwell.
09325 Use to summon the spirits of four giant rats.
09326
09327 Spirits that do not require FP to summon.
09328 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09329 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09330 <text id="233006">Ashen remains in which spirits yet dwell.
09331 Use to summon the spirits of four giant rats.
09332
09333 Spirits that do not require FP to summon.
09334 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09335 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09336 <text id="233007">Ashen remains in which spirits yet dwell.
09337 Use to summon the spirits of four giant rats.
09338
09339 Spirits that do not require FP to summon.
09340 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09341 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09342 <text id="233008">Ashen remains in which spirits yet dwell.
09343 Use to summon the spirits of four giant rats.
09344
09345 Spirits that do not require FP to summon.
09346 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09347 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09348 <text id="233009">Ashen remains in which spirits yet dwell.
09349 Use to summon the spirits of four giant rats.
09350
09351 Spirits that do not require FP to summon.
09352 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09353 Even as spirits, these vermin seem to multiply endlessly.
Enhancing these ashes can increase their numbers.</text>
09354 <text id="233010">Ashen remains in which spirits yet dwell.
09355 Use to summon the spirits of five giant rats.
09356
09357 Spirits that do not require FP to summon.
09358 The rat spirits appear at a distance from the summoner,
swarming upon their victim to start the fight.
09359 These vermin once seemed to multiply incessantly, but their
fecundity in death has abated for now.</text>
09360 <text id="234000">Ashen remains in which spirits yet dwell.
09361 Use to summon the spirits of five demi-humans.
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09362
09363 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they seem somewhat
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09364 <text id="234001">Ashen remains in which spirits yet dwell.
09365 Use to summon the spirits of five demi-humans.
09366
09367 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09368 <text id="234002">Ashen remains in which spirits yet dwell.
09369 Use to summon the spirits of five demi-humans.
09370
09371 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09372 <text id="234003">Ashen remains in which spirits yet dwell.
09373 Use to summon the spirits of five demi-humans.
09374
09375 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09376 <text id="234004">Ashen remains in which spirits yet dwell.
09377 Use to summon the spirits of five demi-humans.
09378
09379 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09380 <text id="234005">Ashen remains in which spirits yet dwell.
09381 Use to summon the spirits of five demi-humans.
09382
09383 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09384 <text id="234006">Ashen remains in which spirits yet dwell.
09385 Use to summon the spirits of five demi-humans.
09386
09387 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09388 <text id="234007">Ashen remains in which spirits yet dwell.
09389 Use to summon the spirits of five demi-humans.
09390
09391 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09392 <text id="234008">Ashen remains in which spirits yet dwell.
09393 Use to summon the spirits of five demi-humans.
09394
09395 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09396 <text id="234009">Ashen remains in which spirits yet dwell.
09397 Use to summon the spirits of five demi-humans.
09398
09399 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09400 <text id="234010">Ashen remains in which spirits yet dwell.
09401 Use to summon the spirits of five demi-humans.
09402
09403 Spirits of demi-humans that are small in stature, but have a
      violent, brutish disposition. Though they may seem
      intelligent, when night falls, their blood boils and they
      become feral.</text>
09404 <text id="235000">Ashen remains in which spirits yet dwell.
09405 Use to summon the spirit of a rotten stray.
09406
09407 Spirit of a stray dog corrupted by the scarlet rot.
09408 Though it is only a small creature, it is as violent as it
      is nimble, and its fangs fester with poisonous rot.</text>
09409 <text id="235001">Ashen remains in which spirits yet dwell.
09410 Use to summon the spirit of a rotten stray.
09411
09412 Spirit of a stray dog corrupted by the scarlet rot.
09413 Though it is only a small creature, it is as violent as it
      is nimble, and its fangs fester with poisonous rot.</text>
09414 <text id="235002">Ashen remains in which spirits yet dwell.
09415 Use to summon the spirit of a rotten stray.
09416
09417 Spirit of a stray dog corrupted by the scarlet rot.
09418 Though it is only a small creature, it is as violent as it
      is nimble, and its fangs fester with poisonous rot.</text>
09419 <text id="235003">Ashen remains in which spirits yet dwell.
09420 Use to summon the spirit of a rotten stray.
09421
09422 Spirit of a stray dog corrupted by the scarlet rot.
09423 Though it is only a small creature, it is as violent as it
      is nimble, and its fangs fester with poisonous rot.</text>
09424 <text id="235004">Ashen remains in which spirits yet dwell.
09425 Use to summon the spirit of a rotten stray.
09426
09427 Spirit of a stray dog corrupted by the scarlet rot.
09428 Though it is only a small creature, it is as violent as it
      is nimble, and its fangs fester with poisonous rot.</text>
09429 <text id="235005">Ashen remains in which spirits yet dwell.
09430 Use to summon the spirit of a rotten stray.
09431
09432 Spirit of a stray dog corrupted by the scarlet rot.
09433 Though it is only a small creature, it is as violent as it
      is nimble, and its fangs fester with poisonous rot.</text>
09434 <text id="235006">Ashen remains in which spirits yet dwell.
09435 Use to summon the spirit of a rotten stray.
09436
09437 Spirit of a stray dog corrupted by the scarlet rot.
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09438  Though it is only a small creature, it is as violent as it
       is nimble, and its fangs fester with poisonous rot.</text>
09439  <text id="235007">Ashen remains in which spirits yet dwell.
09440  Use to summon the spirit of a rotten stray.
09441
09442  Spirit of a stray dog corrupted by the scarlet rot.
09443  Though it is only a small creature, it is as violent as it
       is nimble, and its fangs fester with poisonous rot.</text>
09444  <text id="235008">Ashen remains in which spirits yet dwell.
09445  Use to summon the spirit of a rotten stray.
09446
09447  Spirit of a stray dog corrupted by the scarlet rot.
09448  Though it is only a small creature, it is as violent as it
       is nimble, and its fangs fester with poisonous rot.</text>
09449  <text id="235009">Ashen remains in which spirits yet dwell.
09450  Use to summon the spirit of a rotten stray.
09451
09452  Spirit of a stray dog corrupted by the scarlet rot.
09453  Though it is only a small creature, it is as violent as it
       is nimble, and its fangs fester with poisonous rot.</text>
09454  <text id="235010">Ashen remains in which spirits yet dwell.
09455  Use to summon the spirit of a rotten stray.
09456
09457  Spirit of a stray dog corrupted by the scarlet rot.
09458  Though it is only a small creature, it is as violent as it
       is nimble, and its fangs fester with poisonous rot.</text>
09459  <text id="236000">Ashen remains in which spirits yet dwell.
09460  Use to summon a spirit jellyfish.
09461
09462  A floating spirit that illuminates its surroundings.
09463  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09464
09465  It seems her name is Aurelia.</text>
09466  <text id="236001">Ashen remains in which spirits yet dwell.
09467  Use to summon a spirit jellyfish.
09468
09469  A floating spirit that illuminates its surroundings.
09470  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09471
09472  It seems her name is Aurelia.</text>
09473  <text id="236002">Ashen remains in which spirits yet dwell.
09474  Use to summon a spirit jellyfish.
09475
09476  A floating spirit that illuminates its surroundings.
09477  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09478
09479  It seems her name is Aurelia.</text>
09480  <text id="236003">Ashen remains in which spirits yet dwell.
09481  Use to summon a spirit jellyfish.
09482
09483  A floating spirit that illuminates its surroundings.
09484  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09485
09486  It seems her name is Aurelia.</text>
09487  <text id="236004">Ashen remains in which spirits yet dwell.
09488  Use to summon a spirit jellyfish.
09489
09490  A floating spirit that illuminates its surroundings.
09491  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09492
09493  It seems her name is Aurelia.</text>
09494  <text id="236005">Ashen remains in which spirits yet dwell.
09495  Use to summon a spirit jellyfish.
09496
09497  A floating spirit that illuminates its surroundings.
09498  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09499
09500  It seems her name is Aurelia.</text>
09501  <text id="236006">Ashen remains in which spirits yet dwell.
09502  Use to summon a spirit jellyfish.
09503
09504  A floating spirit that illuminates its surroundings.
09505  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09506
09507  It seems her name is Aurelia.</text>
09508  <text id="236007">Ashen remains in which spirits yet dwell.
09509  Use to summon a spirit jellyfish.
09510
09511  A floating spirit that illuminates its surroundings.
09512  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09513
09514  It seems her name is Aurelia.</text>
09515  <text id="236008">Ashen remains in which spirits yet dwell.
09516  Use to summon a spirit jellyfish.
09517
09518  A floating spirit that illuminates its surroundings.
09519  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09520
09521  It seems her name is Aurelia.</text>
09522  <text id="236009">Ashen remains in which spirits yet dwell.
09523  Use to summon a spirit jellyfish.
09524
09525  A floating spirit that illuminates its surroundings.
09526  Prone to tears, the jellyfish girl searches for her distant
       home. Will bravely spew poison at foes on her summoner's
       behalf.
09527
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8079    <text id="238001">Ashen remains in which spirits yet dwell.
8080    Use this to summon a storm hawk from
8081    a rebirth monument, found throughout the land.
8082    (Summoning consumes FP.)</text>
8083    <text id="238002">Ashen remains in which spirits yet dwell.
8084    Use this to summon a storm hawk from
8085    a rebirth monument, found throughout the land.
8086    (Summoning consumes FP.)</text>
8087    <text id="238003">Ashen remains in which spirits yet dwell.
8088    Use this to summon a storm hawk from
8089    a rebirth monument, found throughout the land.
8090    (Summoning consumes FP.)</text>
8091    <text id="238004">Ashen remains in which spirits yet dwell.
8092    Use this to summon a storm hawk from
8093    a rebirth monument, found throughout the land.
8094    (Summoning consumes FP.)</text>
8095    <text id="238005">Ashen remains in which spirits yet dwell.
8096    Use this to summon a storm hawk from
8097    a rebirth monument, found throughout the land.
8098    (Summoning consumes FP.)</text>
8099    <text id="238006">Ashen remains in which spirits yet dwell.
8100    Use this to summon a storm hawk from
8101    a rebirth monument, found throughout the land.
8102    (Summoning consumes FP.)</text>
8103    <text id="238007">Ashen remains in which spirits yet dwell.
8104    Use this to summon a storm hawk from
8105    a rebirth monument, found throughout the land.
8106    (Summoning consumes FP.)</text>
8107    <text id="238008">Ashen remains in which spirits yet dwell.
8108    Use this to summon a storm hawk from
8109    a rebirth monument, found throughout the land.
8110    (Summoning consumes FP.)</text>
8111    <text id="238009">Ashen remains in which spirits yet dwell.
8112    Use this to summon a storm hawk from
8113    a rebirth monument, found throughout the land.
8114    (Summoning consumes FP.)</text>
8115    <text id="238010">Ashen remains in which spirits yet dwell.
8116    Use this to summon a storm hawk from
8117    a rebirth monument, found throughout the land.
8118    (Summoning consumes FP.)</text>
8119    <text id="239000">Spirit ashes. Summons the spirit of a
8120    bloodhound knight of Bohrys from nearby a rebirth
8121    monument found throughout the land.
8122    (Summoning consumes FP.)
8123
8124    A Bloodhound Knight serves a single master
8125    for life, such is their oath of service.
8126    One such Bloodhound never found a lord to vow
8127    his service, and so seeks one restlessly, forlorn.</text>
8128    <text id="239001">Spirit ashes. Summons the spirit of a
8129    bloodhound knight of Bohrys from nearby a rebirth
8130    monument found throughout the land.
8131    (Summoning consumes FP.)
8132
8133    A Bloodhound Knight serves a single master
8134    for life, such is their oath of service.
8135    One such Bloodhound never found a lord to vow
8136    his service, and so seeks one restlessly, forlorn.</text>
8137    <text id="239002">Spirit ashes. Summons the spirit of a
8138    bloodhound knight of Bohrys from nearby a rebirth
8139    monument found throughout the land.
8140    (Summoning consumes FP.)
8141
8142    A Bloodhound Knight serves a single master
8143    for life, such is their oath of service.
8144    One such Bloodhound never found a lord to vow
8145    his service, and so seeks one restlessly, forlorn.</text>
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09606    the tempestuous winds that encircle it shred through foes.</
         text>
09606    <text id="238001">Ashen remains in which spirits yet dwell.
09607    Use to summon the spirit of Deenh the Stormhawk.
09608
09609    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09610    <text id="238002">Ashen remains in which spirits yet dwell.
09611    Use to summon the spirit of Deenh the Stormhawk.
09612
09613    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09614    <text id="238003">Ashen remains in which spirits yet dwell.
09615    Use to summon the spirit of Deenh the Stormhawk.
09616
09617    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09618    <text id="238004">Ashen remains in which spirits yet dwell.
09619    Use to summon the spirit of Deenh the Stormhawk.
09620
09621    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09622    <text id="238005">Ashen remains in which spirits yet dwell.
09623    Use to summon the spirit of Deenh the Stormhawk.
09624
09625    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09626    <text id="238006">Ashen remains in which spirits yet dwell.
09627    Use to summon the spirit of Deenh the Stormhawk.
09628
09629    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09630    <text id="238007">Ashen remains in which spirits yet dwell.
09631    Use to summon the spirit of Deenh the Stormhawk.
09632
09633    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09634    <text id="238008">Ashen remains in which spirits yet dwell.
09635    Use to summon the spirit of Deenh the Stormhawk.
09636
09637    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09638    <text id="238009">Ashen remains in which spirits yet dwell.
09639    Use to summon the spirit of Deenh the Stormhawk.
09640
09641    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09642    <text id="238010">Ashen remains in which spirits yet dwell.
09643    Use to summon the spirit of Deenh the Stormhawk.
09644
09645    Spirit of a fierce hawk that faithfully rendered lifelong
         service to the old king of Stormveil long ago, when the true
         storm raged. Its cries embolden its fellows in battle, and
         the tempestuous winds that encircle it shred through foes.</
         text>
09646    <text id="239000">Ashen remains in which spirits yet dwell.
09647    Use to summon the spirit of Floh, the Bloodhound Knight.
09648
09649    Spirit of a Bloodhound Knight they called the Rabid Stray.
         Will attack without pause immediately after being summoned.
09650    Floh vowed that there was only one lord he would serve: a
         true king. And so, the Rabid Stray never found a master.</
         text>
09651    <text id="239001">Ashen remains in which spirits yet dwell.
09652    Use to summon the spirit of Floh, the Bloodhound Knight.
09653
09654    Spirit of a Bloodhound Knight they called the Rabid Stray.
         Will attack without pause immediately after being summoned.
09655    Floh vowed that there was only one lord he would serve: a
         true king. And so, the Rabid Stray never found a master.</
         text>
09656    <text id="239002">Ashen remains in which spirits yet dwell.
09657    Use to summon the spirit of Floh, the Bloodhound Knight.
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8146	<text id="239003">Spirit ashes. Summons the spirit of a	09658	
8147	bloodhound knight of Bohrys from nearby a rebirth	09659	Spirit of a Bloodhound Knight they called the Rabid Stray.
8148	monument found throughout the land.		Will attack without pause immediately after being summoned.
8149	(Summoning consumes FP.)	09660	Floh vowed that there was only one lord he would serve: a
8150			true king. And so, the Rabid Stray never found a master.</
8151	A Bloodhound Knight serves a single master		text>
		09661	<text id="239003">Ashen remains in which spirits yet dwell.
8152	for life, such is their oath of service.	09662	Use to summon the spirit of Floh, the Bloodhound Knight.
8153	One such Bloodhound never found a lord to vow	09663	
8154	his service, and so seeks one restlessly, forlorn.</text>	09664	Spirit of a Bloodhound Knight they called the Rabid Stray.
8155	<text id="239004">Spirit ashes. Summons the spirit of a		Will attack without pause immediately after being summoned.
8156	bloodhound knight of Bohrys from nearby a rebirth	09665	Floh vowed that there was only one lord he would serve: a
8157	monument found throughout the land.		true king. And so, the Rabid Stray never found a master.</
8158	(Summoning consumes FP.)		text>
8159		09666	<text id="239004">Ashen remains in which spirits yet dwell.
8160	A Bloodhound Knight serves a single master	09667	Use to summon the spirit of Floh, the Bloodhound Knight.
8161	for life, such is their oath of service.	09668	
8162	One such Bloodhound never found a lord to vow	09669	Spirit of a Bloodhound Knight they called the Rabid Stray.
8163	his service, and so seeks one restlessly, forlorn.</text>		Will attack without pause immediately after being summoned.
8164	<text id="239005">Spirit ashes. Summons the spirit of a	09670	Floh vowed that there was only one lord he would serve: a
8165	bloodhound knight of Bohrys from nearby a rebirth		true king. And so, the Rabid Stray never found a master.</
8166	monument found throughout the land.		text>
8167	(Summoning consumes FP.)	09671	<text id="239005">Ashen remains in which spirits yet dwell.
8168		09672	Use to summon the spirit of Floh, the Bloodhound Knight.
8169	A Bloodhound Knight serves a single master	09673	
8170	for life, such is their oath of service.	09674	Spirit of a Bloodhound Knight they called the Rabid Stray.
8171	One such Bloodhound never found a lord to vow		Will attack without pause immediately after being summoned.
8172	his service, and so seeks one restlessly, forlorn.</text>	09675	Floh vowed that there was only one lord he would serve: a
8173	<text id="239006">Spirit ashes. Summons the spirit of a		true king. And so, the Rabid Stray never found a master.</
8174	bloodhound knight of Bohrys from nearby a rebirth		text>
8175	monument found throughout the land.	09676	<text id="239006">Ashen remains in which spirits yet dwell.
8176	(Summoning consumes FP.)	09677	Use to summon the spirit of Floh, the Bloodhound Knight.
8177		09678	
8178	A Bloodhound Knight serves a single master	09679	Spirit of a Bloodhound Knight they called the Rabid Stray.
8179	for life, such is their oath of service.		Will attack without pause immediately after being summoned.
8180	One such Bloodhound never found a lord to vow	09680	Floh vowed that there was only one lord he would serve: a
8181	his service, and so seeks one restlessly, forlorn.</text>		true king. And so, the Rabid Stray never found a master.</
8182	<text id="239007">Spirit ashes. Summons the spirit of a		text>
8183	bloodhound knight of Bohrys from nearby a rebirth	09681	<text id="239007">Ashen remains in which spirits yet dwell.
8184	monument found throughout the land.	09682	Use to summon the spirit of Floh, the Bloodhound Knight.
8185	(Summoning consumes FP.)	09683	
8186		09684	Spirit of a Bloodhound Knight they called the Rabid Stray.
8187	A Bloodhound Knight serves a single master		Will attack without pause immediately after being summoned.
8188	for life, such is their oath of service.	09685	Floh vowed that there was only one lord he would serve: a
8189	One such Bloodhound never found a lord to vow		true king. And so, the Rabid Stray never found a master.</
8190	his service, and so seeks one restlessly, forlorn.</text>		text>
8191	<text id="239008">Spirit ashes. Summons the spirit of a	09686	<text id="239008">Ashen remains in which spirits yet dwell.
8192	bloodhound knight of Bohrys from nearby a rebirth	09687	Use to summon the spirit of Floh, the Bloodhound Knight.
8193	monument found throughout the land.		
8194	(Summoning consumes FP.)	09688	
8195		09689	Spirit of a Bloodhound Knight they called the Rabid Stray.
8196	A Bloodhound Knight serves a single master		Will attack without pause immediately after being summoned.
8197	for life, such is their oath of service.	09690	Floh vowed that there was only one lord he would serve: a
8198	One such Bloodhound never found a lord to vow		true king. And so, the Rabid Stray never found a master.</
8199	his service, and so seeks one restlessly, forlorn.</text>		text>
8200	<text id="239009">Spirit ashes. Summons the spirit of a	09691	<text id="239009">Ashen remains in which spirits yet dwell.
8201	bloodhound knight of Bohrys from nearby a rebirth	09692	Use to summon the spirit of Floh, the Bloodhound Knight.
8202	monument found throughout the land.		
8203	(Summoning consumes FP.)	09693	
8204		09694	Spirit of a Bloodhound Knight they called the Rabid Stray.
8205	A Bloodhound Knight serves a single master		Will attack without pause immediately after being summoned.
8206	for life, such is their oath of service.	09695	Floh vowed that there was only one lord he would serve: a
8207	One such Bloodhound never found a lord to vow		true king. And so, the Rabid Stray never found a master.</
8208	his service, and so seeks one restlessly, forlorn.</text>		text>
8209	<text id="239010">Spirit ashes. Summons the spirit of a	09696	<text id="239010">Ashen remains in which spirits yet dwell.
8210	bloodhound knight of Bohrys from nearby a rebirth	09697	Use to summon the spirit of Floh, the Bloodhound Knight.
8211	monument found throughout the land.		
8212	(Summoning consumes FP.)	09698	
8213		09699	Spirit of a Bloodhound Knight they called the Rabid Stray.
8214	A Bloodhound Knight serves a single master		Will attack without pause immediately after being summoned.
8215	for life, such is their oath of service.	09700	Floh vowed that there was only one lord he would serve: a
8216	One such Bloodhound never found a lord to vow		true king. And so, the Rabid Stray never found a master.</
8217	his service, and so seeks one restlessly, forlorn.</text>		text>
8218	<text id="240000">Spirit ashes. Summons the spirits of five	09701	<text id="240000">Ashen remains in which spirits yet dwell.
	wandering nobles.	09702	Use to summon the spirits of five wandering nobles.
8219	(Summoning consumes FP.)	09703	
8220		09704	The spirits of nobles who, after death, now wander the Lands
8221	These ashes contain the spirits of nobles who now wander the		Between. Surely they were in search of something once—but
	Lands Between after death. They seem to have forgotten what		whatever it was has long been forgotten.</text>
	they were in search of, and now roam aimlessly.</text>	09705	<text id="240001">Ashen remains in which spirits yet dwell.
8222	<text id="240001">Spirit ashes. Summons the spirits of five	09706	Use to summon the spirits of five wandering nobles.
	wandering nobles.		
8223	(Summoning consumes FP.)		
8224			
8225	These ashes contain the spirits of nobles who now wander the		
	Lands Between after death. They seem to have forgotten what		
	they were in search of, and now roam aimlessly.</text>		
8226	<text id="240002">Spirit ashes. Summons the spirits of five		
	wandering nobles.		
8227	(Summoning consumes FP.)		

8228	09707
8229 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09708 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8230 <text id="240003">Spirit ashes. Summons the spirits of five wandering nobles.	09709 <text id="240002">Ashen remains in which spirits yet dwell.
8231 (Summoning consumes FP.)	09710 Use to summon the spirits of five wandering nobles.
8232	09711
8233 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09712 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8234 <text id="240004">Spirit ashes. Summons the spirits of five wandering nobles.	09713 <text id="240003">Ashen remains in which spirits yet dwell.
8235 (Summoning consumes FP.)	09714 Use to summon the spirits of five wandering nobles.
8236	09715
8237 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09716 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8238 <text id="240005">Spirit ashes. Summons the spirits of five wandering nobles.	09717 <text id="240004">Ashen remains in which spirits yet dwell.
8239 (Summoning consumes FP.)	09718 Use to summon the spirits of five wandering nobles.
8240	09719
8241 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09720 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8242 <text id="240006">Spirit ashes. Summons the spirits of five wandering nobles.	09721 <text id="240005">Ashen remains in which spirits yet dwell.
8243 (Summoning consumes FP.)	09722 Use to summon the spirits of five wandering nobles.
8244	09723
8245 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09724 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8246 <text id="240007">Spirit ashes. Summons the spirits of five wandering nobles.	09725 <text id="240006">Ashen remains in which spirits yet dwell.
8247 (Summoning consumes FP.)	09726 Use to summon the spirits of five wandering nobles.
8248	09727
8249 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09728 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8250 <text id="240008">Spirit ashes. Summons the spirits of five wandering nobles.	09729 <text id="240007">Ashen remains in which spirits yet dwell.
8251 (Summoning consumes FP.)	09730 Use to summon the spirits of five wandering nobles.
8252	09731
8253 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09732 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8254 <text id="240009">Spirit ashes. Summons the spirits of five wandering nobles.	09733 <text id="240008">Ashen remains in which spirits yet dwell.
8255 (Summoning consumes FP.)	09734 Use to summon the spirits of five wandering nobles.
8256	09735
8257 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09736 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8258 <text id="240010">Spirit ashes. Summons the spirits of five wandering nobles.	09737 <text id="240009">Ashen remains in which spirits yet dwell.
8259 (Summoning consumes FP.)	09738 Use to summon the spirits of five wandering nobles.
8260	09739
8261 These ashes contain the spirits of nobles who now wander the Lands Between after death. They seem to have forgotten what they were in search of, and now roam aimlessly.</text>	09740 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8262 <text id="241000">Spirit ashes. Summons the spirit of a noble sorcerer.	09741 <text id="240010">Ashen remains in which spirits yet dwell.
8263 (Summoning consumes FP.)	09742 Use to summon the spirits of five wandering nobles.
8264	09743
8265 These ashes contain the spirit of a noble who studied sorcery at Raya Lucaria. Wields rudimentary glintstone sorceries; it seems that was accomplishment enough for a noble.</text>	09744 The spirits of nobles who, after death, now wander the Lands Between. Surely they were in search of something once—but whatever it was has long been forgotten.</text>
8266 <text id="241001">Spirit ashes. Summons the spirit of a noble sorcerer.	09745 <text id="241000">Ashen remains in which spirits yet dwell.
8267 (Summoning consumes FP.)	09746 Use to summon the spirit of a noble sorcerer.
8268	09747
8269 These ashes contain the spirit of a noble who studied sorcery at Raya Lucaria. Wields rudimentary glintstone sorceries; it seems that was accomplishment enough for a noble.</text>	09748 Spirit of a nobleman who once asked to be given a place at Raya Lucaria to learn glintstone sorceries.
8270 <text id="241002">Spirit ashes. Summons the spirit of a noble sorcerer.	09749 His talents were insufficient to be worthy of donning the stone crown, however, and he is only capable of using the most rudimentary sorcery.</text>
8271 (Summoning consumes FP.)	09750 <text id="241001">Ashen remains in which spirits yet dwell.
	09751 Use to summon the spirit of a noble sorcerer.
8272	09752
8273 These ashes contain the spirit of a noble who studied sorcery at Raya Lucaria. Wields rudimentary glintstone sorceries; it seems that was accomplishment enough for a noble.</text>	09753 Spirit of a nobleman who once asked to be given a place at Raya Lucaria to learn glintstone sorceries.
8274 <text id="241003">Spirit ashes. Summons the spirit of a noble sorcerer.	09754 His talents were insufficient to be worthy of donning the stone crown, however, and he is only capable of using the most rudimentary sorcery.</text>
8275 (Summoning consumes FP.)	09755 <text id="241002">Ashen remains in which spirits yet dwell.
	09756 Use to summon the spirit of a noble sorcerer.
8276	09757
8277 These ashes contain the spirit of a noble who studied sorcery at Raya Lucaria. Wields rudimentary glintstone sorceries; it seems that was accomplishment enough for a noble.</text>	09758 Spirit of a nobleman who once asked to be given a place at Raya Lucaria to learn glintstone sorceries.
8278 <text id="241004">Spirit ashes. Summons the spirit of a noble sorcerer.	09759 His talents were insufficient to be worthy of donning the stone crown, however, and he is only capable of using the most rudimentary sorcery.</text>
8279 (Summoning consumes FP.)	09760 <text id="241003">Ashen remains in which spirits yet dwell.
	09761 Use to summon the spirit of a noble sorcerer.
8280	09762
8281 These ashes contain the spirit of a noble who studied sorcery at Raya Lucaria. Wields rudimentary glintstone sorceries; it seems that was accomplishment enough for a noble.</text>	09763 Spirit of a nobleman who once asked to be given a place at Raya Lucaria to learn glintstone sorceries.
8282 <text id="241005">Spirit ashes. Summons the spirit of a noble sorcerer.	09764 His talents were insufficient to be worthy of donning the stone crown, however, and he is only capable of using the most rudimentary sorcery.</text>
8283 (Summoning consumes FP.)	09765 <text id="241004">Ashen remains in which spirits yet dwell.
	09766 Use to summon the spirit of a noble sorcerer.
8284	09767
8285 These ashes contain the spirit of a noble who studied sorcery at Raya Lucaria. Wields rudimentary glintstone sorceries; it seems that was accomplishment enough for a noble.</text>	09768 Spirit of a nobleman who once asked to be given a place at Raya Lucaria to learn glintstone sorceries.
8286 <text id="241006">Spirit ashes. Summons the spirit of a noble sorcerer.	09769 His talents were insufficient to be worthy of donning the stone crown, however, and he is only capable of using the most rudimentary sorcery.</text>
8287 (Summoning consumes FP.)	09770 <text id="241005">Ashen remains in which spirits yet dwell.
	09771 Use to summon the spirit of a noble sorcerer.

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8288
8289    These ashes contain the spirit of a noble who studied sorcery
        at Raya Lucaria. Wields rudimentary glintstone sorceries; it
        seems that was accomplishment enough for a noble.</text>
8290    <text id="241007">Spirit ashes. Summons the spirit of a noble
        sorcerer.

8291    (Summoning consumes FP.)

8292
8293    These ashes contain the spirit of a noble who studied sorcery
        at Raya Lucaria. Wields rudimentary glintstone sorceries; it
        seems that was accomplishment enough for a noble.</text>
8294    <text id="241008">Spirit ashes. Summons the spirit of a noble
        sorcerer.

8295    (Summoning consumes FP.)

8296
8297    These ashes contain the spirit of a noble who studied sorcery
        at Raya Lucaria. Wields rudimentary glintstone sorceries; it
        seems that was accomplishment enough for a noble.</text>
8298    <text id="241009">Spirit ashes. Summons the spirit of a noble
        sorcerer.

8299    (Summoning consumes FP.)

8300
8301    These ashes contain the spirit of a noble who studied sorcery
        at Raya Lucaria. Wields rudimentary glintstone sorceries; it
        seems that was accomplishment enough for a noble.</text>
8302    <text id="241010">Spirit ashes. Summons the spirit of a noble
        sorcerer.

8303    (Summoning consumes FP.)

8304
8305    These ashes contain the spirit of a noble who studied sorcery
        at Raya Lucaria. Wields rudimentary glintstone sorceries; it
        seems that was accomplishment enough for a noble.</text>
8306    <text id="242000">Spirit ashes. Summons the spirits of three


8307    wandering lowly soldiers from nearby a rebirth
8308    monument found throughout the land.
8309    (Summoning consumes FP.)</text>
8310    <text id="242001">Spirit ashes. Summons the spirits of three
8311    wandering lowly soldiers from nearby a rebirth
8312    monument found throughout the land.
8313    (Summoning consumes FP.)</text>
8314    <text id="242002">Spirit ashes. Summons the spirits of three
8315    wandering lowly soldiers from nearby a rebirth
8316    monument found throughout the land.
8317    (Summoning consumes FP.)</text>
8318    <text id="242003">Spirit ashes. Summons the spirits of three
8319    wandering lowly soldiers from nearby a rebirth
8320    monument found throughout the land.
8321    (Summoning consumes FP.)</text>
8322    <text id="242004">Spirit ashes. Summons the spirits of three
8323    wandering lowly soldiers from nearby a rebirth
8324    monument found throughout the land.
8325    (Summoning consumes FP.)</text>
8326    <text id="242005">Spirit ashes. Summons the spirits of three
8327    wandering lowly soldiers from nearby a rebirth
8328    monument found throughout the land.
8329    (Summoning consumes FP.)</text>
8330    <text id="242006">Spirit ashes. Summons the spirits of three
8331    wandering lowly soldiers from nearby a rebirth
8332    monument found throughout the land.
8333    (Summoning consumes FP.)</text>
8334    <text id="242007">Spirit ashes. Summons the spirits of three
8335    wandering lowly soldiers from nearby a rebirth
8336    monument found throughout the land.
8337    (Summoning consumes FP.)</text>
8338    <text id="242008">Spirit ashes. Summons the spirits of three
8339    wandering lowly soldiers from nearby a rebirth
8340    monument found throughout the land.
8341    (Summoning consumes FP.)</text>
8342    <text id="242009">Spirit ashes. Summons the spirits of three
8343    wandering lowly soldiers from nearby a rebirth
8344    monument found throughout the land.
8345    (Summoning consumes FP.)</text>
8346    <text id="242010">Spirit ashes. Summons the spirits of three
8347    wandering lowly soldiers from nearby a rebirth
8348    monument found throughout the land.
8349    (Summoning consumes FP.)</text>
8350    <text id="243000">Spirit ashes. Summons the spirit of a
8351    pumpkin helm from nearby a rebirth
8352    monument found throughout the land.
8353    (Summoning consumes FP.)</text>
8354    <text id="243001">Spirit ashes. Summons the spirit of a
8355    pumpkin helm from nearby a rebirth
8356    monument found throughout the land.
8357    (Summoning consumes FP.)</text>
8358    <text id="243002">Spirit ashes. Summons the spirit of a
8359    pumpkin helm from nearby a rebirth
8360    monument found throughout the land.
8361    (Summoning consumes FP.)</text>
8362    <text id="243003">Spirit ashes. Summons the spirit of a
8363    pumpkin helm from nearby a rebirth
8364    monument found throughout the land.
8365    (Summoning consumes FP.)</text>
8366    <text id="243004">Spirit ashes. Summons the spirit of a
8367    pumpkin helm from nearby a rebirth
8368    monument found throughout the land.
8369    (Summoning consumes FP.)</text>
8370    <text id="243005">Spirit ashes. Summons the spirit of a
8371    pumpkin helm from nearby a rebirth
8372    monument found throughout the land.
8373    (Summoning consumes FP.)</text>
8374    <text id="243006">Spirit ashes. Summons the spirit of a
8375    pumpkin helm from nearby a rebirth
8376    monument found throughout the land.
8377    (Summoning consumes FP.)</text>
8378    <text id="243007">Spirit ashes. Summons the spirit of a
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09772
09773    Spirit of a nobleman who once asked to be given a place at
         Raya Lucaria to learn glintstone sorceries.

09774    His talents were insufficient to be worthy of donning the
         stone crown, however, and he is only capable of using the
         most rudimentary sorcery.</text>
09775    <text id="241006">Ashen remains in which spirits yet dwell.
09776    Use to summon the spirit of a noble sorcerer.
09777
09778    Spirit of a nobleman who once asked to be given a place at
         Raya Lucaria to learn glintstone sorceries.

09779    His talents were insufficient to be worthy of donning the
         stone crown, however, and he is only capable of using the
         most rudimentary sorcery.</text>
09780    <text id="241007">Ashen remains in which spirits yet dwell.
09781    Use to summon the spirit of a noble sorcerer.
09782
09783    Spirit of a nobleman who once asked to be given a place at
         Raya Lucaria to learn glintstone sorceries.

09784    His talents were insufficient to be worthy of donning the
         stone crown, however, and he is only capable of using the
         most rudimentary sorcery.</text>
09785    <text id="241008">Ashen remains in which spirits yet dwell.
09786    Use to summon the spirit of a noble sorcerer.
09787
09788    Spirit of a nobleman who once asked to be given a place at
         Raya Lucaria to learn glintstone sorceries.

09789    His talents were insufficient to be worthy of donning the
         stone crown, however, and he is only capable of using the
         most rudimentary sorcery.</text>
09790    <text id="241009">Ashen remains in which spirits yet dwell.
09791    Use to summon the spirit of a noble sorcerer.
09792
09793    Spirit of a nobleman who once asked to be given a place at
         Raya Lucaria to learn glintstone sorceries.

09794    His talents were insufficient to be worthy of donning the
         stone crown, however, and he is only capable of using the
         most rudimentary sorcery.</text>
09795    <text id="241010">Ashen remains in which spirits yet dwell.
09796    Use to summon the spirit of a noble sorcerer.
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8379    pumpkin helm from nearby a rebirth
8380    monument found throughout the land.
8381    (Summoning consumes FP.)</text>
8382    <text id="243008">Spirit ashes. Summons the spirit of a
8383    pumpkin helm from nearby a rebirth
8384    monument found throughout the land.
8385    (Summoning consumes FP.)</text>
8386    <text id="243009">Spirit ashes. Summons the spirit of a
8387    pumpkin helm from nearby a rebirth
8388    monument found throughout the land.
8389    (Summoning consumes FP.)</text>
8390    <text id="243010">Spirit ashes. Summons the spirit of a
8391    pumpkin helm from nearby a rebirth
8392    monument found throughout the land.
8393    (Summoning consumes FP.)</text>
8394    <text id="244000">Spirit ashes. Summons the spirits of three
        land squirts.
8395    (Summoning consumes FP.)
8396
8397    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8398    <text id="244001">Spirit ashes. Summons the spirits of three
        land squirts.

8399    (Summoning consumes FP.)
8400
8401    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8402    <text id="244002">Spirit ashes. Summons the spirits of three
        land squirts.

8403    (Summoning consumes FP.)
8404
8405    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8406    <text id="244003">Spirit ashes. Summons the spirits of three
        land squirts.

8407    (Summoning consumes FP.)
8408
8409    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8410    <text id="244004">Spirit ashes. Summons the spirits of three
        land squirts.

8411    (Summoning consumes FP.)
8412
8413    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8414    <text id="244005">Spirit ashes. Summons the spirits of three
        land squirts.

8415    (Summoning consumes FP.)
8416
8417    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8418    <text id="244006">Spirit ashes. Summons the spirits of three
        land squirts.

8419    (Summoning consumes FP.)
8420
8421    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8422    <text id="244007">Spirit ashes. Summons the spirits of three
        land squirts.

8423    (Summoning consumes FP.)
8424
8425    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8426    <text id="244008">Spirit ashes. Summons the spirits of three
        land squirts.

8427    (Summoning consumes FP.)
8428
8429    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8430    <text id="244009">Spirit ashes. Summons the spirits of three
        land squirts.

8431    (Summoning consumes FP.)
8432
8433    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8434    <text id="244010">Spirit ashes. Summons the spirits of three
        land squirts.

8435    (Summoning consumes FP.)
8436
8437    Summons spirits some distance from the summoner. The firm,
        fleshy tubes of the creature remain rooted to the spot,
        spraying poisonous liquid over their surroundings.</text>
8438    <text id="245000">Spirit ashes. Summons the spirits of three
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09797
09798    Spirit of a nobleman who once asked to be given a place at
         Raya Lucaria to learn glintstone sorceries.

09799    His talents were insufficient to be worthy of donning the
         stone crown, however, and he is only capable of using the
         most rudimentary sorcery.</text>
09800    <text id="242000">Ashen remains in which spirits yet dwell.
09801    Use to summon the spirits of three vulgar militiamen.
09802
09803    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09804    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09805    <text id="242001">Ashen remains in which spirits yet dwell.
09806    Use to summon the spirits of three vulgar militiamen.
09807
09808    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09809    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09810    <text id="242002">Ashen remains in which spirits yet dwell.
09811    Use to summon the spirits of three vulgar militiamen.
09812
09813    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09814    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09815    <text id="242003">Ashen remains in which spirits yet dwell.
09816    Use to summon the spirits of three vulgar militiamen.
09817
09818    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09819    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09820    <text id="242004">Ashen remains in which spirits yet dwell.
09821    Use to summon the spirits of three vulgar militiamen.
09822
09823    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09824    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09825    <text id="242005">Ashen remains in which spirits yet dwell.
09826    Use to summon the spirits of three vulgar militiamen.
09827
09828    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09829    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09830    <text id="242006">Ashen remains in which spirits yet dwell.
09831    Use to summon the spirits of three vulgar militiamen.
09832
09833    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09834    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09835    <text id="242007">Ashen remains in which spirits yet dwell.
09836    Use to summon the spirits of three vulgar militiamen.
09837
09838    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09839    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09840    <text id="242008">Ashen remains in which spirits yet dwell.
09841    Use to summon the spirits of three vulgar militiamen.
09842
09843    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09844    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09845    <text id="242009">Ashen remains in which spirits yet dwell.
09846    Use to summon the spirits of three vulgar militiamen.
09847
09848    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09849    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
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8439    little miranda flowers from nearby a rebirth
8440    monument found throughout the land.
8441    (Summoning consumes FP.)</text>
8442    <text id="245001">Spirit ashes. Summons the spirits of three
8443    little miranda flowers from nearby a rebirth
8444    monument found throughout the land.
8445    (Summoning consumes FP.)</text>
8446    <text id="245002">Spirit ashes. Summons the spirits of three
8447    little miranda flowers from nearby a rebirth
8448    monument found throughout the land.
8449    (Summoning consumes FP.)</text>
8450    <text id="245003">Spirit ashes. Summons the spirits of three
8451    little miranda flowers from nearby a rebirth
8452    monument found throughout the land.
8453    (Summoning consumes FP.)</text>
8454    <text id="245004">Spirit ashes. Summons the spirits of three
8455    little miranda flowers from nearby a rebirth
8456    monument found throughout the land.
8457    (Summoning consumes FP.)</text>
8458    <text id="245005">Spirit ashes. Summons the spirits of three
8459    little miranda flowers from nearby a rebirth
8460    monument found throughout the land.
8461    (Summoning consumes FP.)</text>
8462    <text id="245006">Spirit ashes. Summons the spirits of three
8463    little miranda flowers from nearby a rebirth
8464    monument found throughout the land.
8465    (Summoning consumes FP.)</text>
8466    <text id="245007">Spirit ashes. Summons the spirits of three
8467    little miranda flowers from nearby a rebirth
8468    monument found throughout the land.
8469    (Summoning consumes FP.)</text>
8470    <text id="245008">Spirit ashes. Summons the spirits of three
8471    little miranda flowers from nearby a rebirth
8472    monument found throughout the land.
8473    (Summoning consumes FP.)</text>
8474    <text id="245009">Spirit ashes. Summons the spirits of three
8475    little miranda flowers from nearby a rebirth
8476    monument found throughout the land.
8477    (Summoning consumes FP.)</text>
8478    <text id="245010">Spirit ashes. Summons the spirits of three
8479    little miranda flowers from nearby a rebirth
8480    monument found throughout the land.
8481    (Summoning consumes FP.)</text>
8482    <text id="246000">Spirit ashes. Summons the spirits of three
8483    little living jars from nearby a rebirth
8484    monument found throughout the land.
8485    (Summoning consumes FP.)</text>
8486    <text id="246001">Spirit ashes. Summons the spirits of three
8487    little living jars from nearby a rebirth
8488    monument found throughout the land.
8489    (Summoning consumes FP.)</text>
8490    <text id="246002">Spirit ashes. Summons the spirits of three
8491    little living jars from nearby a rebirth
8492    monument found throughout the land.
8493    (Summoning consumes FP.)</text>
8494    <text id="246003">Spirit ashes. Summons the spirits of three
8495    little living jars from nearby a rebirth
8496    monument found throughout the land.
8497    (Summoning consumes FP.)</text>
8498    <text id="246004">Spirit ashes. Summons the spirits of three
8499    little living jars from nearby a rebirth
8500    monument found throughout the land.
8501    (Summoning consumes FP.)</text>
8502    <text id="246005">Spirit ashes. Summons the spirits of three
8503    little living jars from nearby a rebirth
8504    monument found throughout the land.
8505    (Summoning consumes FP.)</text>
8506    <text id="246006">Spirit ashes. Summons the spirits of three
8507    little living jars from nearby a rebirth
8508    monument found throughout the land.
8509    (Summoning consumes FP.)</text>
8510    <text id="246007">Spirit ashes. Summons the spirits of three
8511    little living jars from nearby a rebirth
8512    monument found throughout the land.
8513    (Summoning consumes FP.)</text>
8514    <text id="246008">Spirit ashes. Summons the spirits of three
8515    little living jars from nearby a rebirth
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09850    <text id="242010">Ashen remains in which spirits yet dwell.
09851    Use to summon the spirits of three vulgar militiamen.
09852
09853    Spirits of the vulgar militia who wield long-hafted,
         serrated hatchets. These brutal weapons are particularly
         effective at causing blood loss to opponents.
09854    In the Lands Between, the small were scorned, and so they
         formed their vulgar militia as a means to make a living,
         albeit in ignominy.</text>
09855    <text id="243000">Ashen remains in which spirits yet dwell.
09856    Use to summon the spirit of a mad pumpkin head.
09857
09858    Spirit of a mad soldier with a large, brawny physique.
09859    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09860    This mad soldier is all that is left of a broken
         gladiator.</text>
09861    <text id="243001">Ashen remains in which spirits yet dwell.
09862    Use to summon the spirit of a mad pumpkin head.
09863
09864    Spirit of a mad soldier with a large, brawny physique.
09865    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09866    This mad soldier is all that is left of a broken
         gladiator.</text>
09867    <text id="243002">Ashen remains in which spirits yet dwell.
09868    Use to summon the spirit of a mad pumpkin head.
09869
09870    Spirit of a mad soldier with a large, brawny physique.
09871    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09872    This mad soldier is all that is left of a broken
         gladiator.</text>
09873    <text id="243003">Ashen remains in which spirits yet dwell.
09874    Use to summon the spirit of a mad pumpkin head.
09875
09876    Spirit of a mad soldier with a large, brawny physique.
09877    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09878    This mad soldier is all that is left of a broken
         gladiator.</text>
09879    <text id="243004">Ashen remains in which spirits yet dwell.
09880    Use to summon the spirit of a mad pumpkin head.
09881
09882    Spirit of a mad soldier with a large, brawny physique.
09883    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09884    This mad soldier is all that is left of a broken
         gladiator.</text>
09885    <text id="243005">Ashen remains in which spirits yet dwell.
09886    Use to summon the spirit of a mad pumpkin head.
09887
09888    Spirit of a mad soldier with a large, brawny physique.
09889    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09890    This mad soldier is all that is left of a broken
         gladiator.</text>
09891    <text id="243006">Ashen remains in which spirits yet dwell.
09892    Use to summon the spirit of a mad pumpkin head.
09893
09894    Spirit of a mad soldier with a large, brawny physique.
09895    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09896    This mad soldier is all that is left of a broken
         gladiator.</text>
09897    <text id="243007">Ashen remains in which spirits yet dwell.
09898    Use to summon the spirit of a mad pumpkin head.
09899
09900    Spirit of a mad soldier with a large, brawny physique.
09901    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09902    This mad soldier is all that is left of a broken
         gladiator.</text>
09903    <text id="243008">Ashen remains in which spirits yet dwell.
09904    Use to summon the spirit of a mad pumpkin head.
09905
09906    Spirit of a mad soldier with a large, brawny physique.
09907    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09908    This mad soldier is all that is left of a broken
         gladiator.</text>
09909    <text id="243009">Ashen remains in which spirits yet dwell.
09910    Use to summon the spirit of a mad pumpkin head.
09911
09912    Spirit of a mad soldier with a large, brawny physique.
09913    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09914    This mad soldier is all that is left of a broken
         gladiator.</text>
09915    <text id="243010">Ashen remains in which spirits yet dwell.
09916    Use to summon the spirit of a mad pumpkin head.
09917
09918    Spirit of a mad soldier with a large, brawny physique.
09919    Though he has stifled his panic within the dark confines of
         his helmet, he rampages as if driven mad when agitated by
         bloodshed or the humming of insects.
09920    This mad soldier is all that is left of a broken
         gladiator.</text>
09921    <text id="244000">Ashen remains in which spirits yet dwell.
09922    Use to summon the spirits of three land squirts.
09923    Summoning consumes HP rather than FP.
09924
09925    These spirits appear some distance from the summoner.
09926    The firm, fleshy tubes of the creatures remain rooted to the
         spot, spraying poisonous liquid over their surroundings.</
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8516    monument found throughout the land.
8517    (Summoning consumes FP.)</text>
8518    <text id="246009">Spirit ashes. Summons the spirits of three
8519    little living jars from nearby a rebirth
8520    monument found throughout the land.
8521    (Summoning consumes FP.)</text>


8522    <text id="246010">Spirit ashes. Summons the spirits of three
8523    little living jars from nearby a rebirth
8524    monument found throughout the land.
8525    (Summoning consumes FP.)</text>
8526    <text id="247000">Spirit ashes. Summons the spirit of a
8527    wandering executioner from nearby a rebirth


8528    monument found throughout the land.
8529    (Summoning consumes FP.)</text>
8530    <text id="247001">Spirit ashes. Summons the spirit of a
8531    wandering executioner from nearby a rebirth
8532    monument found throughout the land.
8533    (Summoning consumes FP.)</text>


8534    <text id="247002">Spirit ashes. Summons the spirit of a
8535    wandering executioner from nearby a rebirth
8536    monument found throughout the land.
8537    (Summoning consumes FP.)</text>
8538    <text id="247003">Spirit ashes. Summons the spirit of a
8539    wandering executioner from nearby a rebirth


8540    monument found throughout the land.
8541    (Summoning consumes FP.)</text>
8542    <text id="247004">Spirit ashes. Summons the spirit of a
8543    wandering executioner from nearby a rebirth
8544    monument found throughout the land.
8545    (Summoning consumes FP.)</text>


8546    <text id="247005">Spirit ashes. Summons the spirit of a
8547    wandering executioner from nearby a rebirth
8548    monument found throughout the land.
8549    (Summoning consumes FP.)</text>
8550    <text id="247006">Spirit ashes. Summons the spirit of a
8551    wandering executioner from nearby a rebirth


8552    monument found throughout the land.
8553    (Summoning consumes FP.)</text>
8554    <text id="247007">Spirit ashes. Summons the spirit of a
8555    wandering executioner from nearby a rebirth
8556    monument found throughout the land.
8557    (Summoning consumes FP.)</text>


8558    <text id="247008">Spirit ashes. Summons the spirit of a
8559    wandering executioner from nearby a rebirth
8560    monument found throughout the land.
8561    (Summoning consumes FP.)</text>
8562    <text id="247009">Spirit ashes. Summons the spirit of a
8563    wandering executioner from nearby a rebirth


8564    monument found throughout the land.
8565    (Summoning consumes FP.)</text>
8566    <text id="247010">Spirit ashes. Summons the spirit of a
8567    wandering executioner from nearby a rebirth
8568    monument found throughout the land.
8569    (Summoning consumes FP.)</text>


8570    <text id="248000">Spirit ashes. Summons the spirits of five
8571    greatshield warriors from nearby a rebirth
8572    monument found throughout the land.
8573    (Summoning consumes FP.)</text>
8574    <text id="248001">Spirit ashes. Summons the spirits of five
8575    greatshield warriors from nearby a rebirth


8576    monument found throughout the land.
8577    (Summoning consumes FP.)</text>
8578    <text id="248002">Spirit ashes. Summons the spirits of five
8579    greatshield warriors from nearby a rebirth
8580    monument found throughout the land.


8581    (Summoning consumes FP.)</text>

8582    <text id="248003">Spirit ashes. Summons the spirits of five
8583    greatshield warriors from nearby a rebirth
8584    monument found throughout the land.
8585    (Summoning consumes FP.)</text>
8586    <text id="248004">Spirit ashes. Summons the spirits of five


8587    greatshield warriors from nearby a rebirth

8588    monument found throughout the land.
8589    (Summoning consumes FP.)</text>
8590    <text id="248005">Spirit ashes. Summons the spirits of five
8591    greatshield warriors from nearby a rebirth
8592    monument found throughout the land.


8593    (Summoning consumes FP.)</text>

8594    <text id="248006">Spirit ashes. Summons the spirits of five
8595    greatshield warriors from nearby a rebirth
8596    monument found throughout the land.
8597    (Summoning consumes FP.)</text>
8598    <text id="248007">Spirit ashes. Summons the spirits of five
```

```
text>
09927   <text id="244001">Ashen remains in which spirits yet dwell.
09928   Use to summon the spirits of three land squirts.
09929   Summoning consumes HP rather than FP.
09930
09931   These spirits appear some distance from the summoner.
09932   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09933   <text id="244002">Ashen remains in which spirits yet dwell.
09934   Use to summon the spirits of three land squirts.
09935   Summoning consumes HP rather than FP.
09936
09937   These spirits appear some distance from the summoner.
09938   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09939   <text id="244003">Ashen remains in which spirits yet dwell.
09940   Use to summon the spirits of three land squirts.
09941   Summoning consumes HP rather than FP.
09942
09943   These spirits appear some distance from the summoner.
09944   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09945   <text id="244004">Ashen remains in which spirits yet dwell.
09946   Use to summon the spirits of three land squirts.
09947   Summoning consumes HP rather than FP.
09948
09949   These spirits appear some distance from the summoner.
09950   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09951   <text id="244005">Ashen remains in which spirits yet dwell.
09952   Use to summon the spirits of three land squirts.
09953   Summoning consumes HP rather than FP.
09954
09955   These spirits appear some distance from the summoner.
09956   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09957   <text id="244006">Ashen remains in which spirits yet dwell.
09958   Use to summon the spirits of three land squirts.
09959   Summoning consumes HP rather than FP.
09960
09961   These spirits appear some distance from the summoner.
09962   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09963   <text id="244007">Ashen remains in which spirits yet dwell.
09964   Use to summon the spirits of three land squirts.
09965   Summoning consumes HP rather than FP.
09966
09967   These spirits appear some distance from the summoner.
09968   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09969   <text id="244008">Ashen remains in which spirits yet dwell.
09970   Use to summon the spirits of three land squirts.
09971   Summoning consumes HP rather than FP.
09972
09973   These spirits appear some distance from the summoner.
09974   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09975   <text id="244009">Ashen remains in which spirits yet dwell.
09976   Use to summon the spirits of three land squirts.
09977   Summoning consumes HP rather than FP.
09978
09979   These spirits appear some distance from the summoner.
09980   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09981   <text id="244010">Ashen remains in which spirits yet dwell.
09982   Use to summon the spirits of three land squirts.
09983   Summoning consumes HP rather than FP.
09984
09985   These spirits appear some distance from the summoner.
09986   The firm, fleshy tubes of the creatures remain rooted to the
        spot, spraying poisonous liquid over their surroundings.</
        text>
09987   <text id="245000">Ashen remains in which spirits yet dwell.
09988   Use to summon the spirits of five miranda sprouts.
09989   Summoning consumes HP rather than FP.
09990
09991   Spirits of sweet little miranda flowers, carnivorous
        blossoms that feed upon human flesh. They creep slowly,
        scattering toxic pollen.
09992   Vulnerable to fire—do take care of the little darlings.</
        text>
09993   <text id="245001">Ashen remains in which spirits yet dwell.
09994   Use to summon the spirits of five miranda sprouts.
09995   Summoning consumes HP rather than FP.
09996
09997   Spirits of sweet little miranda flowers, carnivorous
        blossoms that feed upon human flesh. They creep slowly,
        scattering toxic pollen.
09998   Vulnerable to fire—do take care of the little darlings.</
        text>
09999   <text id="245002">Ashen remains in which spirits yet dwell.
10000   Use to summon the spirits of five miranda sprouts.
10001   Summoning consumes HP rather than FP.
10002
10003   Spirits of sweet little miranda flowers, carnivorous
        blossoms that feed upon human flesh. They creep slowly,
        scattering toxic pollen.
10004   Vulnerable to fire—do take care of the little darlings.</
        text>
10005   <text id="245003">Ashen remains in which spirits yet dwell.
10006   Use to summon the spirits of five miranda sprouts.
10007   Summoning consumes HP rather than FP.
10008
10009   Spirits of sweet little miranda flowers, carnivorous
        blossoms that feed upon human flesh. They creep slowly,
        scattering toxic pollen.
```

```
greatshield warriors from nearby a rebirth

monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="248008">Spirit ashes. Summons the spirits of five
greatshield warriors from nearby a rebirth
monument found throughout the land.


(Summoning consumes FP.)</text>

<text id="248009">Spirit ashes. Summons the spirits of five
greatshield warriors from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="248010">Spirit ashes. Summons the spirits of five


greatshield warriors from nearby a rebirth

monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="249000">Spirit ashes. Summons the spirits of three
bowyers from nearby a rebirth
monument found throughout the land.


(Summoning consumes FP.)</text>

<text id="249001">Spirit ashes. Summons the spirits of three
bowyers from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="249002">Spirit ashes. Summons the spirits of three


bowyers from nearby a rebirth

monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="249003">Spirit ashes. Summons the spirits of three
bowyers from nearby a rebirth
monument found throughout the land.


(Summoning consumes FP.)</text>

<text id="249004">Spirit ashes. Summons the spirits of three
bowyers from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="249005">Spirit ashes. Summons the spirits of three


bowyers from nearby a rebirth

monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="249006">Spirit ashes. Summons the spirits of three
bowyers from nearby a rebirth
monument found throughout the land.


(Summoning consumes FP.)</text>

<text id="249007">Spirit ashes. Summons the spirits of three
bowyers from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="249008">Spirit ashes. Summons the spirits of three

bowyers from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="249009">Spirit ashes. Summons the spirits of three
bowyers from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="249010">Spirit ashes. Summons the spirits of three

bowyers from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="250000">Spirit ashes. Summons the spirits of two
Stormveil knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="250001">Spirit ashes. Summons the spirits of two

Stormveil knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="250002">Spirit ashes. Summons the spirits of two
Stormveil knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="250003">Spirit ashes. Summons the spirits of two

Stormveil knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="250004">Spirit ashes. Summons the spirits of two
Stormveil knights from nearby a rebirth
```



```
Vulnerable to fire—do take care of the little darlings.</
text>
<text id="245004">Ashen remains in which spirits yet dwell.
Use to summon the spirits of five miranda sprouts.
Summoning consumes HP rather than FP.

Spirits of sweet little miranda flowers, carnivorous
blossoms that feed upon human flesh. They creep slowly,
scattering toxic pollen.
Vulnerable to fire—do take care of the little darlings.</
text>
<text id="245005">Ashen remains in which spirits yet dwell.
Use to summon the spirits of five miranda sprouts.
Summoning consumes HP rather than FP.

Spirits of sweet little miranda flowers, carnivorous
blossoms that feed upon human flesh. They creep slowly,
scattering toxic pollen.
Vulnerable to fire—do take care of the little darlings.</
text>
<text id="245006">Ashen remains in which spirits yet dwell.
Use to summon the spirits of five miranda sprouts.
Summoning consumes HP rather than FP.

Spirits of sweet little miranda flowers, carnivorous
blossoms that feed upon human flesh. They creep slowly,
scattering toxic pollen.
Vulnerable to fire—do take care of the little darlings.</
text>
<text id="245007">Ashen remains in which spirits yet dwell.
Use to summon the spirits of five miranda sprouts.
Summoning consumes HP rather than FP.

Spirits of sweet little miranda flowers, carnivorous
blossoms that feed upon human flesh. They creep slowly,
scattering toxic pollen.
Vulnerable to fire—do take care of the little darlings.</
text>
<text id="245008">Ashen remains in which spirits yet dwell.
Use to summon the spirits of five miranda sprouts.
Summoning consumes HP rather than FP.

Spirits of sweet little miranda flowers, carnivorous
blossoms that feed upon human flesh. They creep slowly,
scattering toxic pollen.
Vulnerable to fire—do take care of the little darlings.</
text>
<text id="245009">Ashen remains in which spirits yet dwell.
Use to summon the spirits of five miranda sprouts.
Summoning consumes HP rather than FP.

Spirits of sweet little miranda flowers, carnivorous
blossoms that feed upon human flesh. They creep slowly,
scattering toxic pollen.
Vulnerable to fire—do take care of the little darlings.</
text>
<text id="245010">Ashen remains in which spirits yet dwell.
Use to summon the spirits of five miranda sprouts.
Summoning consumes HP rather than FP.

Spirits of sweet little miranda flowers, carnivorous
blossoms that feed upon human flesh. They creep slowly,
scattering toxic pollen.
Vulnerable to fire—do take care of the little darlings.</
text>
<text id="246000">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246001">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246002">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246003">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246004">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 8676

```
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="250005">Spirit ashes. Summons the spirits of two

Stormveil knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="250006">Spirit ashes. Summons the spirits of two
Stormveil knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="250007">Spirit ashes. Summons the spirits of two

Stormveil knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="250008">Spirit ashes. Summons the spirits of two
Stormveil knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="250009">Spirit ashes. Summons the spirits of two

Stormveil knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="250010">Spirit ashes. Summons the spirits of two
Stormveil knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="251000">Spirit ashes. Summons the spirits of three

Raya Lucaria Academy knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="251001">Spirit ashes. Summons the spirits of three
Raya Lucaria Academy knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="251002">Spirit ashes. Summons the spirits of three

Raya Lucaria Academy knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="251003">Spirit ashes. Summons the spirits of three
Raya Lucaria Academy knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="251004">Spirit ashes. Summons the spirits of three

Raya Lucaria Academy knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="251005">Spirit ashes. Summons the spirits of three
Raya Lucaria Academy knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="251006">Spirit ashes. Summons the spirits of three

Raya Lucaria Academy knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="251007">Spirit ashes. Summons the spirits of three
Raya Lucaria Academy knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="251008">Spirit ashes. Summons the spirits of three


Raya Lucaria Academy knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="251009">Spirit ashes. Summons the spirits of three
Raya Lucaria Academy knights from nearby a rebirth


monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="251010">Spirit ashes. Summons the spirits of three
Raya Lucaria Academy knights from nearby a rebirth
monument found throughout the land.


(Summoning consumes FP.)</text>
<text id="252000">Spirit ashes. Summons the spirits of two
capital knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>


<text id="252001">Spirit ashes. Summons the spirits of two
capital knights from nearby a rebirth
monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="252002">Spirit ashes. Summons the spirits of two
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 10087

```
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246005">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246006">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246007">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246008">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246009">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="246010">Ashen remains in which spirits yet dwell.
Use to summon the spirits of three little living jars.
Summoning consumes HP rather than FP.

These reckless spirits sacrifice themselves to vanquish
their summoner's foes, and explode upon death.
Though their bravery is admirable, their explosions can harm
friend as well as foe, and they will also immediately
explode on contact with fire.

"Tell the others—tell them how brightly a fire jar burns."</
text>
<text id="247000">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Omenkiller Rollo.

Spirit of Rollo, known as the first Omenkiller.
Once a famous perfumer, Rollo imbibed a physick to rid
himself of emotion, thus enabling him to enact his
nightmarish labor, hunting the Omen.</text>
<text id="247001">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Omenkiller Rollo.

Spirit of Rollo, known as the first Omenkiller.
Once a famous perfumer, Rollo imbibed a physick to rid
himself of emotion, thus enabling him to enact his
nightmarish labor, hunting the Omen.</text>
<text id="247002">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Omenkiller Rollo.

Spirit of Rollo, known as the first Omenkiller.
Once a famous perfumer, Rollo imbibed a physick to rid
himself of emotion, thus enabling him to enact his
nightmarish labor, hunting the Omen.</text>
<text id="247003">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Omenkiller Rollo.

Spirit of Rollo, known as the first Omenkiller.
Once a famous perfumer, Rollo imbibed a physick to rid
himself of emotion, thus enabling him to enact his
nightmarish labor, hunting the Omen.</text>
<text id="247004">Ashen remains in which spirits yet dwell.
Use to summon the spirit of Omenkiller Rollo.

Spirit of Rollo, known as the first Omenkiller.
Once a famous perfumer, Rollo imbibed a physick to rid
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8825    (Summoning consumes FP.)</text>
8826    <text id="253009">Spirit ashes. Summons the spirits of two
8827    Caelid knights from nearby a rebirth
8828    monument found throughout the land.
8829    (Summoning consumes FP.)</text>
8830    <text id="253010">Spirit ashes. Summons the spirits of two
8831    Caelid knights from nearby a rebirth
8832    monument found throughout the land.
8833    (Summoning consumes FP.)</text>
8834    <text id="254000">Spirit ashes. Summons the spirits of five
8835    mausoleum knights from nearby a rebirth
8836    monument found throughout the land.
8837    (Summoning consumes FP.)</text>
8838    <text id="254001">Spirit ashes. Summons the spirits of five
8839    mausoleum knights from nearby a rebirth
8840    monument found throughout the land.
8841    (Summoning consumes FP.)</text>
8842    <text id="254002">Spirit ashes. Summons the spirits of five
8843    mausoleum knights from nearby a rebirth
8844    monument found throughout the land.
8845    (Summoning consumes FP.)</text>
8846    <text id="254003">Spirit ashes. Summons the spirits of five
8847    mausoleum knights from nearby a rebirth
8848    monument found throughout the land.
8849    (Summoning consumes FP.)</text>
8850    <text id="254004">Spirit ashes. Summons the spirits of five
8851    mausoleum knights from nearby a rebirth
8852    monument found throughout the land.
8853    (Summoning consumes FP.)</text>
8854    <text id="254005">Spirit ashes. Summons the spirits of five
8855    mausoleum knights from nearby a rebirth
8856    monument found throughout the land.
8857    (Summoning consumes FP.)</text>
8858    <text id="254006">Spirit ashes. Summons the spirits of five
8859    mausoleum knights from nearby a rebirth
8860    monument found throughout the land.
8861    (Summoning consumes FP.)</text>
8862    <text id="254007">Spirit ashes. Summons the spirits of five
8863    mausoleum knights from nearby a rebirth
8864    monument found throughout the land.
8865    (Summoning consumes FP.)</text>
8866    <text id="254008">Spirit ashes. Summons the spirits of five
8867    mausoleum knights from nearby a rebirth
8868    monument found throughout the land.
8869    (Summoning consumes FP.)</text>
8870    <text id="254009">Spirit ashes. Summons the spirits of five
8871    mausoleum knights from nearby a rebirth
8872    monument found throughout the land.
8873    (Summoning consumes FP.)</text>
8874    <text id="254010">Spirit ashes. Summons the spirits of five
8875    mausoleum knights from nearby a rebirth
8876    monument found throughout the land.
8877    (Summoning consumes FP.)</text>
8878    <text id="255000">Spirit ashes. Summons the spirits of four
8879    Miquella guardian knights from nearby a rebirth
8880    monument found throughout the land.
8881    (Summoning consumes FP.)</text>
8882    <text id="255001">Spirit ashes. Summons the spirits of four
8883    Miquella guardian knights from nearby a rebirth
8884    monument found throughout the land.
8885    (Summoning consumes FP.)</text>
8886    <text id="255002">Spirit ashes. Summons the spirits of four
8887    Miquella guardian knights from nearby a rebirth
8888    monument found throughout the land.
```

```
ghostflame from the rearguard.</text>
10236   <text id="248008">Ashen remains in which spirits yet dwell.
10237   Use to summon five greatshield soldier spirits.
10238
10239   Spirits of greatshield soldiers who belonged to the Fallen
        Hawks, a band of soldiers that once explored the Eternal
        City. Stout defenders with a steady guard.
10240   Though their methods are somewhat crude, they work well as a
        squadron, and will attract the attention of enemies or lob
        ghostflame from the rearguard.</text>
10241   <text id="248009">Ashen remains in which spirits yet dwell.
10242   Use to summon five greatshield soldier spirits.
10243
10244   Spirits of greatshield soldiers who belonged to the Fallen
        Hawks, a band of soldiers that once explored the Eternal
        City. Stout defenders with a steady guard.
10245   Though their methods are somewhat crude, they work well as a
        squadron, and will attract the attention of enemies or lob
        ghostflame from the rearguard.</text>
10246   <text id="248010">Ashen remains in which spirits yet dwell.
10247   Use to summon five greatshield soldier spirits.
10248
10249   Spirits of greatshield soldiers who belonged to the Fallen
        Hawks, a band of soldiers that once explored the Eternal
        City. Stout defenders with a steady guard.
10250   Though their methods are somewhat crude, they work well as a
        squadron, and will attract the attention of enemies or lob
        ghostflame from the rearguard.</text>
10251   <text id="249000">Ashen remains in which spirits yet dwell.
10252   Use to summon three archer spirits.
10253
10254   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10255   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10256   <text id="249001">Ashen remains in which spirits yet dwell.
10257   Use to summon three archer spirits.
10258
10259   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10260   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10261   <text id="249002">Ashen remains in which spirits yet dwell.
10262   Use to summon three archer spirits.
10263
10264   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10265   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10266   <text id="249003">Ashen remains in which spirits yet dwell.
10267   Use to summon three archer spirits.
10268
10269   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10270   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10271   <text id="249004">Ashen remains in which spirits yet dwell.
10272   Use to summon three archer spirits.
10273
10274   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10275   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10276   <text id="249005">Ashen remains in which spirits yet dwell.
10277   Use to summon three archer spirits.
10278
10279   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10280   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10281   <text id="249006">Ashen remains in which spirits yet dwell.
10282   Use to summon three archer spirits.
10283
10284   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10285   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10286   <text id="249007">Ashen remains in which spirits yet dwell.
10287   Use to summon three archer spirits.
10288
10289   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10290   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10291   <text id="249008">Ashen remains in which spirits yet dwell.
10292   Use to summon three archer spirits.
10293
10294   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10295   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10296   <text id="249009">Ashen remains in which spirits yet dwell.
10297   Use to summon three archer spirits.
10298
10299   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
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8889    (Summoning consumes FP.)</text>
8890    <text id="255003">Spirit ashes. Summons the spirits of four
8891    Miquella guardian knights from nearby a rebirth
8892    monument found throughout the land.
8893    (Summoning consumes FP.)</text>
8894    <text id="255004">Spirit ashes. Summons the spirits of four
8895    Miquella guardian knights from nearby a rebirth
8896    monument found throughout the land.
8897    (Summoning consumes FP.)</text>
8898    <text id="255005">Spirit ashes. Summons the spirits of four
8899    Miquella guardian knights from nearby a rebirth
8900    monument found throughout the land.
8901    (Summoning consumes FP.)</text>
8902    <text id="255006">Spirit ashes. Summons the spirits of four
8903    Miquella guardian knights from nearby a rebirth
8904    monument found throughout the land.
8905    (Summoning consumes FP.)</text>
8906    <text id="255007">Spirit ashes. Summons the spirits of four
8907    Miquella guardian knights from nearby a rebirth
8908    monument found throughout the land.
8909    (Summoning consumes FP.)</text>
8910    <text id="255008">Spirit ashes. Summons the spirits of four
8911    Miquella guardian knights from nearby a rebirth
8912    monument found throughout the land.
8913    (Summoning consumes FP.)</text>
8914    <text id="255009">Spirit ashes. Summons the spirits of four
8915    Miquella guardian knights from nearby a rebirth
8916    monument found throughout the land.
8917    (Summoning consumes FP.)</text>
8918    <text id="255010">Spirit ashes. Summons the spirits of four
8919    Miquella guardian knights from nearby a rebirth
8920    monument found throughout the land.
8921    (Summoning consumes FP.)</text>
8922    <text id="256000">Spirit ashes. Summons the spirit of a
8923    capital elite knight from nearby a rebirth
8924    monument found throughout the land.
8925    (Summoning consumes FP.)</text>
8926    <text id="256001">Spirit ashes. Summons the spirit of a
8927    capital elite knight from nearby a rebirth
8928    monument found throughout the land.
8929    (Summoning consumes FP.)</text>
8930    <text id="256002">Spirit ashes. Summons the spirit of a
8931    capital elite knight from nearby a rebirth
8932    monument found throughout the land.
8933    (Summoning consumes FP.)</text>
8934    <text id="256003">Spirit ashes. Summons the spirit of a
8935    capital elite knight from nearby a rebirth
8936    monument found throughout the land.
8937    (Summoning consumes FP.)</text>
8938    <text id="256004">Spirit ashes. Summons the spirit of a
8939    capital elite knight from nearby a rebirth
8940    monument found throughout the land.
8941    (Summoning consumes FP.)</text>
8942    <text id="256005">Spirit ashes. Summons the spirit of a
8943    capital elite knight from nearby a rebirth
8944    monument found throughout the land.
8945    (Summoning consumes FP.)</text>
8946    <text id="256006">Spirit ashes. Summons the spirit of a
8947    capital elite knight from nearby a rebirth
8948    monument found throughout the land.
8949    (Summoning consumes FP.)</text>
8950    <text id="256007">Spirit ashes. Summons the spirit of a
8951    capital elite knight from nearby a rebirth
8952    monument found throughout the land.
8953    (Summoning consumes FP.)</text>
8954    <text id="256008">Spirit ashes. Summons the spirit of a
8955    capital elite knight from nearby a rebirth
8956    monument found throughout the land.
8957    (Summoning consumes FP.)</text>
8958    <text id="256009">Spirit ashes. Summons the spirit of a
```

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10300   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10301   <text id="249010">Ashen remains in which spirits yet dwell.
10302   Use to summon three archer spirits.
10303
10304   Spirits of archers who belonged to the Fallen Hawks, a band
        of soldiers that once explored the Eternal City. Their
        arrows are imbued with cold ghostflame.
10305   Though their methods are somewhat crude, they work well as a
        squadron, firing a hail of arrows in unison at the sound of
        a war cry.</text>
10306   <text id="250000">Ashen remains in which spirits yet dwell.
10307   Use to summon the spirits of two of Godrick's soldiers.
10308
10309   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10310   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal capital of the Erdtree.</
        text>
10311   <text id="250001">Ashen remains in which spirits yet dwell.
10312   Use to summon the spirits of two of Godrick's soldiers.
10313
10314   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10315   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10316   <text id="250002">Ashen remains in which spirits yet dwell.
10317   Use to summon the spirits of two of Godrick's soldiers.
10318
10319   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10320   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10321   <text id="250003">Ashen remains in which spirits yet dwell.
10322   Use to summon the spirits of two of Godrick's soldiers.
10323
10324   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10325   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10326   <text id="250004">Ashen remains in which spirits yet dwell.
10327   Use to summon the spirits of two of Godrick's soldiers.
10328
10329   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10330   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10331   <text id="250005">Ashen remains in which spirits yet dwell.
10332   Use to summon the spirits of two of Godrick's soldiers.
10333
10334   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10335   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10336   <text id="250006">Ashen remains in which spirits yet dwell.
10337   Use to summon the spirits of two of Godrick's soldiers.
10338
10339   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10340   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10341   <text id="250007">Ashen remains in which spirits yet dwell.
10342   Use to summon the spirits of two of Godrick's soldiers.
10343
10344   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10345   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10346   <text id="250008">Ashen remains in which spirits yet dwell.
10347   Use to summon the spirits of two of Godrick's soldiers.
10348
10349   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10350   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10351   <text id="250009">Ashen remains in which spirits yet dwell.
10352   Use to summon the spirits of two of Godrick's soldiers.
10353
10354   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10355   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10356   <text id="250010">Ashen remains in which spirits yet dwell.
10357   Use to summon the spirits of two of Godrick's soldiers.
10358
10359   A duo of spirits, consisting of a wielder of devastating
        charged hammer attacks in the vanguard and a crossbowman
        bringing up the rear.
10360   The soldiers who serve Godrick the Grafted are what remains
        of the army that fled the royal city of the Erdtree.</text>
10361   <text id="251000">Ashen remains in which spirits yet dwell.
10362   Use to summon the spirits of three Raya Lucaria soldiers.
10363
10364   A trio of spirits, consisting of two disposable foot
        soldiers and their superior.
10365   The soldiers of Raya Lucaria were also known as the Cuckoos.
        They were given free rein by the academy to wage war as they
        pleased, and they were infamous for their rapacious ways.</
        text>
10366   <text id="251001">Ashen remains in which spirits yet dwell.
10367   Use to summon the spirits of three Raya Lucaria soldiers.
10368
10369   A trio of spirits, consisting of two disposable foot
        soldiers and their superior.
```

capital elite knight from nearby a rebirth	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
monument found throughout the land.	<text id="251002">Ashen remains in which spirits yet dwell.
(Summoning consumes FP.)</text>	Use to summon the spirits of three Raya Lucaria soldiers.
<text id="256010">Spirit ashes. Summons the spirit of a	
capital elite knight from nearby a rebirth	A trio of spirits, consisting of two disposable foot soldiers and their superior.
monument found throughout the land.	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
(Summoning consumes FP.)</text>	<text id="251003">Ashen remains in which spirits yet dwell.
<text id="257000">Spirit ashes. Summons the spirit of a	Use to summon the spirits of three Raya Lucaria soldiers.
Caelid elite knight from nearby a rebirth	
monument found throughout the land.	A trio of spirits, consisting of two disposable foot soldiers and their superior.
(Summoning consumes FP.)</text>	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
<text id="257001">Spirit ashes. Summons the spirit of a	<text id="251004">Ashen remains in which spirits yet dwell.
Caelid elite knight from nearby a rebirth	Use to summon the spirits of three Raya Lucaria soldiers.
monument found throughout the land.	
(Summoning consumes FP.)</text>	A trio of spirits, consisting of two disposable foot soldiers and their superior.
<text id="257002">Spirit ashes. Summons the spirit of a	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
Caelid elite knight from nearby a rebirth	<text id="251005">Ashen remains in which spirits yet dwell.
monument found throughout the land.	Use to summon the spirits of three Raya Lucaria soldiers.
(Summoning consumes FP.)</text>	
<text id="257003">Spirit ashes. Summons the spirit of a	A trio of spirits, consisting of two disposable foot soldiers and their superior.
Caelid elite knight from nearby a rebirth	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
monument found throughout the land.	<text id="251006">Ashen remains in which spirits yet dwell.
(Summoning consumes FP.)</text>	Use to summon the spirits of three Raya Lucaria soldiers.
<text id="257004">Spirit ashes. Summons the spirit of a	
Caelid elite knight from nearby a rebirth	A trio of spirits, consisting of two disposable foot soldiers and their superior.
monument found throughout the land.	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
(Summoning consumes FP.)</text>	<text id="251007">Ashen remains in which spirits yet dwell.
<text id="257005">Spirit ashes. Summons the spirit of a	Use to summon the spirits of three Raya Lucaria soldiers.
Caelid elite knight from nearby a rebirth	
monument found throughout the land.	A trio of spirits, consisting of two disposable foot soldiers and their superior.
(Summoning consumes FP.)</text>	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
<text id="257006">Spirit ashes. Summons the spirit of a	<text id="251008">Ashen remains in which spirits yet dwell.
Caelid elite knight from nearby a rebirth	Use to summon the spirits of three Raya Lucaria soldiers.
monument found throughout the land.	
(Summoning consumes FP.)</text>	A trio of spirits, consisting of two disposable foot soldiers and their superior.
<text id="257007">Spirit ashes. Summons the spirit of a	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
Caelid elite knight from nearby a rebirth	<text id="251009">Ashen remains in which spirits yet dwell.
monument found throughout the land.	Use to summon the spirits of three Raya Lucaria soldiers.
(Summoning consumes FP.)</text>	
<text id="257008">Spirit ashes. Summons the spirit of a	A trio of spirits, consisting of two disposable foot soldiers and their superior.
Caelid elite knight from nearby a rebirth	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
monument found throughout the land.	<text id="251010">Ashen remains in which spirits yet dwell.
(Summoning consumes FP.)</text>	Use to summon the spirits of three Raya Lucaria soldiers.
<text id="257009">Spirit ashes. Summons the spirit of a	
Caelid elite knight from nearby a rebirth	A trio of spirits, consisting of two disposable foot soldiers and their superior.
monument found throughout the land.	The soldiers of Raya Lucaria were also known as the Cuckoos. They were given free rein by the academy to wage war as they pleased, and they were infamous for their rapacious ways.</text>
(Summoning consumes FP.)</text>	<text id="252000">Ashen remains in which spirits yet dwell.
<text id="257010">Spirit ashes. Summons the spirit of a	Use to summon the spirits of two Leyndell soldiers.
Caelid elite knight from nearby a rebirth	
monument found throughout the land.	Spirits of soldiers each equipped with a spear and greatshield.
(Summoning consumes FP.)</text>	The soldiers of Leyndell fight their battles defensively. During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="258000">Spirit ashes. Summons the spirit of a	<text id="252001">Ashen remains in which spirits yet dwell.
mausoleum elite knight from nearby a rebirth	Use to summon the spirits of two Leyndell soldiers.
monument found throughout the land.	
(Summoning consumes FP.)</text>	Spirits of soldiers each equipped with a spear and greatshield.
<text id="258001">Spirit ashes. Summons the spirit of a	The soldiers of Leyndell fight their battles defensively. During the Shattering, they were the ramparts that fortified the royal capital.</text>
mausoleum elite knight from nearby a rebirth	<text id="252002">Ashen remains in which spirits yet dwell.
monument found throughout the land.	Use to summon the spirits of two Leyndell soldiers.
(Summoning consumes FP.)</text>	
<text id="258002">Spirit ashes. Summons the spirit of a	Spirits of soldiers each equipped with a spear and greatshield.
mausoleum elite knight from nearby a rebirth	The soldiers of Leyndell fight their battles defensively. During the Shattering, they were the ramparts that fortified the royal capital.</text>
monument found throughout the land.	<text id="252003">Ashen remains in which spirits yet dwell.
(Summoning consumes FP.)</text>	Use to summon the spirits of two Leyndell soldiers.
<text id="258003">Spirit ashes. Summons the spirit of a	
mausoleum elite knight from nearby a rebirth	Spirits of soldiers each equipped with a spear and greatshield.
monument found throughout the land.	The soldiers of Leyndell fight their battles defensively.

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(Summoning consumes FP.)</text>
<text id="258004">Spirit ashes. Summons the spirit of a mausoleum elite knight from nearby a rebirth monument found throughout the land.

(Summoning consumes FP.)</text>

<text id="258005">Spirit ashes. Summons the spirit of a mausoleum elite knight from nearby a rebirth monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="258006">Spirit ashes. Summons the spirit of a

mausoleum elite knight from nearby a rebirth monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="258007">Spirit ashes. Summons the spirit of a

mausoleum elite knight from nearby a rebirth

monument found throughout the land.
(Summoning consumes FP.)</text>
<text id="258008">Spirit ashes. Summons the spirit of a mausoleum elite knight from nearby a rebirth

monument found throughout the land.

(Summoning consumes FP.)</text>
<text id="258009">Spirit ashes. Summons the spirit of a mausoleum elite knight from nearby a rebirth monument found throughout the land.

(Summoning consumes FP.)</text>

<text id="258010">Spirit ashes. Summons the spirit of a mausoleum elite knight from nearby a rebirth monument found throughout the land.
(Summoning consumes FP.)</text>

<text id="259000">A marionette doll made by Seluvis the puppeteer.

Summons a Nepheli puppet.
(Summoning consumes FP.)</text>
<text id="259001">A marionette doll made by Seluvis the puppeteer.
Summons a Nepheli puppet.

(Summoning consumes FP.)</text>

<text id="259002">A marionette doll made by Seluvis the puppeteer.
Summons a Nepheli puppet.
(Summoning consumes FP.)</text>
<text id="259003">A marionette doll made by Seluvis the puppeteer.

Summons a Nepheli puppet.
(Summoning consumes FP.)</text>

<text id="259004">A marionette doll made by Seluvis the puppeteer.
Summons a Nepheli puppet.
(Summoning consumes FP.)</text>
<text id="259005">A marionette doll made by Seluvis the puppeteer.

Summons a Nepheli puppet.
(Summoning consumes FP.)</text>

<text id="259006">A marionette doll made by Seluvis the puppeteer.
Summons a Nepheli puppet.
(Summoning consumes FP.)</text>
<text id="259007">A marionette doll made by Seluvis the puppeteer.

Summons a Nepheli puppet.
(Summoning consumes FP.)</text>

<text id="259008">A marionette doll made by Seluvis the puppeteer.
Summons a Nepheli puppet.
(Summoning consumes FP.)</text>
<text id="259009">A marionette doll made by Seluvis the puppeteer.

Summons a Nepheli puppet.
(Summoning consumes FP.)</text>

<text id="259010">A marionette doll made by Seluvis the puppeteer.
Summons a Nepheli puppet.
(Summoning consumes FP.)</text>
<text id="260000">A marionette doll made by Seluvis the puppeteer.

Summons a dung eater puppet.
(Summoning consumes FP.)</text>

<text id="260001">A marionette doll made by Seluvis the

During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="252004">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two Leyndell soldiers.

Spirits of soldiers each equipped with a spear and greatshield.
The soldiers of Leyndell fight their battles defensively.
During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="252005">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two Leyndell soldiers.

Spirits of soldiers each equipped with a spear and greatshield.
The soldiers of Leyndell fight their battles defensively.
During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="252006">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two Leyndell soldiers.

Spirits of soldiers each equipped with a spear and greatshield.
The soldiers of Leyndell fight their battles defensively.
During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="252007">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two Leyndell soldiers.

Spirits of soldiers each equipped with a spear and greatshield.
The soldiers of Leyndell fight their battles defensively.
During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="252008">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two Leyndell soldiers.

Spirits of soldiers each equipped with a spear and greatshield.
The soldiers of Leyndell fight their battles defensively.
During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="252009">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two Leyndell soldiers.

Spirits of soldiers each equipped with a spear and greatshield.
The soldiers of Leyndell fight their battles defensively.
During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="252010">Ashen remains in which spirits yet dwell.
Use to summon the spirits of two Leyndell soldiers.

Spirits of soldiers each equipped with a spear and greatshield.
The soldiers of Leyndell fight their battles defensively.
During the Shattering, they were the ramparts that fortified the royal capital.</text>
<text id="253000">Ashen remains in which spirits yet dwell.

Use to summon the spirits of two of Radahn's soldiers.

Both spirits wield fiery weapons to perform powerful skills. Such is their valor that they will immediately attack after being summoned.

General Radahn's soldiers were all reputed to be masterful warriors, and it was popularly said that the Redmanes knew no weakness.</text>
<text id="253001">Ashen remains in which spirits yet dwell.

Use to summon the spirits of two of Radahn's soldiers.

Both spirits wield fiery weapons to perform powerful skills. Such is their valor that they will immediately attack after being summoned.

General Radahn's soldiers were all reputed to be masterful warriors, and it was popularly said that the Redmanes knew no weakness.</text>
<text id="253002">Ashen remains in which spirits yet dwell.

Use to summon the spirits of two of Radahn's soldiers.

Both spirits wield fiery weapons to perform powerful skills. Such is their valor that they will immediately attack after being summoned.

General Radahn's soldiers were all reputed to be masterful warriors, and it was popularly said that the Redmanes knew no weakness.</text>
<text id="253003">Ashen remains in which spirits yet dwell.

Use to summon the spirits of two of Radahn's soldiers.

Both spirits wield fiery weapons to perform powerful skills. Such is their valor that they will immediately attack after being summoned.

General Radahn's soldiers were all reputed to be masterful warriors, and it was popularly said that the Redmanes knew no weakness.</text>
<text id="253004">Ashen remains in which spirits yet dwell.

Use to summon the spirits of two of Radahn's soldiers.

Both spirits wield fiery weapons to perform powerful skills. Such is their valor that they will immediately attack after being summoned.

General Radahn's soldiers were all reputed to be masterful warriors, and it was popularly said that the Redmanes knew no weakness.</text>
<text id="253005">Ashen remains in which spirits yet dwell.
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puppeteer.
9091  Summons a dung eater puppet.
9092  (Summoning consumes FP.)</text>
9093  <text id="260002">A marionette doll made by Seluvis the
puppeteer.

9094  Summons a dung eater puppet.
9095  (Summoning consumes FP.)</text>


9096  <text id="260003">A marionette doll made by Seluvis the
puppeteer.
9097  Summons a dung eater puppet.
9098  (Summoning consumes FP.)</text>
9099  <text id="260004">A marionette doll made by Seluvis the
puppeteer.

9100  Summons a dung eater puppet.
9101  (Summoning consumes FP.)</text>


9102  <text id="260005">A marionette doll made by Seluvis the
puppeteer.
9103  Summons a dung eater puppet.
9104  (Summoning consumes FP.)</text>
9105  <text id="260006">A marionette doll made by Seluvis the
puppeteer.

9106  Summons a dung eater puppet.
9107  (Summoning consumes FP.)</text>


9108  <text id="260007">A marionette doll made by Seluvis the
puppeteer.
9109  Summons a dung eater puppet.
9110  (Summoning consumes FP.)</text>
9111  <text id="260008">A marionette doll made by Seluvis the
puppeteer.

9112  Summons a dung eater puppet.
9113  (Summoning consumes FP.)</text>


9114  <text id="260009">A marionette doll made by Seluvis the
puppeteer.
9115  Summons a dung eater puppet.
9116  (Summoning consumes FP.)</text>
9117  <text id="260010">A marionette doll made by Seluvis the
puppeteer.

9118  Summons a dung eater puppet.
9119  (Summoning consumes FP.)</text>


9120  <text id="261000">A marionette doll made by Seluvis the
puppeteer.
9121  Summons a nameless saint puppet.
9122  (Summoning consumes FP.)</text>
9123  <text id="261001">A marionette doll made by Seluvis the
puppeteer.

9124  Summons a nameless saint puppet.
9125  (Summoning consumes FP.)</text>


9126  <text id="261002">A marionette doll made by Seluvis the
puppeteer.
9127  Summons a nameless saint puppet.
9128  (Summoning consumes FP.)</text>
9129  <text id="261003">A marionette doll made by Seluvis the
puppeteer.
9130  Summons a nameless saint puppet.


9131  (Summoning consumes FP.)</text>
9132  <text id="261004">A marionette doll made by Seluvis the
puppeteer.
9133  Summons a nameless saint puppet.
9134  (Summoning consumes FP.)</text>

9135  <text id="261005">A marionette doll made by Seluvis the
puppeteer.

9136  Summons a nameless saint puppet.
9137  (Summoning consumes FP.)</text>
9138  <text id="261006">A marionette doll made by Seluvis the
puppeteer.
9139  Summons a nameless saint puppet.

9140  (Summoning consumes FP.)</text>


9141  <text id="261007">A marionette doll made by Seluvis the
puppeteer.
9142  Summons a nameless saint puppet.
9143  (Summoning consumes FP.)</text>
9144  <text id="261008">A marionette doll made by Seluvis the
puppeteer.
9145  Summons a nameless saint puppet.


9146  (Summoning consumes FP.)</text>
9147  <text id="261009">A marionette doll made by Seluvis the
puppeteer.
9148  Summons a nameless saint puppet.
9149  (Summoning consumes FP.)</text>

9150  <text id="261010">A marionette doll made by Seluvis the
puppeteer.

9151  Summons a nameless saint puppet.
9152  (Summoning consumes FP.)</text>
9153  <text id="262000">A marionette doll made by Seluvis the
puppeteer.
9154  Summons a nameless soporific bowyer puppet.
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10502  Use to summon the spirits of two of Radahn's soldiers.
10503
10504  Both spirits wield fiery weapons to perform powerful skills.
Such is their valor that they will immediately attack after
being summoned.
10505
10506  General Radahn's soldiers were all reputed to be masterful
warriors, and it was popularly said that the Redmanes knew
no weakness.</text>
10507  <text id="253006">Ashen remains in which spirits yet dwell.

10508  Use to summon the spirits of two of Radahn's soldiers.
10509
10510  Both spirits wield fiery weapons to perform powerful skills.
Such is their valor that they will immediately attack after
being summoned.
10511
10512  General Radahn's soldiers were all reputed to be masterful
warriors, and it was popularly said that the Redmanes knew
no weakness.</text>
10513  <text id="253007">Ashen remains in which spirits yet dwell.

10514  Use to summon the spirits of two of Radahn's soldiers.
10515
10516  Both spirits wield fiery weapons to perform powerful skills.
Such is their valor that they will immediately attack after
being summoned.
10517
10518  General Radahn's soldiers were all reputed to be masterful
warriors, and it was popularly said that the Redmanes knew
no weakness.</text>
10519  <text id="253008">Ashen remains in which spirits yet dwell.

10520  Use to summon the spirits of two of Radahn's soldiers.
10521
10522  Both spirits wield fiery weapons to perform powerful skills.
Such is their valor that they will immediately attack after
being summoned.
10523
10524  General Radahn's soldiers were all reputed to be masterful
warriors, and it was popularly said that the Redmanes knew
no weakness.</text>
10525  <text id="253009">Ashen remains in which spirits yet dwell.

10526  Use to summon the spirits of two of Radahn's soldiers.
10527
10528  Both spirits wield fiery weapons to perform powerful skills.
Such is their valor that they will immediately attack after
being summoned.
10529
10530  General Radahn's soldiers were all reputed to be masterful
warriors, and it was popularly said that the Redmanes knew
no weakness.</text>
10531  <text id="253010">Ashen remains in which spirits yet dwell.

10532  Use to summon the spirits of two of Radahn's soldiers.
10533
10534  Both spirits wield fiery weapons to perform powerful skills.
Such is their valor that they will immediately attack after
being summoned.
10535
10536  General Radahn's soldiers were all reputed to be masterful
warriors, and it was popularly said that the Redmanes knew
no weakness.</text>
10537  <text id="254000">Ashen remains in which spirits yet dwell.

10538  Use to summon the spirits of five mausoleum soldiers.
10539
10540  Spirits of five headless soldiers who confound foes by
disappearing and reappearing at will.
10541  The mausoleum is where the bodies of soulless demigods are
lain to rest, and these soldiers followed their masters into
Death by severing their own heads from their bodies.</text>
10542  <text id="254001">Ashen remains in which spirits yet dwell.
10543  Use to summon the spirits of five mausoleum soldiers.

10544
10545  Spirits of five headless soldiers who confound foes by
disappearing and reappearing at will.
10546  The mausoleum is where the bodies of soulless demigods are
lain to rest, and these soldiers followed their masters into
Death by severing their own heads from their bodies.</text>
10547  <text id="254002">Ashen remains in which spirits yet dwell.
10548  Use to summon the spirits of five mausoleum soldiers.
10549

10550  Spirits of five headless soldiers who confound foes by
disappearing and reappearing at will.
10551  The mausoleum is where the bodies of soulless demigods are
lain to rest, and these soldiers followed their masters into
Death by severing their own heads from their bodies.</text>
10552  <text id="254003">Ashen remains in which spirits yet dwell.

10553  Use to summon the spirits of five mausoleum soldiers.
10554
10555  Spirits of five headless soldiers who confound foes by
disappearing and reappearing at will.
10556  The mausoleum is where the bodies of soulless demigods are
lain to rest, and these soldiers followed their masters into
Death by severing their own heads from their bodies.</text>
10557  <text id="254004">Ashen remains in which spirits yet dwell.
10558  Use to summon the spirits of five mausoleum soldiers.

10559
10560  Spirits of five headless soldiers who confound foes by
disappearing and reappearing at will.
10561  The mausoleum is where the bodies of soulless demigods are
lain to rest, and these soldiers followed their masters into
Death by severing their own heads from their bodies.</text>
10562  <text id="254005">Ashen remains in which spirits yet dwell.
10563  Use to summon the spirits of five mausoleum soldiers.
10564

10565  Spirits of five headless soldiers who confound foes by
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9155    (Summoning consumes FP.)</text>


9156    <text id="262001">A marionette doll made by Seluvis the
        puppeteer.
9157    Summons a nameless soporific bowyer puppet.
9158    (Summoning consumes FP.)</text>
9159    <text id="262002">A marionette doll made by Seluvis the
        puppeteer.
9160    Summons a nameless soporific bowyer puppet.


9161    (Summoning consumes FP.)</text>
9162    <text id="262003">A marionette doll made by Seluvis the
        puppeteer.
9163    Summons a nameless soporific bowyer puppet.
9164    (Summoning consumes FP.)</text>

9165    <text id="262004">A marionette doll made by Seluvis the
        puppeteer.

9166    Summons a nameless soporific bowyer puppet.
9167    (Summoning consumes FP.)</text>
9168    <text id="262005">A marionette doll made by Seluvis the
        puppeteer.
9169    Summons a nameless soporific bowyer puppet.

9170    (Summoning consumes FP.)</text>


9171    <text id="262006">A marionette doll made by Seluvis the
        puppeteer.
9172    Summons a nameless soporific bowyer puppet.
9173    (Summoning consumes FP.)</text>
9174    <text id="262007">A marionette doll made by Seluvis the
        puppeteer.
9175    Summons a nameless soporific bowyer puppet.


9176    (Summoning consumes FP.)</text>
9177    <text id="262008">A marionette doll made by Seluvis the
        puppeteer.
9178    Summons a nameless soporific bowyer puppet.
9179    (Summoning consumes FP.)</text>

9180    <text id="262009">A marionette doll made by Seluvis the
        puppeteer.

9181    Summons a nameless soporific bowyer puppet.
9182    (Summoning consumes FP.)</text>
9183    <text id="262010">A marionette doll made by Seluvis the
        puppeteer.
9184    Summons a nameless soporific bowyer puppet.

9185    (Summoning consumes FP.)</text>


9186    <text id="263000">A marionette doll made by Seluvis the
        puppeteer.
9187    Summons a nameless jar envoy puppet.
9188    (Summoning consumes FP.)</text>
9189    <text id="263001">A marionette doll made by Seluvis the
        puppeteer.
9190    Summons a nameless jar envoy puppet.
9191    (Summoning consumes FP.)</text>

9192    <text id="263002">A marionette doll made by Seluvis the
        puppeteer.

9193    Summons a nameless jar envoy puppet.
9194    (Summoning consumes FP.)</text>
9195    <text id="263003">A marionette doll made by Seluvis the
        puppeteer.
9196    Summons a nameless jar envoy puppet.
9197    (Summoning consumes FP.)</text>
9198    <text id="263004">A marionette doll made by Seluvis the
        puppeteer.
9199    Summons a nameless jar envoy puppet.


9200    (Summoning consumes FP.)</text>
9201    <text id="263005">A marionette doll made by Seluvis the
        puppeteer.
9202    Summons a nameless jar envoy puppet.
9203    (Summoning consumes FP.)</text>
9204    <text id="263006">A marionette doll made by Seluvis the
        puppeteer.
9205    Summons a nameless jar envoy puppet.

9206    (Summoning consumes FP.)</text>


9207    <text id="263007">A marionette doll made by Seluvis the
        puppeteer.
9208    Summons a nameless jar envoy puppet.
9209    (Summoning consumes FP.)</text>
9210    <text id="263008">A marionette doll made by Seluvis the
        puppeteer.
9211    Summons a nameless jar envoy puppet.
9212    (Summoning consumes FP.)</text>

9213    <text id="263009">A marionette doll made by Seluvis the
        puppeteer.

9214    Summons a nameless jar envoy puppet.
9215    (Summoning consumes FP.)</text>
9216    <text id="263010">A marionette doll made by Seluvis the
        puppeteer.
9217    Summons a nameless jar envoy puppet.
9218    (Summoning consumes FP.)</text>
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        disappearing and reappearing at will.
10566   The mausoleum is where the bodies of soulless demigods are
        lain to rest, and these soldiers followed their masters into
        Death by severing their own heads from their bodies.</text>
10567   <text id="254006">Ashen remains in which spirits yet dwell.

10568   Use to summon the spirits of five mausoleum soldiers.
10569
10570   Spirits of five headless soldiers who confound foes by
        disappearing and reappearing at will.
10571   The mausoleum is where the bodies of soulless demigods are
        lain to rest, and these soldiers followed their masters into
        Death by severing their own heads from their bodies.</text>
10572   <text id="254007">Ashen remains in which spirits yet dwell.
10573   Use to summon the spirits of five mausoleum soldiers.

10574
10575   Spirits of five headless soldiers who confound foes by
        disappearing and reappearing at will.
10576   The mausoleum is where the bodies of soulless demigods are
        lain to rest, and these soldiers followed their masters into
        Death by severing their own heads from their bodies.</text>
10577   <text id="254008">Ashen remains in which spirits yet dwell.
10578   Use to summon the spirits of five mausoleum soldiers.
10579

10580   Spirits of five headless soldiers who confound foes by
        disappearing and reappearing at will.
10581   The mausoleum is where the bodies of soulless demigods are
        lain to rest, and these soldiers followed their masters into
        Death by severing their own heads from their bodies.</text>
10582   <text id="254009">Ashen remains in which spirits yet dwell.

10583   Use to summon the spirits of five mausoleum soldiers.
10584
10585   Spirits of five headless soldiers who confound foes by
        disappearing and reappearing at will.
10586   The mausoleum is where the bodies of soulless demigods are
        lain to rest, and these soldiers followed their masters into
        Death by severing their own heads from their bodies.</text>
10587   <text id="254010">Ashen remains in which spirits yet dwell.
10588   Use to summon the spirits of five mausoleum soldiers.

10589
10590   Spirits of five headless soldiers who confound foes by
        disappearing and reappearing at will.
10591   The mausoleum is where the bodies of soulless demigods are
        lain to rest, and these soldiers followed their masters into
        Death by severing their own heads from their bodies.</text>
10592   <text id="255000">Ashen remains in which spirits yet dwell.
10593   Use to summon the spirits of four Haligtree soldiers.

10594
10595   Spirits of common soldiers who carry the sacred light. When
        weakened, they explode to deliver a last-ditch attack.
10596   This was the bitter revelation discovered by the desperate
        soldiers who awaited the return of their lord to the rotted
        Haligtree.

10597

10598   May the flash of our deaths guide Miquella's return.</text>
10599   <text id="255001">Ashen remains in which spirits yet dwell.
10600   Use to summon the spirits of four Haligtree soldiers.

10601
10602   Spirits of common soldiers who carry the sacred light. When
        weakened, they explode to deliver a last-ditch attack.
10603   This was the bitter revelation discovered by the desperate
        soldiers who awaited the return of their lord to the rotted
        Haligtree.

10604
10605   May the flash of our deaths guide Miquella's return.</text>
10606   <text id="255002">Ashen remains in which spirits yet dwell.

10607   Use to summon the spirits of four Haligtree soldiers.
10608
10609   Spirits of common soldiers who carry the sacred light. When
        weakened, they explode to deliver a last-ditch attack.
10610   This was the bitter revelation discovered by the desperate
        soldiers who awaited the return of their lord to the rotted
        Haligtree.

10611
10612   May the flash of our deaths guide Miquella's return.</text>

10613   <text id="255003">Ashen remains in which spirits yet dwell.
10614   Use to summon the spirits of four Haligtree soldiers.
10615

10616   Spirits of common soldiers who carry the sacred light. When
        weakened, they explode to deliver a last-ditch attack.
10617   This was the bitter revelation discovered by the desperate
        soldiers who awaited the return of their lord to the rotted
        Haligtree.

10618

10619   May the flash of our deaths guide Miquella's return.</text>
10620   <text id="255004">Ashen remains in which spirits yet dwell.
10621   Use to summon the spirits of four Haligtree soldiers.

10622
10623   Spirits of common soldiers who carry the sacred light. When
        weakened, they explode to deliver a last-ditch attack.
10624   This was the bitter revelation discovered by the desperate
        soldiers who awaited the return of their lord to the rotted
        Haligtree.

10625
10626   May the flash of our deaths guide Miquella's return.</text>
10627   <text id="255005">Ashen remains in which spirits yet dwell.

10628   Use to summon the spirits of four Haligtree soldiers.
10629
10630   Spirits of common soldiers who carry the sacred light. When
        weakened, they explode to deliver a last-ditch attack.
10631   This was the bitter revelation discovered by the desperate
        soldiers who awaited the return of their lord to the rotted
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Haligtree.

May the flash of our deaths guide Miquella's return.</text>
<text id="255006">Ashen remains in which spirits yet dwell.
Use to summon the spirits of four Haligtree soldiers.

Spirits of common soldiers who carry the sacred light. When
weakened, they explode to deliver a last-ditch attack.
This was the bitter revelation discovered by the desperate
soldiers who awaited the return of their lord to the rotted
Haligtree.

May the flash of our deaths guide Miquella's return.</text>
<text id="255007">Ashen remains in which spirits yet dwell.
Use to summon the spirits of four Haligtree soldiers.

Spirits of common soldiers who carry the sacred light. When
weakened, they explode to deliver a last-ditch attack.
This was the bitter revelation discovered by the desperate
soldiers who awaited the return of their lord to the rotted
Haligtree.

May the flash of our deaths guide Miquella's return.</text>
<text id="255008">Ashen remains in which spirits yet dwell.
Use to summon the spirits of four Haligtree soldiers.

Spirits of common soldiers who carry the sacred light. When
weakened, they explode to deliver a last-ditch attack.
This was the bitter revelation discovered by the desperate
soldiers who awaited the return of their lord to the rotted
Haligtree.

May the flash of our deaths guide Miquella's return.</text>
<text id="255009">Ashen remains in which spirits yet dwell.
Use to summon the spirits of four Haligtree soldiers.

Spirits of common soldiers who carry the sacred light. When
weakened, they explode to deliver a last-ditch attack.
This was the bitter revelation discovered by the desperate
soldiers who awaited the return of their lord to the rotted
Haligtree.

May the flash of our deaths guide Miquella's return.</text>
<text id="255010">Ashen remains in which spirits yet dwell.
Use to summon the spirits of four Haligtree soldiers.

Spirits of common soldiers who carry the sacred light. When
weakened, they explode to deliver a last-ditch attack.
This was the bitter revelation discovered by the desperate
soldiers who awaited the return of their lord to the rotted
Haligtree.

May the flash of our deaths guide Miquella's return.</text>
<text id="256000">Legendary ashen remains.
Use to summon the spirit of Kristoff, the Ancient Dragon
Knight.

Spirit of Kristoff, an honorable knight of Leyndell who was
also a devout worshipper of the ancient dragons.
His skills strike down foes with thunderbolts, the dragons'
weapon of choice.

After the First Defense of Leyndell, Kristoff earned the
hero's honor of Erdtree Burial for the feat of capturing
Godefroy the Grafted.</text>
<text id="256001">Legendary ashen remains.
Use to summon the spirit of Kristoff, the Ancient Dragon
Knight.

Spirit of Kristoff, an honorable knight of Leyndell who was
also a devout worshipper of the ancient dragons.
His skills strike down foes with thunderbolts, the dragons'
weapon of choice.

After the First Defense of Leyndell, Kristoff earned the
hero's honor of Erdtree Burial for the feat of capturing
Godefroy the Grafted.</text>
<text id="256002">Legendary ashen remains.
Use to summon the spirit of Kristoff, the Ancient Dragon
Knight.

Spirit of Kristoff, an honorable knight of Leyndell who was
also a devout worshipper of the ancient dragons.
His skills strike down foes with thunderbolts, the dragons'
weapon of choice.

After the First Defense of Leyndell, Kristoff earned the
hero's honor of Erdtree Burial for the feat of capturing
Godefroy the Grafted.</text>
<text id="256003">Legendary ashen remains.
Use to summon the spirit of Kristoff, the Ancient Dragon
Knight.

Spirit of Kristoff, an honorable knight of Leyndell who was
also a devout worshipper of the ancient dragons.
His skills strike down foes with thunderbolts, the dragons'
weapon of choice.

After the First Defense of Leyndell, Kristoff earned the
hero's honor of Erdtree Burial for the feat of capturing
Godefroy the Grafted.</text>
<text id="256004">Legendary ashen remains.
Use to summon the spirit of Kristoff, the Ancient Dragon
Knight.

Spirit of Kristoff, an honorable knight of Leyndell who was
also a devout worshipper of the ancient dragons.
His skills strike down foes with thunderbolts, the dragons'
weapon of choice.

After the First Defense of Leyndell, Kristoff earned the
hero's honor of Erdtree Burial for the feat of capturing
Godefroy the Grafted.</text>
<text id="256005">Legendary ashen remains.
Use to summon the spirit of Kristoff, the Ancient Dragon
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Knight.
10706
10707  Spirit of Kristoff, an honorable knight of Leyndell who was
       also a devout worshipper of the ancient dragons.
10708  His skills strike down foes with thunderbolts, the dragons'
       weapon of choice.
10709
10710  After the First Defense of Leyndell, Kristoff earned the
       hero's honor of Erdtree Burial for the feat of capturing
       Godefroy the Grafted.</text>
10711  <text id="256006">Legendary ashen remains.
10712  Use to summon the spirit of Kristoff, the Ancient Dragon
       Knight.
10713
10714  Spirit of Kristoff, an honorable knight of Leyndell who was
       also a devout worshipper of the ancient dragons.
10715  His skills strike down foes with thunderbolts, the dragons'
       weapon of choice.
10716
10717  After the First Defense of Leyndell, Kristoff earned the
       hero's honor of Erdtree Burial for the feat of capturing
       Godefroy the Grafted.</text>
10718  <text id="256007">Legendary ashen remains.
10719  Use to summon the spirit of Kristoff, the Ancient Dragon
       Knight.
10720
10721  Spirit of Kristoff, an honorable knight of Leyndell who was
       also a devout worshipper of the ancient dragons.
10722  His skills strike down foes with thunderbolts, the dragons'
       weapon of choice.
10723
10724  After the First Defense of Leyndell, Kristoff earned the
       hero's honor of Erdtree Burial for the feat of capturing
       Godefroy the Grafted.</text>
10725  <text id="256008">Legendary ashen remains.
10726  Use to summon the spirit of Kristoff, the Ancient Dragon
       Knight.
10727
10728  Spirit of Kristoff, an honorable knight of Leyndell who was
       also a devout worshipper of the ancient dragons.
10729  His skills strike down foes with thunderbolts, the dragons'
       weapon of choice.
10730
10731  After the First Defense of Leyndell, Kristoff earned the
       hero's honor of Erdtree Burial for the feat of capturing
       Godefroy the Grafted.</text>
10732  <text id="256009">Legendary ashen remains.
10733  Use to summon the spirit of Kristoff, the Ancient Dragon
       Knight.
10734
10735  Spirit of Kristoff, an honorable knight of Leyndell who was
       also a devout worshipper of the ancient dragons.
10736  His skills strike down foes with thunderbolts, the dragons'
       weapon of choice.
10737
10738  After the First Defense of Leyndell, Kristoff earned the
       hero's honor of Erdtree Burial for the feat of capturing
       Godefroy the Grafted.</text>
10739  <text id="256010">Legendary ashen remains.
10740  Use to summon the spirit of Kristoff, the Ancient Dragon
       Knight.
10741
10742  Spirit of Kristoff, an honorable knight of Leyndell who was
       also a devout worshipper of the ancient dragons.
10743  His skills strike down foes with thunderbolts, the dragons'
       weapon of choice.
10744
10745  After the First Defense of Leyndell, Kristoff earned the
       hero's honor of Erdtree Burial for the feat of capturing
       Godefroy the Grafted.</text>
10746  <text id="257000">Legendary ashen remains.
10747  Use to summon the spirit of Ogha, the Redmane Knight.
10748
10749  Spirit of a mighty knight versed in the use of a greatbow.
10750  A valiant warrior who will attack immediately after being
       summoned.
10751
10752  The longest-serving member of the Redmane Knights, Ogha
       studied techniques to manipulate gravity alongside Radahn.
10753  May use a rain of gravitational arrows in response to a war
       cry, but only once.</text>
10754  <text id="257001">Legendary ashen remains.
10755  Use to summon the spirit of Ogha, the Redmane Knight.
10756
10757  Spirit of a mighty knight versed in the use of a greatbow.
10758  A valiant warrior who will attack immediately after being
       summoned.
10759
10760  The longest-serving member of the Redmane Knights, Ogha
       studied techniques to manipulate gravity alongside Radahn.
10761  May use a rain of gravitational arrows in response to a war
       cry, but only once.</text>
10762  <text id="257002">Legendary ashen remains.
10763  Use to summon the spirit of Ogha, the Redmane Knight.
10764
10765  Spirit of a mighty knight versed in the use of a greatbow.
10766  A valiant warrior who will attack immediately after being
       summoned.
10767
10768  The longest-serving member of the Redmane Knights, Ogha
       studied techniques to manipulate gravity alongside Radahn.
10769  May use a rain of gravitational arrows in response to a war
       cry, but only once.</text>
10770  <text id="257003">Legendary ashen remains.
10771  Use to summon the spirit of Ogha, the Redmane Knight.
10772
10773  Spirit of a mighty knight versed in the use of a greatbow.
10774  A valiant warrior who will attack immediately after being
       summoned.
10775
10776  The longest-serving member of the Redmane Knights, Ogha
       studied techniques to manipulate gravity alongside Radahn.
10777  May use a rain of gravitational arrows in response to a war
       cry, but only once.</text>
10778  <text id="257004">Legendary ashen remains.
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10779 Use to summon the spirit of Ogha, the Redmane Knight.
10780
10781 Spirit of a mighty knight versed in the use of a greatbow.
10782 A valiant warrior who will attack immediately after being
      summoned.
10783
10784 The longest-serving member of the Redmane Knights, Ogha
      studied techniques to manipulate gravity alongside Radahn.
10785 May use a rain of gravitational arrows in response to a war
      cry, but only once.</text>
10786 <text id="257005">Legendary ashen remains.
10787 Use to summon the spirit of Ogha, the Redmane Knight.
10788
10789 Spirit of a mighty knight versed in the use of a greatbow.
10790 A valiant warrior who will attack immediately after being
      summoned.
10791
10792 The longest-serving member of the Redmane Knights, Ogha
      studied techniques to manipulate gravity alongside Radahn.
10793 May use a rain of gravitational arrows in response to a war
      cry, but only once.</text>
10794 <text id="257006">Legendary ashen remains.
10795 Use to summon the spirit of Ogha, the Redmane Knight.
10796
10797 Spirit of a mighty knight versed in the use of a greatbow.
10798 A valiant warrior who will attack immediately after being
      summoned.
10799
10800 The longest-serving member of the Redmane Knights, Ogha
      studied techniques to manipulate gravity alongside Radahn.
10801 May use a rain of gravitational arrows in response to a war
      cry, but only once.</text>
10802 <text id="257007">Legendary ashen remains.
10803 Use to summon the spirit of Ogha, the Redmane Knight.
10804
10805 Spirit of a mighty knight versed in the use of a greatbow.
10806 A valiant warrior who will attack immediately after being
      summoned.
10807
10808 The longest-serving member of the Redmane Knights, Ogha
      studied techniques to manipulate gravity alongside Radahn.
10809 May use a rain of gravitational arrows in response to a war
      cry, but only once.</text>
10810 <text id="257008">Legendary ashen remains.
10811 Use to summon the spirit of Ogha, the Redmane Knight.
10812
10813 Spirit of a mighty knight versed in the use of a greatbow.
10814 A valiant warrior who will attack immediately after being
      summoned.
10815
10816 The longest-serving member of the Redmane Knights, Ogha
      studied techniques to manipulate gravity alongside Radahn.
10817 May use a rain of gravitational arrows in response to a war
      cry, but only once.</text>
10818 <text id="257009">Legendary ashen remains.
10819 Use to summon the spirit of Ogha, the Redmane Knight.
10820
10821 Spirit of a mighty knight versed in the use of a greatbow.
10822 A valiant warrior who will attack immediately after being
      summoned.
10823
10824 The longest-serving member of the Redmane Knights, Ogha
      studied techniques to manipulate gravity alongside Radahn.
10825 May use a rain of gravitational arrows in response to a war
      cry, but only once.</text>
10826 <text id="257010">Legendary ashen remains.
10827 Use to summon the spirit of Ogha, the Redmane Knight.
10828
10829 Spirit of a mighty knight versed in the use of a greatbow.
10830 A valiant warrior who will attack immediately after being
      summoned.
10831
10832 The longest-serving member of the Redmane Knights, Ogha
      studied techniques to manipulate gravity alongside Radahn.
10833 May use a rain of gravitational arrows in response to a war
      cry, but only once.</text>
10834 <text id="258000">Legendary ashen remains.
10835 Use to summon the spirit of Lhutel the Headless.
10836
10837 Spirit of a headless knight who leads the mausoleum
      soldiers.
10838 Wields a lance enrobed in Death and hurls spectral lances at
      foes.
10839
10840 Lhutel sacrificed her life so that in Death she could
      continue to protect a soulless demigod until their revival,
      earning her the hero's honor of Erdtree Burial.</text>
10841 <text id="258001">Legendary ashen remains.
10842 Use to summon the spirit of Lhutel the Headless.
10843
10844 Spirit of a headless knight who leads the mausoleum
      soldiers.
10845 Wields a lance enrobed in Death and hurls spectral lances at
      foes.
10846
10847 Lhutel sacrificed her life so that in Death she could
      continue to protect a soulless demigod until their revival,
      earning her the hero's honor of Erdtree Burial.</text>
10848 <text id="258002">Legendary ashen remains.
10849 Use to summon the spirit of Lhutel the Headless.
10850
10851 Spirit of a headless knight who leads the mausoleum
      soldiers.
10852 Wields a lance enrobed in Death and hurls spectral lances at
      foes.
10853
10854 Lhutel sacrificed her life so that in Death she could
      continue to protect a soulless demigod until their revival,
      earning her the hero's honor of Erdtree Burial.</text>
10855 <text id="258003">Legendary ashen remains.
10856 Use to summon the spirit of Lhutel the Headless.
10857
10858 Spirit of a headless knight who leads the mausoleum
      soldiers.
10859 Wields a lance enrobed in Death and hurls spectral lances at
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foes.

Lhutel sacrificed her life so that in Death she could
continue to protect a soulless demigod until their revival,
earning her the hero's honor of Erdtree Burial.</text>
<text id="258004">Legendary ashen remains.
Use to summon the spirit of Lhutel the Headless.

Spirit of a headless knight who leads the mausoleum
soldiers.
Wields a lance enrobed in Death and hurls spectral lances at
foes.

Lhutel sacrificed her life so that in Death she could
continue to protect a soulless demigod until their revival,
earning her the hero's honor of Erdtree Burial.</text>
<text id="258005">Legendary ashen remains.
Use to summon the spirit of Lhutel the Headless.

Spirit of a headless knight who leads the mausoleum
soldiers.
Wields a lance enrobed in Death and hurls spectral lances at
foes.

Lhutel sacrificed her life so that in Death she could
continue to protect a soulless demigod until their revival,
earning her the hero's honor of Erdtree Burial.</text>
<text id="258006">Legendary ashen remains.
Use to summon the spirit of Lhutel the Headless.

Spirit of a headless knight who leads the mausoleum
soldiers.
Wields a lance enrobed in Death and hurls spectral lances at
foes.

Lhutel sacrificed her life so that in Death she could
continue to protect a soulless demigod until their revival,
earning her the hero's honor of Erdtree Burial.</text>
<text id="258007">Legendary ashen remains.
Use to summon the spirit of Lhutel the Headless.

Spirit of a headless knight who leads the mausoleum
soldiers.
Wields a lance enrobed in Death and hurls spectral lances at
foes.

Lhutel sacrificed her life so that in Death she could
continue to protect a soulless demigod until their revival,
earning her the hero's honor of Erdtree Burial.</text>
<text id="258008">Legendary ashen remains.
Use to summon the spirit of Lhutel the Headless.

Spirit of a headless knight who leads the mausoleum
soldiers.
Wields a lance enrobed in Death and hurls spectral lances at
foes.

Lhutel sacrificed her life so that in Death she could
continue to protect a soulless demigod until their revival,
earning her the hero's honor of Erdtree Burial.</text>
<text id="258009">Legendary ashen remains.
Use to summon the spirit of Lhutel the Headless.

Spirit of a headless knight who leads the mausoleum
soldiers.
Wields a lance enrobed in Death and hurls spectral lances at
foes.

Lhutel sacrificed her life so that in Death she could
continue to protect a soulless demigod until their revival,
earning her the hero's honor of Erdtree Burial.</text>
<text id="258010">Legendary ashen remains.
Use to summon the spirit of Lhutel the Headless.

Spirit of a headless knight who leads the mausoleum
soldiers.
Wields a lance enrobed in Death and hurls spectral lances at
foes.

Lhutel sacrificed her life so that in Death she could
continue to protect a soulless demigod until their revival,
earning her the hero's honor of Erdtree Burial.</text>
<text id="259000">One of Seluvis's favorite puppets.
Use to summon the spirit of Nepheli Loux.

Puppet of a warrior who was betrayed by her pure heart.
Wields a Stormhawk Axe in both hands and uses the
Thunderstorm skill.

A diamond in the rough, deserving of special care lest its
potential be squandered. Nepheli Loux truly was a warrior.</
text>
<text id="259001">One of Seluvis's favorite puppets.
Use to summon the spirit of Nepheli Loux.

Puppet of a warrior who was betrayed by her pure heart.
Wields a Stormhawk Axe in both hands and uses the
Thunderstorm skill.

A diamond in the rough, deserving of special care lest its
potential be squandered. Nepheli Loux truly was a warrior.</
text>
<text id="259002">One of Seluvis's favorite puppets.
Use to summon the spirit of Nepheli Loux.

Puppet of a warrior who was betrayed by her pure heart.
Wields a Stormhawk Axe in both hands and uses the
Thunderstorm skill.

A diamond in the rough, deserving of special care lest its
potential be squandered. Nepheli Loux truly was a warrior.</
text>
<text id="259003">One of Seluvis's favorite puppets.
Use to summon the spirit of Nepheli Loux.
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10932  Puppet of a warrior who was betrayed by her pure heart.
       Wields a Stormhawk Axe in both hands and uses the
       Thunderstorm skill.
10933
10934  A diamond in the rough, deserving of special care lest its
       potential be squandered. Nepheli Loux truly was a warrior.</
       text>
10935  <text id="259004">One of Seluvis's favorite puppets.
10936  Use to summon the spirit of Nepheli Loux.
10937
10938  Puppet of a warrior who was betrayed by her pure heart.
       Wields a Stormhawk Axe in both hands and uses the
       Thunderstorm skill.
10939
10940  A diamond in the rough, deserving of special care lest its
       potential be squandered. Nepheli Loux truly was a warrior.</
       text>
10941  <text id="259005">One of Seluvis's favorite puppets.
10942  Use to summon the spirit of Nepheli Loux.
10943
10944  Puppet of a warrior who was betrayed by her pure heart.
       Wields a Stormhawk Axe in both hands and uses the
       Thunderstorm skill.
10945
10946  A diamond in the rough, deserving of special care lest its
       potential be squandered. Nepheli Loux truly was a warrior.</
       text>
10947  <text id="259006">One of Seluvis's favorite puppets.
10948  Use to summon the spirit of Nepheli Loux.
10949
10950  Puppet of a warrior who was betrayed by her pure heart.
       Wields a Stormhawk Axe in both hands and uses the
       Thunderstorm skill.
10951
10952  A diamond in the rough, deserving of special care lest its
       potential be squandered. Nepheli Loux truly was a warrior.</
       text>
10953  <text id="259007">One of Seluvis's favorite puppets.
10954  Use to summon the spirit of Nepheli Loux.
10955
10956  Puppet of a warrior who was betrayed by her pure heart.
       Wields a Stormhawk Axe in both hands and uses the
       Thunderstorm skill.
10957
10958  A diamond in the rough, deserving of special care lest its
       potential be squandered. Nepheli Loux truly was a warrior.</
       text>
10959  <text id="259008">One of Seluvis's favorite puppets.
10960  Use to summon the spirit of Nepheli Loux.
10961
10962  Puppet of a warrior who was betrayed by her pure heart.
       Wields a Stormhawk Axe in both hands and uses the
       Thunderstorm skill.
10963
10964  A diamond in the rough, deserving of special care lest its
       potential be squandered. Nepheli Loux truly was a warrior.</
       text>
10965  <text id="259009">One of Seluvis's favorite puppets.
10966  Use to summon the spirit of Nepheli Loux.
10967
10968  Puppet of a warrior who was betrayed by her pure heart.
       Wields a Stormhawk Axe in both hands and uses the
       Thunderstorm skill.
10969
10970  A diamond in the rough, deserving of special care lest its
       potential be squandered. Nepheli Loux truly was a warrior.</
       text>
10971  <text id="259010">One of Seluvis's favorite puppets.
10972  Use to summon the spirit of Nepheli Loux.
10973
10974  Puppet of a warrior who was betrayed by her pure heart.
       Wields a Stormhawk Axe in both hands and uses the
       Thunderstorm skill.
10975
10976  A diamond in the rough, deserving of special care lest its
       potential be squandered. Nepheli Loux truly was a warrior.</
       text>
10977  <text id="260000">One of Seluvis's puppets.
10978  Use to summon the spirit of the Dung Eater.
10979
10980  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
10981  Wields a spine greatsword and hurls curses.
10982
10983  The Dung Eater despaired at how he met his end.
10984  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
10985  <text id="260001">One of Seluvis's puppets.
10986  Use to summon the spirit of the Dung Eater.
10987
10988  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
10989  Wields a spine greatsword and hurls curses.
10990
10991  The Dung Eater despaired at how he met his end.
10992  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
10993  <text id="260002">One of Seluvis's puppets.
10994  Use to summon the spirit of the Dung Eater.
10995
10996  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
10997  Wields a spine greatsword and hurls curses.
10998
10999  The Dung Eater despaired at how he met his end.
11000  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11001  <text id="260003">One of Seluvis's puppets.
11002  Use to summon the spirit of the Dung Eater.
11003
11004  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
11005  Wields a spine greatsword and hurls curses.
11006
11007  The Dung Eater despaired at how he met his end.
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11008  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11009  <text id="260004">One of Seluvis's puppets.
11010  Use to summon the spirit of the Dung Eater.
11011
11012  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
11013  Wields a spine greatsword and hurls curses.
11014
11015  The Dung Eater despaired at how he met his end.
11016  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11017  <text id="260005">One of Seluvis's puppets.
11018  Use to summon the spirit of the Dung Eater.
11019
11020  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
11021  Wields a spine greatsword and hurls curses.
11022
11023  The Dung Eater despaired at how he met his end.
11024  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11025  <text id="260006">One of Seluvis's puppets.
11026  Use to summon the spirit of the Dung Eater.
11027
11028  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
11029  Wields a spine greatsword and hurls curses.
11030
11031  The Dung Eater despaired at how he met his end.
11032  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11033  <text id="260007">One of Seluvis's puppets.
11034  Use to summon the spirit of the Dung Eater.
11035
11036  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
11037  Wields a spine greatsword and hurls curses.
11038
11039  The Dung Eater despaired at how he met his end.
11040  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11041  <text id="260008">One of Seluvis's puppets.
11042  Use to summon the spirit of the Dung Eater.
11043
11044  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
11045  Wields a spine greatsword and hurls curses.
11046
11047  The Dung Eater despaired at how he met his end.
11048  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11049  <text id="260009">One of Seluvis's puppets.
11050  Use to summon the spirit of the Dung Eater.
11051
11052  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
11053  Wields a spine greatsword and hurls curses.
11054
11055  The Dung Eater despaired at how he met his end.
11056  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11057  <text id="260010">One of Seluvis's puppets.
11058  Use to summon the spirit of the Dung Eater.
11059
11060  Spirit of a man who murdered thousands and defiled their
       corpses with the Seedbed Curse.
11061  Wields a spine greatsword and hurls curses.
11062
11063  The Dung Eater despaired at how he met his end.
11064  How hideous and sinister this puppet is, and yet, its utter
       despair invites one to care for it.</text>
11065  <text id="261000">One of Seluvis's puppets.
11066  Use to summon the spirit of the Finger Maiden Therolina.
11067
11068  Spirit of Finger Maiden who never met the Tarnished she was
       meant to guide. Uses healing incantations and Holy Water
       Pots, but she is not a fighter by nature and is ill-suited
       to battle.
11069
11070  A Maiden without a Tarnished. A Tarnished without a Maiden.
       And yet no guide to bring them together.</text>
11071  <text id="261001">One of Seluvis's puppets.
11072  Use to summon the spirit of the Finger Maiden Therolina.
11073
11074  Spirit of Finger Maiden who never met the Tarnished she was
       meant to guide. Uses healing incantations and Holy Water
       Pots, but she is not a fighter by nature and is ill-suited
       to battle.
11075
11076  A Maiden without a Tarnished. A Tarnished without a Maiden.
       And yet no guide to bring them together.</text>
11077  <text id="261002">One of Seluvis's puppets.
11078  Use to summon the spirit of the Finger Maiden Therolina.
11079
11080  Spirit of Finger Maiden who never met the Tarnished she was
       meant to guide. Uses healing incantations and Holy Water
       Pots, but she is not a fighter by nature and is ill-suited
       to battle.
11081
11082  A Maiden without a Tarnished. A Tarnished without a Maiden.
       And yet no guide to bring them together.</text>
11083  <text id="261003">One of Seluvis's puppets.
11084  Use to summon the spirit of the Finger Maiden Therolina.
11085
11086  Spirit of Finger Maiden who never met the Tarnished she was
       meant to guide. Uses healing incantations and Holy Water
       Pots, but she is not a fighter by nature and is ill-suited
       to battle.
11087
11088  A Maiden without a Tarnished. A Tarnished without a Maiden.
       And yet no guide to bring them together.</text>
11089  <text id="261004">One of Seluvis's puppets.
11090  Use to summon the spirit of the Finger Maiden Therolina.
11091
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11092  Spirit of Finger Maiden who never met the Tarnished she was meant to guide. Uses healing incantations and Holy Water Pots, but she is not a fighter by nature and is ill-suited to battle.
11093
11094  A Maiden without a Tarnished. A Tarnished without a Maiden. And yet no guide to bring them together.</text>
11095  <text id="261005">One of Seluvis's puppets.
11096  Use to summon the spirit of the Finger Maiden Therolina.
11097
11098  Spirit of Finger Maiden who never met the Tarnished she was meant to guide. Uses healing incantations and Holy Water Pots, but she is not a fighter by nature and is ill-suited to battle.
11099
11100  A Maiden without a Tarnished. A Tarnished without a Maiden. And yet no guide to bring them together.</text>
11101  <text id="261006">One of Seluvis's puppets.
11102  Use to summon the spirit of the Finger Maiden Therolina.
11103
11104  Spirit of Finger Maiden who never met the Tarnished she was meant to guide. Uses healing incantations and Holy Water Pots, but she is not a fighter by nature and is ill-suited to battle.
11105
11106  A Maiden without a Tarnished. A Tarnished without a Maiden. And yet no guide to bring them together.</text>
11107  <text id="261007">One of Seluvis's puppets.
11108  Use to summon the spirit of the Finger Maiden Therolina.
11109
11110  Spirit of Finger Maiden who never met the Tarnished she was meant to guide. Uses healing incantations and Holy Water Pots, but she is not a fighter by nature and is ill-suited to battle.
11111
11112  A Maiden without a Tarnished. A Tarnished without a Maiden. And yet no guide to bring them together.</text>
11113  <text id="261008">One of Seluvis's puppets.
11114  Use to summon the spirit of the Finger Maiden Therolina.
11115
11116  Spirit of Finger Maiden who never met the Tarnished she was meant to guide. Uses healing incantations and Holy Water Pots, but she is not a fighter by nature and is ill-suited to battle.
11117
11118  A Maiden without a Tarnished. A Tarnished without a Maiden. And yet no guide to bring them together.</text>
11119  <text id="261009">One of Seluvis's puppets.
11120  Use to summon the spirit of the Finger Maiden Therolina.
11121
11122  Spirit of Finger Maiden who never met the Tarnished she was meant to guide. Uses healing incantations and Holy Water Pots, but she is not a fighter by nature and is ill-suited to battle.
11123
11124  A Maiden without a Tarnished. A Tarnished without a Maiden. And yet no guide to bring them together.</text>
11125  <text id="261010">One of Seluvis's puppets.
11126  Use to summon the spirit of the Finger Maiden Therolina.
11127
11128  Spirit of Finger Maiden who never met the Tarnished she was meant to guide. Uses healing incantations and Holy Water Pots, but she is not a fighter by nature and is ill-suited to battle.
11129
11130  A Maiden without a Tarnished. A Tarnished without a Maiden. And yet no guide to bring them together.</text>
11131  <text id="262000">One of Seluvis's favorite puppets.
11132  Use to summon the spirit of Dolores the Sleeping Arrow.
11133
11134  Spirit of a handsome archer who dressed in the style of a man. Called the Silent Hunter by some, she fires St. Trina's arrows from her shortbow.
11135
11136  Dolores once belonged to the Roundtable Hold, where she was both a critic and a friend of Gideon the All-Knowing. It was because of her that he and Seluvis went their separate ways.</text>
11137  <text id="262001">One of Seluvis's favorite puppets.
11138  Use to summon the spirit of Dolores the Sleeping Arrow.
11139
11140  Spirit of a handsome archer who dressed in the style of a man. Called the Silent Hunter by some, she fires St. Trina's arrows from her shortbow.
11141
11142  Dolores once belonged to the Roundtable Hold, where she was both a critic and a friend of Gideon the All-Knowing. It was because of her that he and Seluvis went their separate ways.</text>
11143  <text id="262002">One of Seluvis's favorite puppets.
11144  Use to summon the spirit of Dolores the Sleeping Arrow.
11145
11146  Spirit of a handsome archer who dressed in the style of a man. Called the Silent Hunter by some, she fires St. Trina's arrows from her shortbow.
11147
11148  Dolores once belonged to the Roundtable Hold, where she was both a critic and a friend of Gideon the All-Knowing. It was because of her that he and Seluvis went their separate ways.</text>
11149  <text id="262003">One of Seluvis's favorite puppets.
11150  Use to summon the spirit of Dolores the Sleeping Arrow.
11151
11152  Spirit of a handsome archer who dressed in the style of a man. Called the Silent Hunter by some, she fires St. Trina's arrows from her shortbow.
11153
11154  Dolores once belonged to the Roundtable Hold, where she was both a critic and a friend of Gideon the All-Knowing. It was because of her that he and Seluvis went their separate ways.</text>
11155  <text id="262004">One of Seluvis's favorite puppets.
11156  Use to summon the spirit of Dolores the Sleeping Arrow.
11157
11158  Spirit of a handsome archer who dressed in the style of a
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man. Called the Silent Hunter by some, she fires St. Trina's
arrows from her shortbow.
11159
11160 Dolores once belonged to the Roundtable Hold, where she was
both a critic and a friend of Gideon the All-Knowing. It was
because of her that he and Seluvis went their separate
ways.</text>
11161 <text id="262005">One of Seluvis's favorite puppets.
11162 Use to summon the spirit of Dolores the Sleeping Arrow.
11163
11164 Spirit of a handsome archer who dressed in the style of a
man. Called the Silent Hunter by some, she fires St. Trina's
arrows from her shortbow.
11165
11166 Dolores once belonged to the Roundtable Hold, where she was
both a critic and a friend of Gideon the All-Knowing. It was
because of her that he and Seluvis went their separate
ways.</text>
11167 <text id="262006">One of Seluvis's favorite puppets.
11168 Use to summon the spirit of Dolores the Sleeping Arrow.
11169
11170 Spirit of a handsome archer who dressed in the style of a
man. Called the Silent Hunter by some, she fires St. Trina's
arrows from her shortbow.
11171
11172 Dolores once belonged to the Roundtable Hold, where she was
both a critic and a friend of Gideon the All-Knowing. It was
because of her that he and Seluvis went their separate
ways.</text>
11173 <text id="262007">One of Seluvis's favorite puppets.
11174 Use to summon the spirit of Dolores the Sleeping Arrow.
11175
11176 Spirit of a handsome archer who dressed in the style of a
man. Called the Silent Hunter by some, she fires St. Trina's
arrows from her shortbow.
11177
11178 Dolores once belonged to the Roundtable Hold, where she was
both a critic and a friend of Gideon the All-Knowing. It was
because of her that he and Seluvis went their separate
ways.</text>
11179 <text id="262008">One of Seluvis's favorite puppets.
11180 Use to summon the spirit of Dolores the Sleeping Arrow.
11181
11182 Spirit of a handsome archer who dressed in the style of a
man. Called the Silent Hunter by some, she fires St. Trina's
arrows from her shortbow.
11183
11184 Dolores once belonged to the Roundtable Hold, where she was
both a critic and a friend of Gideon the All-Knowing. It was
because of her that he and Seluvis went their separate
ways.</text>
11185 <text id="262009">One of Seluvis's favorite puppets.
11186 Use to summon the spirit of Dolores the Sleeping Arrow.
11187
11188 Spirit of a handsome archer who dressed in the style of a
man. Called the Silent Hunter by some, she fires St. Trina's
arrows from her shortbow.
11189
11190 Dolores once belonged to the Roundtable Hold, where she was
both a critic and a friend of Gideon the All-Knowing. It was
because of her that he and Seluvis went their separate
ways.</text>
11191 <text id="262010">One of Seluvis's favorite puppets.
11192 Use to summon the spirit of Dolores the Sleeping Arrow.
11193
11194 Spirit of a handsome archer who dressed in the style of a
man. Called the Silent Hunter by some, she fires St. Trina's
arrows from her shortbow.
11195
11196 Dolores once belonged to the Roundtable Hold, where she was
both a critic and a friend of Gideon the All-Knowing. It was
because of her that he and Seluvis went their separate
ways.</text>
11197 <text id="263000">One of Seluvis's puppets.
11198 Use to summon the spirit of a jarwight.
11199
11200 Spirit of a man who wished to become the innards of a living
jar. A jar-hurling specialist who throws all manner of pots
and jars.
11201
11202 The warrior jar once told the nameless man this:
11203 "You are not yet ready to join the warriors inside. No, you
must apply yourself! Better yourself, and one day I will
return for you."</text>
11204 <text id="263001">One of Seluvis's puppets.
11205 Use to summon the spirit of a jarwight.
11206
11207 Spirit of a man who wished to become the innards of a living
jar. A jar-hurling specialist who throws all manner of pots
and jars.
11208
11209 The warrior jar once told the nameless man this:
11210 "You are not yet ready to join the warriors inside. No, you
must apply yourself! Better yourself, and one day I will
return for you."</text>
11211 <text id="263002">One of Seluvis's puppets.
11212 Use to summon the spirit of a jarwight.
11213
11214 Spirit of a man who wished to become the innards of a living
jar. A jar-hurling specialist who throws all manner of pots
and jars.
11215
11216 The warrior jar once told the nameless man this:
11217 "You are not yet ready to join the warriors inside. No, you
must apply yourself! Better yourself, and one day I will
return for you."</text>
11218 <text id="263003">One of Seluvis's puppets.
11219 Use to summon the spirit of a jarwight.
11220
11221 Spirit of a man who wished to become the innards of a living
jar. A jar-hurling specialist who throws all manner of pots
and jars.
11222
11223 The warrior jar once told the nameless man this:
11224 "You are not yet ready to join the warriors inside. No, you
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 9255

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/GoodsCaption.fmg.txt, Top line: 11310

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9255 |   <text id="9999037">%null%</text>
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9300 |   <text id="9999082">%null%</text>
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9317 |   <text id="9999099">%null%</text>
9318 |   </entries>
9319 |   </fmg>
9320 |
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11310 |   <text id="9999037">%null%</text>
11311 |   <text id="9999038">%null%</text>
11312 |   <text id="9999039">%null%</text>
11313 |   <text id="9999040">%null%</text>
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11315 |   <text id="9999042">%null%</text>
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11323 |   <text id="9999050">%null%</text>
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11339 |   <text id="9999066">%null%</text>
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11350 |   <text id="9999077">%null%</text>
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11354 |   <text id="9999081">%null%</text>
11355 |   <text id="9999082">%null%</text>
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11364 |   <text id="9999091">%null%</text>
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11369 |   <text id="9999096">%null%</text>
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11373 |   </entries>
11374 |   </fmg>
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```