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0050 <text id="10100">-</text>
0051 <text id="10200">-</text>
0052 <text id="10300">-</text>
0053 <text id="40000">An ordinary iron helmet.
0054
0055 Cloth covering the mouth and neck provides some resistance to
0056 poison and other irritants.</text>
0057 <text id="40100">Armor composed of small metal plates.
0058
0059 The cape covering the shoulders is treated rock lizard skin,
0060 and provides ample protection against fire and bolts.</text>
0061
0062 <text id="40200">Ordinary iron gauntlets.</text>
0063 <text id="40300">Well-made leather trousers.
0064
0065 Fastened with a cord of string for ease of movement.</text>
0066
0067 <text id="50000">Helm worn by Kaiden sellswords.
0068 Allegedly fashioned after that of giants.
0069
0070 These hulking, fearless mercenaries, said to hail
0071
0072 from the mountaintops of the wintry north,
0073 are adept at fighting on horseback.
0074 Kaiden is the name of their home settlement.</text>
0075 <text id="50100">Armor worn by Kaiden sellswords.
0076 Made with the pelt of a snow-wolf, which protects
0077 against the cold.
0078
0079 These hulking, fearless mercenaries, said to hail
0080
0081 from the mountaintops of the wintry north,
0082 are adept at fighting on horseback.
0083 Kaiden is the name of their home settlement.</text>
0084 <text id="50200">Gauntlets worn by Kaiden sellswords.
0085
0086 These hulking, fearless mercenaries, said to hail
0087
0088 from the mountaintops of the wintry north,
0089 are adept at fighting on horseback.
0090 Kaiden is the name of their home settlement.</text>
0091 <text id="60000">Malformed helm fused with dragon flesh.
0092 Worn by Ondrej the Dragon Tracker.
0093
0094 Not a proud hunter's trophy, but rather an obsessive object
0095 of ritual metamorphosis.
0096
0097 Ondrej seeks the Storm Aerie, a place that only dragons can
0098 reach.</text>
```

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0049 <text id="10000">Bare head with no armor equipped.</text>
0050 <text id="10100">Bare torso with no armor equipped.</text>
0051 <text id="10200">Bare arms with no armor equipped.</text>
0052 <text id="10300">Bare legs with no armor equipped.</text>
0053 <text id="40000">An iron helmet showing rust on its edges.
0054
0055 Cloth covering the mouth and neck provides some resistance to
0056 poison and other irritants.</text>
0057 <text id="40100">Armor reinforced with small metal scales.
0058
0059 The cape covering the shoulders is made with treated rock
0060 lizard skin, and provides ample protection against fire.</
0061 text>
0062 <text id="40200">Ordinary iron gauntlets.</text>
0063 <text id="40300">Well-made leather trousers.
0064
0065 The lower legs are each bound in cord for ease of movement.</
0066 text>
0067 <text id="50000">Helm worn by Kaiden sellswords.
0068
0069 These hulking, fearless mercenaries, said to hail from the
0070 mountaintops of the wintry north, are adept at fighting on
0071 horseback.
0072
0073 Kaiden is the name of their home settlement.</text>
0074 <text id="50100">Armor worn by Kaiden sellswords.
0075 Made with the pelt of a snow-wolf, which protects against the
0076 cold.
0077
0078 These hulking, fearless mercenaries, said to hail from the
0079 mountaintops of the wintry north, are adept at fighting on
0080 horseback.
0081
0082 Kaiden is the name of their home settlement.</text>
0083 <text id="50200">Gauntlets worn by Kaiden sellswords.
0084
0085 These hulking, fearless mercenaries, said to hail from the
0086 mountaintops of the wintry north, are adept at fighting on
0087 horseback.
0088
0089 Kaiden is the name of their home settlement.</text>
0090 <text id="60000">Black iron helm worn by drake knights.
0091 Features the spoils of a dragon catch as an emblem of pride
0092 as both dragon hunter and partaker of communion.
0093
0094 From birth, drake knights speak not a word. They spend their
0095 lives pursuing the strength of dragons, for its sublime
0096 beauty and inspiration of awe.</text>
0097 <text id="60100">Black iron armor worn by drake knights.
0098 Features the spoils of a dragon catch as an emblem of pride
0099 as both dragon hunter and partaker of communion.
0100
0101 The cape is crafted with dragon wing membrane.</text>
```

0096 <text id="60100">Malformed armor fused with dragon flesh.
0097 Worn by Ondrej the Dragon Tracker.

0098
0099 The cape is made of dragon wing membrane, but alas, has
failed to provide flight.</text>

0100 <text id="60200">Malformed gauntlets fused with dragon flesh.
0101 Worn by Ondrej the Dragon Tracker.

0102
0103 Not a proud hunter's trophy, but rather an obsessive object
of ritual metamorphosis.

0104
0105 Ondrej seeks the Storm Aerie, a place that only dragons can
reach.</text>

0106 <text id="60300">Malformed greaves fused with dragon flesh.
0107 Worn by Ondrej the Dragon Tracker.

0108
0109 Not a proud hunter's trophy, but rather an obsessive object
of ritual metamorphosis.

0110
0111 Ondrej seeks the Storm Aerie, a place that only dragons can
reach.</text>

0112 <text id="61000">Malformed light helm fused with dragon
flesh</text>

0113 <text id="61100">Malformed armor fused with dragon flesh</
text>

0114 <text id="80000">Helm made from layered ancient dragon
scales</text>

0115 <text id="80100">Armor made from layered ancient dragon
scales</text>

0116 <text id="80200">Gauntlets made from layered ancient dragon
scales</text>

0117 <text id="80300">Greaves made from layered ancient dragon
scales</text>

0118 <text id="81100">Armor made of layered ancient dragon
scales</text>

0119 <text id="90000">Hood of an Erdtree Capital perfumer.
0120
0121 In times past, the role of perfumer was much

0122 respected; a blessed apothecary in the eyes of
0123 the many. But after entering the battlefields of
0124 the Shattering they performed no such role,
0125 trading their physicks for poisons and explosives.</text>

0126 <text id="90100">Robe of an Erdtree Capital perfumer.
0127
0128 The emblem of the Erdtree embroidered on the

0129 bulky front pinafore is proof of mastery of the
0130 apothecarial arts.
0131 The heft of the garment is a solemn reminder of
0132 the prestige and import of a perfumer's duties.</text>

0133 <text id="90200">Gloves of an Erdtree Capital perfumer.
0134
0135 In times past, the role of perfumer was much

0136 respected; a blessed apothecary in the eyes of
0137 the many. But after entering the battlefields of
0138 the Shattering they performed no such role,
0139 trading their physicks for poisons and explosives.</text>

0140 <text id="90300">Sarong of an Erdtree Capital perfumer.
0141
0142 In times past, the role of perfumer was much

0143 respected; a blessed apothecary in the eyes of
0144 the many. But after entering the battlefields of
0145 the Shattering they performed no such role,
0146 trading their physicks for poisons and explosives.</text>

0147 <text id="91100">Tunic of an Erdtree Capital perfumer</text>

0148 <text id="100000">Leather tricorne of an unaffiliated
perfumer</text>

0149 <text id="100100">Robe of an unaffiliated perfumer</text>

0150 <text id="100200">Gloves of an unaffiliated perfumer</text>

0151 <text id="100300">Trousers of an unaffiliated perfumer</text>

0152 <text id="101100">Tunic of an unaffiliated perfumer</text>

0153 <text id="120000">Hat of a defected glintstone sorcerer</
text>

0154 <text id="120100">Robe of a defected glintstone sorcerer</

0088 <text id="60200">Black iron gauntlets worn by drake knights.
0089 Features the spoils of a dragon catch as an emblem of pride
as both dragon hunter and partaker of communion.

0090
0091 From birth, drake knights speak not a word. They spend their
lives pursuing the strength of dragons, for its sublime
beauty and inspiration of awe.</text>

0092 <text id="60300">Black iron greaves by drake knights.
0093 Features the spoils of a dragon catch as an emblem of pride
as both dragon hunter and partaker of communion.

0094
0095 From birth, drake knights speak not a word. They spend their
lives pursuing the strength of dragons, for its sublime
beauty and inspiration of awe.</text>

0096 <text id="61000">Black iron helm worn by drake knights.
0097 Features the spoils of a dragon catch as an emblem of pride
as both dragon hunter and partaker of communion.

0098
0099 From birth, drake knights speak not a word. They spend their
lives pursuing the strength of dragons, for its sublime
beauty and inspiration of awe.</text>

0100 <text id="61100">Black iron armor worn by drake knights.
0101 Features the spoils of a dragon catch as an emblem of pride
as both dragon hunter and partaker of communion.

0102
0103 From birth, drake knights speak not a word. They spend their
lives pursuing the strength of dragons, for its sublime
beauty and inspiration of awe.</text>

0104 <text id="80000">Helm worn by Old Knight Istvan.
0105 The corroded metal is reinforced with rock-hard scales,
making it highly effective against non-physical attacks.

0106
0107 Istvan is one of a few wizened Tarnished who survive to this
day.</text>

0108 <text id="80100">Armor worn by Old Knight Istvan.

0109 The corroded metal is reinforced with rock-hard scales,
making it highly effective against non-physical attacks.

0110
0111 Istvan is one of a few wizened Tarnished who survive to this
day.</text>

0112 <text id="80200">Gauntlets worn by Old Knight Istvan.

0113 The corroded metal is reinforced with rock-hard scales,
making it highly effective against non-physical attacks.

0114
0115 Istvan is one of a few wizened Tarnished who survive to this
day.</text>

0116 <text id="80300">Greaves worn by Old Knight Istvan.
0117 The corroded metal is reinforced with rock-hard scales,
making it highly effective against non-physical attacks.

0118
0119 Istvan is one of a few wizened Tarnished who survive to this
day.</text>

0120 <text id="81100">Armor worn by Old Knight Istvan.
0121 The corroded metal is reinforced with rock-hard scales,
making it highly effective against non-physical attacks.

0122
0123 Istvan is one of a few wizened Tarnished who survive to this
day.</text>

0124 <text id="90000">Hood of an Erdtree Capital perfumer.
0125
0126 In times past, the role of perfumer was much respected; a
blessed apothecary in the eyes of the many. But after
entering the battlefields of the Shattering they performed no
such role, trading their aromatics for poisons and
explosives.</text>

0127
0128 <text id="90100">Robe of an Erdtree Capital perfumer.

0129 The thick front apron embroidered with a depiction of the
Erdtree is proof of mastery of the apothecarial arts, and its
weight symbolizes the onus of both pride and
responsibility.</text>

0130
0131 <text id="90200">Gloves of an Erdtree Capital perfumer.

0132 In times past, the role of perfumer was much respected; a
blessed apothecary in the eyes of the many. But after
entering the battlefields of the Shattering they performed no
such role, trading their aromatics for poisons and
explosives.</text>

0133
0134 <text id="90300">Sarong of an Erdtree Capital perfumer.

0135 In times past, the role of perfumer was much respected; a
blessed apothecary in the eyes of the many. But after
entering the battlefields of the Shattering they performed no
such role, trading their aromatics for poisons and
explosives.</text>

0136 <text id="91100">Robe of an Erdtree Capital perfumer.

```
0155 <text>  
0156 <text id="120200">Gloves of a defected glintstone sorcerer</  
0157 <text>  
0158 <text id="120300">Boots of a defected glintstone sorcerer</  
0159 <text>  
0160 <text id="121000">Cowl of a defected glintstone sorcerer</  
0161 <text>  
0162 <text id="121100">Tunic of a defected glintstone sorcerer</  
0163 <text>  
0164 <text id="130000">Glintstone sorcerer Rogier's hat</text>  
0165 <text id="130100">Glintstone sorcerer Rogier's cape</text>  
0166 <text id="130200">Glintstone sorcerer Rogier's gloves</text>  
0167 <text id="130300">Glintstone sorcerer Rogier's Trousers</  
0168 <text>  
0169 <text id="131100">Glintstone sorcerer Rogier's vest</text>  
0170 <text id="140000">Great Horned Tragoth's helm</text>  
0171 <text id="140100">Great Horned Tragoth's armor</text>  
0172 <text id="140200">Great Horned Tragoth's gauntlets</text>  
0173 <text id="140300">Great Horned Tragoth's greaves</text>  
0174 <text id="150000">Bloody Finger Hunter Yura's umbrella</text>  
0175 <text id="150100">Bloody Finger Hunter Yura's armor</text>  
0176 <text id="150200">Bloody Finger Hunter Yura's gauntlets</  
0177 <text>  
0178 <text id="150300">Bloody Finger Hunter Yura's greaves</text>  
0179 <text id="151100">Bloody Finger Hunter's armor</text>  
0180 <text id="160000">Coarse hooded cloak of olive brown.  
0181 Garb of spurned Tarnished who were  
0182 forced into slavery in the Lands Between.  
0183  
0184 The collar of brambles is a stark  
0185  
0186 reminder of their detested caste.</text>  
0187 <text id="160100">Clothing made of coarse material.  
0188 Garb of spurned Tarnished who were  
0189 forced into slavery in the Lands Between.  
0190  
0191 The Tarnished have been wandering into the  
0192  
0193 Lands Between from beyond the Sea of Fog  
0194 in dribs and drabs since times of old.  
0195 Most are killed on arrival, but the few,  
0196  
0197 unlucky survivors are taken as slaves.</text>
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0137  
0138 The thick front apron embroidered with a depiction of the  
0139 Erdtree is proof of mastery of the apothecarial arts, and its  
0140 weight symbolizes the onus of both pride and  
0141 responsibility.</text>  
0142 <text id="100000">Hat of a traveling perfumer of no renown.  
0143  
0144 An associate of a healer, he is said to be in search of new  
0145 aromatics and flower gardens, in hopes of treating  
0146 Misbegotten, Omen, and all those seen as impure.</text>  
0147 <text id="100100">Garb of a traveling perfumer of no renown.  
0148  
0149 The thick front apron, the badge of a perfumer, has been  
0150 replaced with a more simple one made from soft leather.</  
0151 text>  
0152 <text id="100200">Gloves of a traveling perfumer of no  
0153 renown.  
0154  
0155 An associate of a healer, he is said to be in search of new  
0156 aromatics and flower gardens, in hopes of treating  
0157 Misbegotten, Omen, and all those seen as impure.</text>  
0158 <text id="100300">Slops of a traveling perfumer of no renown.  
0159  
0160 An associate of a healer, he is said to be in search of new  
0161 aromatics and flower gardens, in hopes of treating  
0162 Misbegotten, Omen, and all those seen as impure.</text>  
0163 <text id="101100">Garb of a traveling perfumer of no renown.  
0164  
0165 The thick front apron, the badge of a perfumer, has been  
0166 replaced with a more simple one made from soft leather.</  
0167 text>  
0168 <text id="120000">Mad Tonque Alberich's pointed hat, a sign  
0169 of a heretical practitioner.  
0170  
0171 Set with red glintstones, said to be formed by the blood of  
0172 sacrifices. Strengthens thorn sorcery.  
0173  
0174 Alberich was an aloof yet disturbed heretical sorcerer said  
0175 to have been driven mad by jeering tongues during his service  
0176 to the Roundtable Hold long ago.</text>  
0177 <text id="120100">Mad Tongue Alberich's robe.  
0178  
0179 Set with red glintstones, said to be formed by the blood of  
0180 sacrifices. Strengthens thorn sorcery.  
0181  
0182 Alberich was an aloof yet disturbed heretical sorcerer said  
0183 to have been driven mad by jeering tongues during his service  
0184 to the Roundtable Hold long ago.</text>  
0185 <text id="120200">Mad Tongue Alberich's bracers.  
0186  
0187 Set with red glintstones, said to be formed by the blood of  
0188 sacrifices. Strengthen thorn sorcery.  
0189  
0190 Alberich was an aloof yet disturbed heretical sorcerer said  
0191 to have been driven mad by jeering tongues during his service  
0192 to the Roundtable Hold long ago.</text>  
0193 <text id="120300">Mad Tongue Alberich's trousers.  
0194  
0195 Alberich was an aloof yet disturbed heretical sorcerer said  
0196 to have been driven mad by jeering tongues during his service  
0197 to the Roundtable Hold long ago.</text>  
0198 <text id="121000">Mad Tonque Alberich's pointed hat, a sign  
0199 of a heretical practitioner.  
0200  
0201 Set with red glintstones, said to be formed by the blood of  
0202 sacrifices. Strengthens thorn sorcery.  
0203  
0204 Alberich was an aloof yet disturbed heretical sorcerer said  
0205 to have been driven mad by jeering tongues during his service  
0206 to the Roundtable Hold long ago.</text>  
0207 <text id="121100">Mad Tongue Alberich's robe.  
0208  
0209 Alberich was an aloof yet disturbed heretical sorcerer said  
0210 to have been driven mad by jeering tongues during his service  
0211 to the Roundtable Hold long ago.</text>  
0212 <text id="130000">Glintstone sorcerer Rogier's pointed hat, a  
0213 sign of a heretical practitioner. Strengthens glintstone  
0214 sorcery skills.  
0215  
0216 Rogier spent his entire life behaving with utter detachment.  
0217 No one noticed the anger, grief, regret, or fear that existed  
0218 along with it.</text>  
0219 <text id="130100">Glintstone sorcerer Rogier's traveling  
0220 attire, graced with an intricate, aristocratic decoration.
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0188 <text id="160200">Arm wraps made of coarse material.
0189 Garb of spurned Tarnished who were
0190 forced into slavery in the Lands Between.</text>
0191 <text id="160300">Trousers made of coarse material.
0192
0193 Garb of spurned Tarnished who were
0194 forced into slavery in the Lands Between.
0195 The Tarnished have been wandering into the
0196 Lands Between from beyond the Sea of Fog
0197 in dribs and drabs since times of old.
0198 Most are killed on arrival, but the few,
0199 unlucky survivors are taken as slaves.</text>
0200 <text id="170000">Helm made with the head of an old wolf</
0201 text>
0202 <text id="170100">Armor of Blaidd, Knight of Ranni</text>
0203 <text id="170200">Gauntlets of Blaidd, Knight of Ranni</text>
0204
0205 <text id="170300">Greaves of Blaidd, Knight of Ranni</text>
0206
0207 <text id="171100">Armor of Blaidd, Knight of Ranni</text>
0208
0209 <text id="180000">Hood used by the Black Blade Assassins</
0210 text>

0184 Strengthens glintstone sorcery skills.
0185 Rogier spent his entire life behaving with utter detachment.
No one noticed the anger, grief, regret, or fear that existed
along with it.</text>
0186 <text id="130200">Glintstone sorcerer Rogier's gloves, graced
with an intricate, aristocratic decoration. Strengthen
glintstone sorcery skills.
0187
0188 Rogier spent his entire life behaving with utter detachment.
No one noticed the anger, grief, regret, or fear that existed
along with it.</text>
0189 <text id="130300">Glintstone sorcerer Rogier's trousers,
graced with an intricate, aristocratic decoration. Strengthen
glintstone sorcery skills.
0190
0191 Rogier spent his entire life behaving with utter detachment.
No one noticed the anger, grief, regret, or fear that existed
along with it.</text>
0192 <text id="131100">Glintstone sorcerer Rogier's traveling
attire, graced with an intricate, aristocratic decoration.
Strengthen glintstone sorcery skills.
0193
0194 Rogier spent his entire life behaving with utter detachment.
No one noticed the anger, grief, regret, or fear that existed
along with it.</text>
0195 <text id="140000">Great Horned Tragoth's helm, adorned with a
gold bull-goat motif. Provides high poise.
0196
0197 Tragoth is a famed knight of assistance. Countless Tarnished,
facing adversity in the Lands Between, have survived thanks
only to the Great Horned One's aid.</text>
0198 <text id="140100">Great Horned Tragoth's armor. Covers its
wearer with a pair of giant horns, providing staunch poise.
0199
0200 Tragoth is a famed knight of assistance. Countless Tarnished,
facing adversity in the Lands Between, have survived thanks
only to the Great Horned One's aid.</text>
0201 <text id="140200">Great Horned Tragoth's gauntlets, adorned
with a gold bull-goat motif. Provide high poise.
0202
0203 Tragoth is a famed knight of assistance. Countless Tarnished,
facing adversity in the Lands Between, have survived thanks
only to the Great Horned One's aid.</text>
0204 <text id="140300">Great Horned Tragoth's greaves, adorned
with a gold bull-goat motif. Provide high poise.
0205
0206 Tragoth is a famed knight of assistance. Countless Tarnished,
facing adversity in the Lands Between, have survived thanks
only to the Great Horned One's aid.</text>
0207 <text id="150000">Iron kasa of the man who calls himself
Shabriri.
0208 Crafted to imitate the woven straw hats worn in the Land of
Reeds.
0209
0210 The man, once known as Yura, kept a woman in the deepest
reaches of his heart.</text>
0211 <text id="150100">Armor of the man who calls himself
Shabriri.
0212 Highly functional and heavily worn.
0213
0214 The man, once known as Yura, kept a woman in the deepest
reaches of his heart.</text>
0215 <text id="150200">Gauntlets of the man who calls himself
Shabriri.
0216 Highly functional and heavily worn.
0217
0218 The man, once known as Yura, kept a woman in the deepest
reaches of his heart.</text>
0219 <text id="150300">Greaves of the man who calls himself
Shabriri.
0220 Highly functional and heavily worn.
0221
0222 The man, once known as Yura, kept a woman in the deepest
reaches of his heart.</text>
0223 <text id="151100">Armor of the man who calls himself
Shabriri.
0224 Highly functional and heavily worn.
0225
0226 The man, once known as Yura, kept a woman in the deepest
reaches of his heart.</text>
0227 <text id="160000">Coarse hooded cloak of olive brown.
0228
0229 The garb of those accused of lesser crimes, indicated by the
collar of sharpened branches.</text>
0230 <text id="160100">Clothing made of coarse material, commonly
worn in the Lands Between.</text>
0231 <text id="160200">Arm wraps made of coarse material.
0232 Garb of spurned Tarnished who were
0233 forced into slavery in the Lands Between.</text>
0234 <text id="160300">Trousers made of coarse material, commonly
worn in the Lands Between.</text>
0235 <text id="170000">A mask fashioned after the head of a black
wolf.
0236
0237 Relic of an assassin who assumed the guise of Ranni the
Witch's loyal shadow. The likeness is striking.</text>
0238 <text id="170100">Well-worn black armor of the man-wolf
Blaidd.
0239
0240 The pelt serves as a cape, protecting from cold.
0241 Blaidd was the blade of Ranni, but the cold bothered him
anyway.</text>
0242 <text id="170200">Well-worn black gauntlets of the man-wolf
Blaidd.
0243
0244 Blaidd, who served as Ranni's shadow, was a loyal ally who
would defy destiny itself if it would have him turn upon his
Lady.</text>
0245 <text id="170300">Well-worn black greaves of the man-wolf
Blaidd.
0246
0247 Blaidd, who served as Ranni's shadow, was a loyal ally who
would defy destiny itself if it would have him turn upon his

0206 <text id="180100">Armor used by the Black Blade Assassins</
0207 text>
0208 <text id="180200">Gauntlets used by the Black Blade
Assassins</text>
0209 <text id="180300">Greaves used by the Black Blade Assassins</
text>
0210 <text id="181100">Armor used by the Black Blade Assassins</
0211 text>
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<text id="190000">Deep red hood that covers the whole head.
Stormveil was once a place of exile, and this hood
is a remainder from the convicted men's precepts.
"Expose thyself not, but govern thyself to be
whole hid; else the curse slip inside thee."</text>
<text id="190100">Body armor, scoured by salt winds and
skirmishing,
wrapped in a large, deep red cloth.
Stormveil was once a place of exile, and this cloth
is a remainder from the convicted men's precepts.
"Expose thyself not, but govern thyself to be
whole hid; else the curse slip inside thee."</text>
<text id="190200">Iron gauntlets scoured by salt winds and
skirmishing. Garb of Stormveil soldiers.
These gauntlets have started to fall apart,
suffering now a moth-eaten appearance.</text>
<text id="190300">Iron greaves scoured by salt winds and
skirmishing. Garb of Stormveil soldiers.
These greaves have started to fall apart,
suffering now a moth-eaten appearance.</text>
<text id="200000">Knight's helm covered in a long cloth of
deep red.
Features an embroidered crest of thorns.
Stormveil was once a place of exile, and the cloth
is a remainder from the convicted men's precepts.
"Expose thyself not, but govern thyself to be
whole hid; else the curse slip inside thee."</text>
<text id="200100">Knight's armor, scoured by salt winds and
skirmishing. Chestpiece worn by Stormveil Knights.

0248 Lady.</text>
<text id="171100">Well-worn black armor of the man-wolf
Blaid.
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Blaid, who served as Ranni's shadow, was a loyal ally who
would defy destiny itself if it would have him turn upon his
Lady.</text>
<text id="180000">Hood used by the Black Knife Assassins.
The assassins that carried out the deeds of the Night of the
Black Knives were all women, and rumored to be Numen who had
close ties with Marika herself.</text>
<text id="180100">Scale armor used by the Black Knife
Assassins, forged to make no sound.
Traces of power yet remain in its concealing veil, which
muffles the sound of footsteps.
The assassins that carried out the deeds of the Night of the
Black Knives were all women, and rumored to be Numen who had
close ties with Marika herself.</text>
<text id="180200">Gauntlets used by the Black Knife
Assassins.
Crafted with scale armor that makes no sound.
The assassins that carried out the deeds of the Night of the
Black Knives were all women, and rumored to be Numen who had
close ties with Marika herself.</text>
<text id="180300">Greaves used by the Black Knife Assassins.
Crafted with scale armor that makes no sound.
The assassins that carried out the deeds of the Night of the
Black Knives were all women, and rumored to be Numen who had
close ties with Marika herself.</text>
<text id="181100">Armor used by the Black Knife Assassins.
Crafted with scale armor that makes no sound.
The assassins that carried out the deeds of the Night of the
Black Knives were all women, and rumored to be Numen who had
close ties with Marika herself.</text>
<text id="190000">Deep red hood that covers the whole head.
Worn by soldiers sent to the penal colonies, who were
required to keep their faces hidden.</text>
<text id="190100">Damaged armor draped with a large deep-red
cloth.
Worn by soldiers sent to the penal colonies.</text>
<text id="190200">Damaged iron gauntlets.
Worn by soldiers sent to the penal colonies.</text>
<text id="190300">Damaged iron greaves.
Worn by soldiers sent to the penal colonies.</text>
<text id="200000">Thick, full set of armor covering the
entire body.
This helm was worn by knights who, whether by misfortune or
misdeed, were forced to abandon their homes.
Perhaps the deep-red scarf was used to block the winds, for
on the outskirts, the winds bite with a stinging
fierceness.</text>
<text id="200100">Thick, full set of armor covering the
entire body.
This armor was worn by knights who, whether by misfortune or
misdeed, were forced to abandon their homes.
These fierce warriors were each and all accomplished. Perhaps
that is why, despite their territorial losses, they were
still named knights.</text>
<text id="200200">Thick, full set of armor covering the
entire body.
These gauntlets were worn by knights who, whether by
misfortune or misdeed, were forced to abandon their homes.
These fierce warriors were each and all accomplished. Perhaps
that is why, despite their territorial losses, they were
still named knights.</text>
<text id="200300">Thick, full set of armor covering the
entire body.
These greaves were worn by knights who, whether by misfortune
or misdeed, were forced to abandon their homes.
These fierce warriors were each and all accomplished. Perhaps
that is why, despite their territorial losses, they were
still named knights.</text>
<text id="201000">Thick, full set of armor covering the
entire body.
This helm was worn by knights who, whether by misfortune or
misdeed, were forced to abandon their homes.
These fierce warriors were each and all accomplished. Perhaps
that is why, despite their territorial losses, they were
still named knights.</text>
<text id="201100">Thick, full set of armor covering the
entire body.
This armor was worn by knights who, whether by misfortune or
misdeed, were forced to abandon their homes.
These fierce warriors were each and all accomplished. Perhaps
that is why, despite their territorial losses, they were
still named knights.</text>
<text id="210000">Battered iron helm from a foreign land.
Worn by Elemer of the Briar.
The winding, rusted iron briars are a mark of the guilty, and
typically indicate a sentence of death. They also cause this
armor to deal damage when performing dodge rolls.

0246	The twisted horn on the right shoulder, patterned	0309	Elemer murdered numerous instructors and merchants, and was known as the Bell Bearing Hunter.</text>
0247	after that of a dragon, signifies adherence to	0310	<text id="210100">Battered iron armor from a foreign land.
0248	a forbidden form of worship; the consumption	0311	Worn by Elemer of the Briar.
0249	of dragon flesh.</text>		
0250	<text id="200200">Knight's armor, scoured by salt winds		
0251	and skirmishing. Gauntlets worn by Stormveil Knights.		
0252		0312	
0253	Features an engraved crest of thorns meant	0313	The winding, rusted iron briars are a mark of the guilty, and typically indicate a sentence of death. They also cause this armor to deal damage when performing dodge rolls.
0254	to ward against the curse.</text>		
0255	<text id="200300">Knight's armor, scoured by salt winds		
0256	and skirmishing. Greaves worn by Stormveil Knights.		
0257		0314	
0258	Features an engraved crest of thorns meant	0315	Elemer murdered numerous instructors and merchants, and was known as the Bell Bearing Hunter.</text>
0259	to ward against the curse.</text>	0316	<text id="210200">Battered gauntlets from a foreign land.
0260	<text id="201000">Helm of a Stormveil knight.	0317	Worn by Elemer of the Briar.
0261		0318	
0262	Long ago, those who sought the Storm Aerie traveled far from the capital, and settled in Stormveil. The Stormveil knights are their descendants.	0319	The winding, rusted iron briars are a mark of the guilty, and typically indicate a sentence of death. They also cause this armor to deal damage when performing dodge rolls.
0263		0320	
0264	The Storm Aerie is believed to be the home of dragons, which watch over a great tomb.</text>	0321	Elemer murdered numerous instructors and merchants, and was known as the Bell Bearing Hunter.</text>
0265	<text id="201100">Armor of a Stormveil knight.	0322	<text id="210300">Battered greaves from a foreign land.
0266		0323	Worn by Elemer of the Briar.
0267	Long ago, those who sought the Storm Aerie traveled far from the capital, and settled in Stormveil. The Stormveil knights are their descendants.</text>	0324	
0268	<text id="210000">Helm worn by Condor Knights</text>	0325	The winding, rusted iron briars are a mark of the guilty, and typically indicate a sentence of death. They also cause this armor to deal damage when performing dodge rolls.
0269	<text id="210100">Armor worn by Condor Knights</text>		
0270	<text id="210200">Gauntlets worn by Condor Knights</text>		
0271	<text id="210300">Greaves worn by Condor Knights</text>		
0272	<text id="211100">Armor worn by Condor Knights</text>		
0273	<text id="220000">Cloth hood that veils the face.		
0274	Costume of pages who serve the nobility.		
0275		0326	
0276	Among the highborn, those with naturally	0327	Elemer murdered numerous instructors and merchants, and was known as the Bell Bearing Hunter.</text>
0277	smaller physiques were considered to lack the full	0328	<text id="211100">Battered iron armor from a foreign land.
0278	blessing of the Erdtree, and thereby trained	0329	Worn by Elemer of the Briar.
0279	as pages. There were said to be many among their		
0280	number who positively brimmed with potential.</text>		
0281	<text id="220100">A fine outer garment made from thick cloth.		
0282	Costume of pages who serve the nobility.		
0283		0330	
0284	Among the highborn, those with naturally	0331	The winding, rusted iron briars are a mark of the guilty, and typically indicate a sentence of death. They also cause this armor to deal damage when performing dodge rolls.
0285	smaller physiques were considered to lack the full		
0286	blessing of the Erdtree, and thereby trained		
0287	as pages. There were said to be many among their		
0288	number who positively brimmed with potential.</text>		
0289	<text id="220300">Trousers made from thick cloth.		
0290	Costume of pages who serve the nobility.		
0291		0332	
0292	Among the highborn, those with naturally	0333	Elemer murdered numerous instructors and merchants, and was known as the Bell Bearing Hunter.</text>
0293	smaller physiques were considered to lack the full	0334	<text id="220000">Hood worn by pages who serve the nobility and are mindful to keep them out of harm's way.
0294	blessing of the Erdtree, and thereby trained		
0295	as pages. There were said to be many among their		
0296	number who positively brimmed with potential.</text>		
0297	<text id="221100">Tunic made from thick cloth.		
0298	Costume of pages who serve the nobility.		
0299		0335	
0300	Among the highborn, those with naturally	0336	The unassuming sack-like appearance befits their unseen and unknown stature.</text>
0301	smaller physiques were considered to lack the full	0337	<text id="220100">Garb worn by pages who serve the nobility and are mindful to keep them out of harm's way.
0302	blessing of the Erdtree, and thereby trained		
0303	as pages. There were said to be many among their		
0304	number who positively brimmed with potential.</text>		
0305	<text id="230000">Helm of the sinister knights known as the Hands		
0306	of the Fell Omen. Blackened in color by dried		
0307	bloodstains.		
0308		0338	
0309	Appearing as if from nowhere atop horses	0339	Traveling wear tailored with exquisite precision, to avoid any undue shame for the page's master.</text>
0310	draped in funereal black, these shadowy knights	0340	<text id="220300">Trousers worn by pages who serve the nobility and are mindful to keep them out of harm's way.
0311	were said to have doggedly hunted down		
0312	champions of the Shattering.</text>		
0313	<text id="230100">Armor of the sinister knights known as the Hands		
0314	of the Fell Omen. Blackened in color by dried		
0315	bloodstains.		
0316		0341	
0317	Appearing as if from nowhere atop horses	0342	Traveling wear tailored with exquisite precision, to avoid any undue shame for the page's master.</text>
0318	draped in funereal black, these shadowy knights	0343	<text id="221100">Garb worn by pages who serve the nobility and are mindful to keep them out of harm's way.
0319	were said to have doggedly hunted down		
0320	champions of the Shattering.</text>		
0321	<text id="230200">Gauntlets of the sinister knights known as the		
0322	Hands of the Fell Omen. Blackened in color by		
0323	dried bloodstains.		
0324		0344	
0325	Appearing as if from nowhere atop horses	0345	Traveling wear tailored with exquisite precision, to avoid any undue shame for the page's master.</text>
0326	draped in funereal black, these shadowy knights	0346	<text id="230000">Pitch-black helm with flowing black hair.
0327	were said to have doggedly hunted down	0347	Worn by the Night's Cavalry who ride funeral steeds.
0328	champions of the Shattering.</text>		
0329	<text id="230300">Greaves of the sinister knights known as the		
0330	Hands of the Fell Omen. Blackened in color by		
0331	dried bloodstains.		
0332		0348	
0333	Appearing as if from nowhere atop horses	0349	The Night's Cavalry, who now wander the dim roads of night, were once led by the Fell Omen and were deliverers of death

0334 draped in funereal black, these shadowy knights
0335 were said to have doggedly hunted down
0336 champions of the Shattering.</text>
0337 <text id="231000">Light helm of the sinister knights known as
the
0338 Hands of the Fell Omen. Blackened in color by
0339 dried bloodstains.
0340
0341 Appearing as if from nowhere atop horses
0342
0342 draped in funereal black, these shadowy knights
0343 were said to have doggedly hunted down
0344 champions of the Shattering.</text>
0345 <text id="231100">Armor of the sinister knights known as the
0346 Hands of the Fell Omen. Blackened in color by
0347 dried bloodstains.
0348
0349 Appearing as if from nowhere atop horses
0350
0350 draped in funereal black, these shadowy knights
0351 were said to have doggedly hunted down
0352 champions of the Shattering.</text>
0353 <text id="240000">Hood worn by females of the artificial
0354 lifeforms known as Children of Silver.
0355
0356 Formed of the same silver from which these beings
0357
0357 are birthed, this is the only material that doesn't
0358 irritate their skin.
0359
0360 These maids constructed in Raya Lucaria headed
0361
0361 to the Paling Tower, to enter Miquella's service.</text>
0362 <text id="240100">Armor worn by females of the artificial
0363 lifeforms known as Children of Silver.
0364
0365 Formed of the same silver from which these beings
0366
0366 are birthed, this is the only material that doesn't
0367 irritate their skin.
0368
0369 These maids constructed in Raya Lucaria headed
0370
0370 to the Paling Tower, to enter Miquella's service.</text>
0371 <text id="240200">Bracelets worn by females of the artificial
0372 lifeforms known as Children of Silver.
0373
0374 Formed of the same silver from which these beings
0375
0375 are birthed, this is the only material that doesn't
0376 irritate their skin.
0377
0378 These maids constructed in Raya Lucaria headed
0379
0379 to the Paling Tower, to enter Miquella's service.</text>
0380 <text id="240300">Skirt worn by females of the artificial
0381 lifeforms known as Children of Silver.
0382
0383 Formed of the same silver from which these beings
0384
0384 are birthed, this is the only material that doesn't
0385 irritate their skin.
0386
0387 These maids constructed in Raya Lucaria headed
0388
0388 to the Paling Tower, to enter Miquella's service.</text>
0389 <text id="241100">Armor worn by females of the artificial
0390 lifeforms known as Children of Silver.
0391
0392 Formed of the same silver from which these beings
0393
0393 are birthed, this is the only material that doesn't
0394 irritate their skin.
0395
0396 These maids constructed in Raya Lucaria headed
0397
0397 to the Paling Tower, to enter Miquella's service.</text>
0398 <text id="250000">Peddler Kalé's hat</text>
0399 <text id="250100">Peddler Kalé's cloak</text>
0400 <text id="250300">Peddler Kalé's trousers</text>
0401 <text id="251100">Peddler Kalé's vest</text>
0402 <text id="260000">The malformed, golden helm of Gnarrl,
0403 misshapen Tree Sentinel heretic.
0404
0405 Once a dragon worshipper from the capital,
0406
0406 it's said he pulverized his golden armor with
0407 his bare hands in a fit of religious fervor,
0408 covering it in his own blood as he reshaped
0409 it in the likeness of a dragon.</text>
0410 <text id="260100">The malformed, golden armor of Gnarrl,
0411 misshapen Tree Sentinel heretic.
0412
0413 Once a dragon worshipper from the capital,
0414
0414 it's said he pulverized his golden armor with
0415 his bare hands in a fit of religious fervor,

0350 for great warriors, knights, and champions.</text>
<text id="230100">Pitch-black armor thinly painted with dried
blood.
0351 Worn by the Night's Cavalry who ride funeral steeds.
0352
0353 The Night's Cavalry, who now wander the dim roads of night,
were once led by the Fell Omen and were deliverers of death
for great warriors, knights, and champions.</text>
0354 <text id="230200">Pitch-black gauntlets thinly painted with
dried blood.
0355 Worn by the Night's Cavalry who ride funeral steeds.
0356
0357 The Night's Cavalry, who now wander the dim roads of night,
were once led by the Fell Omen and were deliverers of death
for great warriors, knights, and champions.</text>
0358 <text id="230300">Pitch-black greaves thinly painted with
dried blood.
0359 Worn by the Night's Cavalry who ride funeral steeds.
0360
0361 The Night's Cavalry, who now wander the dim roads of night,
were once led by the Fell Omen and were deliverers of death
for great warriors, knights, and champions.</text>
0362 <text id="231000">Pitch-black helm thinly painted with dried
blood.
0363 Worn by the Night's Cavalry who ride funeral steeds.
0364
0365 The Night's Cavalry, who now wander the dim roads of night,
were once led by the Fell Omen and were deliverers of death
for great warriors, knights, and champions.</text>
0366 <text id="231100">Pitch-black armor thinly painted with dried
blood.
0367 Worn by the Night's Cavalry who ride funeral steeds.
0368
0369 The Night's Cavalry, who now wander the dim roads of night,
were once led by the Fell Omen and were deliverers of death
for great warriors, knights, and champions.</text>
0370 <text id="240000">Chainmail hood crafted with blue silver.
0371 Worn by the wolf-riding Albinauric archers.
0372
0373 Blue silver is a metal born from the same mother as the
archers themselves, and provides protection from magic and
frost.</text>
0374 <text id="240100">Chainmail armor crafted with blue silver.
0375 Worn by the wolf-riding Albinauric archers.
0376
0377 Blue silver is a metal born from the same mother as the
archers themselves, and provides protection from magic and
frost.</text>
0378 <text id="240200">Bracelets crafted with blue silver.
0379 Worn by the wolf-riding Albinauric archers.
0380
0381 Blue silver is a metal born from the same mother as the
archers themselves, and provides protection from magic and
frost.</text>
0382 <text id="240300">Chainmail skirt crafted with blue silver.
0383 Worn by the wolf-riding Albinauric archers.
0384
0385 Blue silver is a metal born from the same mother as the
archers themselves, and provides protection from magic and
frost.</text>
0386 <text id="241100">Chainmail armor crafted with blue silver.
0387 Worn by the wolf-riding Albinauric archers.
0388
0389 Blue silver is a metal born from the same mother as the
archers themselves, and provides protection from magic and
frost.</text>
0390 <text id="250000">Chapeau of the nomadic merchants.
0391 Decorated with tiny gems in a wide spectrum of colors.
0392
0393 These merchants once thrived as the Great Caravan, but after
being accused of heretical beliefs, their entire clan was
rounded up and buried alive far underground.
0394
0395 Then, they chanted a curse of despair, and summoned the flame
of frenzy.</text>
0396 <text id="250100">Finery of the nomadic merchants.
0397 Decorated with tiny gems in a wide spectrum of colors.
0398
0399 These merchants once thrived as the Great Caravan, but after
being accused of heretical beliefs, their entire clan was
rounded up and buried alive far underground.
0400
0401 Then, they chanted a curse of despair, and summoned the flame
of frenzy.</text>
0402 <text id="250300">Trousers of the nomadic merchants.

0416 covering it in his own blood as he reshaped
0417 it in the likeness of a dragon.</text>
0418 <text id="260200">The malformed, golden gauntlets of Gnarrl,
0419 misshapen Tree Sentinel heretic.
0420
0421 Once a dragon worshipper from the capital,

0422 it's said he pulverized his golden armor with
0423 his bare hands in a fit of religious fervor,
0424 covering it in his own blood as he reshaped
0425 it in the likeness of a dragon.</text>
0426 <text id="260300">The malformed, golden greaves of Gnarrl,
0427 misshapen Tree Sentinel heretic.
0428
0429 Once a dragon worshipper from the capital,

0430 it's said he pulverized his golden armor with
0431 his bare hands in a fit of religious fervor,
0432 covering it in his own blood as he reshaped
0433 it in the likeness of a dragon.</text>
0434 <text id="270000">Golden helm of a Tree Sentinel,
0435 stout knights who serve the Erdtree.
0436
0437 Very few are permitted to wear a golden wood

0438 crest of such size as seen on this helm.</text>
0439 <text id="270100">Golden armor of a Tree Sentinel,
0440 stout knights who serve the Erdtree.
0441 Adorned with a cape featuring the
0442 mark of the sacred tree.
0443
0444 Imposingly sturdy and nigh unbreakable,

0445 the blessing of old yet lingers.</text>
0446 <text id="270200">Golden gauntlets of a Tree Sentinel,

0447 stout knights who serve the Erdtree.
0448
0449 Imposingly sturdy and nigh unbreakable,

0450 the blessing of old yet lingers.</text>
0451 <text id="270300">Golden greaves of a Tree Sentinel,

0452 stout knights who serve the Erdtree.
0453
0454 Imposingly sturdy and nigh unbreakable,

0455 the blessing of old yet lingers.</text>
0456 <text id="271100">Golden armor of a Tree Sentinel,

0457 stout knights who serve the Erdtree.</text>
0458 <text id="280000">Silver helm of the Arbor Sentinels who
0459 serve
0459 the sacred tree of Miquella, the Scion Empyrean.
0460 Features a huge circular wood crest.
0461
0462 Hailing from Raya Lucaria, these enchanted knights

0463 once belonged to the Carian royal family, but were
0464 later gifted to Miquella, recipient of the Vision,

0465 by King Consort Radagon.</text>
0466 <text id="280100">Silver armor of the Arbor Sentinels who
0467 serve
0468 the sacred tree of Miquella, the Scion Empyrean.
0469
0470 Hailing from Raya Lucaria, these enchanted knights

0471 once belonged to the Carian royal family, but were
0472 later gifted to Miquella, recipient of the Vision,
0473 by King Consort Radagon.
0474
0475 The lapis blue trimmings reveal these origins.</text>
0476 <text id="280200">Silver gauntlets of the Arbor Sentinels who
0477 serve
0478 the sacred tree of Miquella, the Scion Empyrean.
0479
0480 Hailing from Raya Lucaria, these enchanted knights
0481 once belonged to the Carian royal family, but were
0482 later gifted to Miquella, recipient of the Vision,
0483 by King Consort Radagon.</text>
0484 <text id="280300">Silver greaves of the Arbor Sentinels who
0485 serve
0486 the sacred tree of Miquella, the Scion Empyrean.
0487
0488 Hailing from Raya Lucaria, these enchanted knights
0489 once belonged to the Carian royal family, but were
0490 later gifted to Miquella, recipient of the Vision,
0491 by King Consort Radagon.</text>
0492 <text id="281100">Silver armor of the Arbor Sentinels who
0493 serve
0494 the sacred tree of Miquella, the Scion Empyrean.
0495
0496 Hailing from Raya Lucaria, these enchanted knights
0497 once belonged to the Carian royal family, but were
0498 later gifted to Miquella, recipient of the Vision,
0499 by King Consort Radagon.</text>
0500 <text id="290000">Hood worn by members of the Empyrean
0501 family</text>
0502 <text id="290100">Armor worn by members of the Empyrean
0503 family</text>
0504 <text id="290200">Bracelets worn by members of the Empyrean
0505 family</text>

0403
0404 These merchants once thrived as the Great Caravan, but after
being accused of heretical beliefs, their entire clan was
rounded up and buried alive far underground.

0405
0406 Then, they chanted a curse of despair, and summoned the flame
of frenzy.</text>
0407 <text id="251100">Finery of the nomadic merchants.
0408 Decorated with tiny gems in a wide spectrum of colors.

0409
0410 These merchants once thrived as the Great Caravan, but after
being accused of heretical beliefs, their entire clan was
rounded up and buried alive far underground.

0411
0412 Then, they chanted a curse of despair, and summoned the flame
of frenzy.</text>
0413 <text id="260000">A malformed golden helm.
0414 Adorned with various dragon imagery and worn by the misshapen
Tree Sentinels.

0415
0416 After the great ancient dragon Gransax attacked, the
sentinels had an epiphany. The only way to truly protect the
Erdtree was to become dragons themselves.</text>
0417 <text id="260100">Malformed golden armor.
0418 Adorned with various dragon imagery and worn by the misshapen
Tree Sentinels.

0419
0420 After the great ancient dragon Gransax attacked, the
sentinels had an epiphany. The only way to truly protect the
Erdtree was to become dragons themselves.</text>
0421 <text id="260200">Malformed golden gauntlets.
0422 Adorned with various dragon imagery and worn by the misshapen
Tree Sentinels.

0423
0424 After the great ancient dragon Gransax attacked, the
sentinels had an epiphany. The only way to truly protect the
Erdtree was to become dragons themselves.</text>
0425 <text id="260300">Malformed golden greaves.
0426 Adorned with various dragon imagery and worn by the misshapen
Tree Sentinels.

0427
0428 After the great ancient dragon Gransax attacked, the
sentinels had an epiphany. The only way to truly protect the
Erdtree was to become dragons themselves.</text>
0429 <text id="270000">Golden helm of the heavy cavalry Tree
Sentinels who serve the Erdtree.

0430
0431 Very few are permitted to wear a golden wood crest of such
size as seen on this helm.</text>
0432 <text id="270100">Golden armor of the heavy cavalry Tree
Sentinels who serve the Erdtree.

0433
0434 Adorned with a cape featuring the mark of the sacred tree.

0435
0436 Imposingly sturdy and nigh unbreakable, the grace of old yet
lingers.</text>
0437 <text id="270200">Golden gauntlets of the heavy cavalry Tree
Sentinels who serve the Erdtree.

0438
0439 Imposingly sturdy and nigh unbreakable, the grace of old yet
lingers.</text>
0440 <text id="270300">Golden greaves of the heavy cavalry Tree
Sentinels who serve the Erdtree.

0499 <text id="290300">Waistcloth worn by members of the Emyrean
family</text>
0500 <text id="291000">Headband worn by members of the Emyrean
family</text>
0501 <text id="291100">Vest worn by members of the Emyrean
family</text>
0502 <text id="292000">Crown worn by members of the Emyrean
family</text>
0503 <text id="292100">Robe worn by members of the Emyrean
family</text>
0504 <text id="293000">Crown worn by members of the Emyrean
family</text>
0505 <text id="293100">Tunic worn by members of the Emyrean
family</text>
0506 <text id="294000">Crown worn by members of the Emyrean
family</text>
0507 <text id="294100">Tunic worn by members of the Emyrean
family</text>
0508 <text id="300000">Headband featuring huge, warped horns.
0509 Garb worn by worshippers of stag specters.
0510
0511 Seeking spiritual death, they shun metallic objects
0512 and steer clear of anything metals have influenced
0513 in the course of civilization.</text>
0514 <text id="300100">Outer garment made of thick, bristly fur.
0515 Garb worn by worshippers of stag specters.
0516
0517 Seeking spiritual death, they shun metallic objects
0518 and steer clear of anything metals have influenced
0519 in the course of civilization.</text>
0520 <text id="300300">Leggings of thick, bristly fur.
0521 Garb worn by worshippers of stag specters.
0522
0523 Seeking spiritual death, they shun metallic objects
0524 and steer clear of anything metals have influenced
0525 in the course of civilization.</text>

0441
0442 Imposingly sturdy and nigh unbreakable, the grace of old yet
lingers.</text>
0443 <text id="271100">Golden armor of the heavy cavalry Tree
Sentinels who serve the Erdtree.
0444
0445 Imposingly sturdy and nigh unbreakable, the grace of old yet
lingers.</text>
0446 <text id="280000">Silver helm of Loretta, a knight who served
Miquella's Haligtree.
0447
0448 Loretta, once a royal Carian knight, went on a journey in
search of a haven for Albinaurics, and determined that the
Haligtree was their best chance for eventual salvation.</
text>
0449 <text id="280100">Silver armor of Loretta, a knight who
served Miquella's Haligtree.
0450
0451 Loretta was once a royal Carian knight, and her lapis-lazuli
blue cape is the emblem of the knightly pride that continues
to guide her.</text>
0452 <text id="280200">Silver gauntlets of Loretta, a knight who
served Miquella's Haligtree.
0453
0454 Loretta, once a royal Carian knight, went on a journey in
search of a haven for Albinaurics, and determined that the
Haligtree was their best chance for eventual salvation.</
text>
0455 <text id="280300">Silver greaves of Loretta, a knight who
served Miquella's Haligtree.
0456
0457 Loretta, once a royal Carian knight, went on a journey in
search of a haven for Albinaurics, and determined that the
Haligtree was their best chance for eventual salvation.</
text>
0458 <text id="281100">Silver armor of Loretta, a knight who
served Miquella's Haligtree.
0459
0460 Loretta, once a royal Carian knight, went on a journey in
search of a haven for Albinaurics, and determined that the
Haligtree was their best chance for eventual salvation.</
text>
0461 <text id="290000">Silk hood worn by the monks of the Eternal
City.
0462
0463 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0464 <text id="290100">Armor worn by the monks of the Eternal
City, with a silk cape attached.
0465
0466 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0467 <text id="290200">Monastic bracelets of the Eternal City.
0468
0469 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0470 <text id="290300">Monastic greaves of the Eternal City.
0471
0472 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0473 <text id="291000">Hood worn by the monks of the Eternal City.
0474
0475 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0476 <text id="291100">Armor worn by the monks of the Eternal
City.
0477
0478 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0479 <text id="292000">Crown worn by swordstresses of the Eternal
City.
0480 These women are the personal guards of the nightmaidens, and
the silk hides their eyes.
0481
0482 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the

0526 <text id="301000">Headband decorated by a pair of shining
0527 horns.
0528 Worn by ancestral worshipper shamans.
0529
Horns with buds that also shine are ideal ceremonial items
for ancestral worship.</text>
0530
0531 <text id="301100">Coat fashioned from a bristle pelt.
Worn by ancestral worshipper shamans.
0532
0533 The ancestral worshippers live a distance from the Erdtree,
awaiting new buds. They are certain to sprout from their very
flesh, and indeed, their souls.</text>
0534 <text id="301300">Leggings fashioned from a bristle pelt.
0535 Worn by ancestral worshipper shamans.
0536
0537 The ancestral worshippers live a distance from the Erdtree,
awaiting new buds. They are certain to sprout from their very
flesh, and indeed, their souls.</text>
0538 <text id="310000">Bronze helm of a gladiator who earned their
0539 bread by fighting in the colosseum.
0540
0541 The multitude of snake adornments are made to
0542
intimidate, but nevertheless prove what godless
0543 affairs these battles could be.
0544 The serpent is the usurper of the gods, after all.</text>
0545 <text id="310100">Beast pelt robe of a gladiator who earned
their
0546 bread by fighting in the colosseum.</text>
0547 <text id="310300">Bronze anklets of a gladiator who earned
their
0548 bread by fighting in the colosseum.
0549
0550 The multitude of snake adornments are made to
0551
intimidate, but nevertheless prove what godless
0552 affairs these battles could be.
0553
0554 The serpent is the usurper of the gods, after all.</text>
<text id="311100">Tunic of a gladiator who earned their
0555 bread by fighting in the colosseum.</text>

0483 coming age of the stars. And their Lord of Night.</text>
<text id="292100">Armor worn by swordstresses of the Eternal
City.
0484 These women are the personal guards of the nightmaidens, and
wear silk capes.
0485
0486 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0487 <text id="293000">Twin crowns worn by the nightmaidens of the
Eternal City.
0488 Indicates the highest clerical rank, and hides the eyes with
silk.
0489
0490 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0491 <text id="293100">Armor worn by the nightmaidens of the
Eternal City.
0492 Indicates the highest clerical rank, and includes a silk
cape.
0493
0494 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0495 <text id="294000">Crown worn by swordstresses of the Eternal
City.
0496 The silk eye covering is removed, flaunting convention.
0497
0498 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0499 <text id="294100">Armor worn by swordstresses of the Eternal
City.
0500 These women are the personal guards of the nightmaidens.
0501
0502 Long ago, the Nox invoked the ire of the Greater Will, and
were banished deep underground. Now they live under a false
night sky, in eternal anticipation of their liege. Of the
coming age of the stars. And their Lord of Night.</text>
0503 <text id="300000">Headband decorated by a pair of great
horns.
0504 Worn by ancestral follower warriors.
0505
0506 The ancestral followers keep their distance from the Erdtree,
awaiting new buds. They are certain to sprout from their very
flesh, and indeed, their souls.</text>
0507 <text id="300100">Raiment fashioned from a bristly pelt.
0508 Worn by ancestral follower warriors.
0509
0510 The ancestral followers keep their distance from the Erdtree,
awaiting new buds. They are certain to sprout from their very
flesh, and indeed, their souls.</text>
0511 <text id="300300">Leggings fashioned from bristly pelts.
0512 Worn by ancestral follower warriors.
0513
0514 The ancestral followers keep their distance from the Erdtree,
awaiting new buds. They are certain to sprout from their very
flesh, and indeed, their souls.</text>
0515 <text id="301000">Headband decorated by a pair of shining
horns.
0516 Worn by ancestral follower shamans.
0517
0518 Horns with buds that also shine are ideal ceremonial items
for ancestral worship. Strengthens Ancestral Infant's Head.</
text>
0519 <text id="301100">Raiment fashioned from a bristly pelt.
0520 Worn by ancestral follower shamans.
0521
0522 The ancestral followers live a distance from the Erdtree,
awaiting new buds. They are certain to sprout from their very
flesh, and indeed, their souls.</text>
0523 <text id="301300">Leggings fashioned from bristly pelts.
0524 Worn by ancestral follower shamans.
0525
0526 The ancestral followers live a distance from the Erdtree,
awaiting new buds. They are certain to sprout from their very
flesh, and indeed, their souls.</text>
0527 <text id="310000">Bronze helm decorated with innumerable
snakes.
0528 Worn by gladiators who were driven from the colosseum. The
wearer becomes a slightly easier target for foes.
0529
0530 The snake is viewed as a traitor to the Erdtree, and the
audience delighted in seeing these bronze effigies beaten and
battered.</text>
0531 <text id="310100">Thick, bristly cloak that is the symbol of
an underground gravekeeper.
0532
0533 Those who once fought for a living were driven from the
colosseum, and becoming guardians of Erdtree Burial.</text>
0534 <text id="310300">Greaves encircled by bronze snakes.
0535 Worn by gladiators who were driven from the colosseum. The
wearer becomes a slightly easier target for foes.
0536
0537 The snake is viewed as a traitor to the Erdtree, and the
audience delighted in seeing these bronze effigies beaten and
battered.</text>
0538 <text id="311100">Defensive wear encircled by bronze snakes.
0539 Worn by gladiators who were driven from the colosseum. The
wearer becomes a slightly easier target for foes.
0540
0541 The snake is viewed as a traitor to the Erdtree, and the

0556 <text id="320000">Hood of dyed black cloth featuring gold embroidery.

0557 Garb of those who serve the being known as the

0558 Lord of Blood.

0559

0560 Known to strike from pools of blood, these

0561 assassins stage all manners of intrigue on

0562 behalf of their master.</text>

0563 <text id="320100">Robe of dyed black cloth featuring gold embroidery.

0564 Garb of those who serve the being known as the

0565 Lord of Blood.

0566

0567 The grand metallic pattern on the shoulder is a

0568 signifier of the noble rank they intend to claim

0569 upon the advent of the new dynasty they are

0570 working to install.</text>

0571 <text id="320300">Waistcloth of dyed black material

0572 Garb of those who serve the being known as the

0573 Lord of Blood.

0574

0575 Known to strike from pools of blood, these

0576 assassins stage all manners of intrigue on

0577 behalf of their master.</text>

0578 <text id="330000">Mask worn by the people of rotted

0579 abundance</text>

0580 <text id="330100">Armor worn by the people of rotted

0581 abundance</text>

0582 <text id="330200">Gauntlets worn by the people of rotted

0583 abundance</text>

0584 <text id="330300">Greaves worn by the people of rotted

0585 abundance</text>

0586 <text id="331100">Vest worn by the people of rotted

0587 abundance</text>

0588 <text id="340000">Helm of a Wing Knight, honorbound to

0589 Malenia, the Red Queen.

0590

0591 These knights, considered the strongest in the

0592

0593 Shattering, descended upon General Radahn's

0594 army in an almighty battle, continuing to

0595 fight even as their bodies came apart. Only

0596 after their work was done did they allow

0597 themselves to succumb.

0598

0599 Still plagued by the fungal rot deployed

0600

0601 in that battle, the helm itself is decaying.</text>

0602 <text id="340100">Armor of a Wing Knight, honorbound to

0603 Malenia, the Red Queen.

0604

0605 These knights, considered the strongest in the

0606

0607 Shattering, descended upon General Radahn's

0608 army in an almighty battle, continuing to

0609 fight even as their bodies came apart. Only

0610 after their work was done did they allow

0611 themselves to succumb.

0612

0613 Still plagued by the fungal rot deployed

0614

0615 in that battle, the armor itself is decaying.</text>

0616 <text id="340200">Gauntlets of a Wing Knight, honorbound to

0617 Malenia, the Red Queen.

0618

0619 These knights, considered the strongest in the

0620

0621 Shattering, descended upon General Radahn's

0622 army in an almighty battle, continuing to

0623 fight even as their bodies came apart. Only

0624 after their work was done did they allow

0625 themselves to succumb.

0626

0627 Still plagued by the fungal rot deployed

0628

0629 in that battle, the gauntlets themselves are decaying.</text>

0630

0631 <text id="340300">Greaves of a Wing Knight, honorbound to

0632 Malenia, the Red Queen.

0633

0634 These knights, considered the strongest in the

audience delighted in seeing these bronze effigies beaten and

battered.</text>

0542 <text id="320000">Hood of dyed black cloth featuring gold embroidery.

0543 Worn by the nobles who serve the Lord of Blood.

0544

0545 Known to strike from pools of blood, these assassins are

missionaries come to share the gospel of accursed blood.</text>

0546

0547 <text id="320100">Robe of dyed black cloth featuring gold embroidery.

Worn by the nobles who serve the Lord of Blood.

0548

0549 The grand metallic pattern on the shoulder is a signifier of

the noble rank they intend to claim upon the advent of the

new dynasty they are working to install.</text>

0550 <text id="320300">Waistcloth sewn from black cloth.

0551 Worn by the nobles who serve the Lord of Blood.

0552

0553 Known to strike from pools of blood, these assassins are

missionaries come to share the gospel of accursed blood.</text>

0554

0555 <text id="330000">Engraved golden mask.

Worn by the guardians of the Minor Erdtrees.

0556

0557 In accordance with an ancient pact with the Erdtree, it is

said that their deaths led not to destruction, but instead to

renewed, eternal life as guardians.</text>

0558 <text id="330100">Engraved golden garb.

0559 Worn by the guardians of the Minor Erdtrees.

0560

0561 Raises the HP recovery effects of the Flask of Crimson Tears,

but greatly lowers fire damage negation.

0562

0563 It is said that the blood-red flowers blooming on their backs

mark the senescence of their ancient pact. Perhaps the

guardians are part tree already.</text>

0564 <text id="330200">Engraved golden bracers.

0565 Worn by the guardians of the Minor Erdtrees.

0566

0567 In accordance with an ancient pact with the Erdtree, it is

said that their deaths led not to destruction, but instead to

renewed, eternal life as guardians.</text>

0568 <text id="330300">Engraved golden greaves.

0569 Worn by the guardians of the Minor Erdtrees.

0570

0571 In accordance with an ancient pact with the Erdtree, it is

said that their deaths led not to destruction, but instead to

renewed, eternal life as guardians.</text>

0572 <text id="331100">Engraved golden garb.

0573 Worn by the guardians of the Minor Erdtrees.

0574

0575 In accordance with an ancient pact with the Erdtree, it is

said that their deaths led not to destruction, but instead to

renewed, eternal life as guardians.</text>

0576 <text id="340000">Winged helm of the Cleanrot Knights,

celebrated for their undefeated campaign in the Shattering.

0577

0578 The Cleanrot Knights vowed to fight alongside Malenia,

despite the inevitable, if gradual, putrefaction of their

flesh. Their acceptance of their fate made these battles the

fiercest of all.</text>

0579 <text id="340100">Armor of the Cleanrot Knights, celebrated

for their undefeated campaign in the Shattering.

0580

0581 The Cleanrot Knights vowed to fight alongside Malenia,

despite the inevitable, if gradual, putrefaction of their

flesh. Their acceptance of their fate made these battles the

fiercest of all.</text>

0582 <text id="340200">Gauntlets of the Cleanrot Knights,

celebrated for their undefeated campaign in the Shattering.

0583

0584 The Cleanrot Knights vowed to fight alongside Malenia,

despite the inevitable, if gradual, putrefaction of their

0635 Shattering, descended upon General Radahn's
0636 army in an almighty battle, continuing to
0637 fight even as their bodies came apart. Only
0638 after their work was done did they allow
0639 themselves to succumb.
0640
0641 Still plagued by the fungal rot deployed in that

0642 battle, the helm itself is decaying.</text>
0643 <text id="341100">Armor of a Wing Knight, honorbound to
0644 Malenia, the Red Queen.
0645
0646 These knights, considered the strongest in the

0647 Shattering, descended upon General Radahn's
0648 army in an almighty battle, continuing to
0649 fight even as their bodies came apart. Only
0650 after their work was done did they allow
0651 themselves to succumb.
0652
0653 Still plagued by the fungal rot deployed in that

0654 battle, the armor itself is decaying.</text>
0655 <text id="350000">Mail helm of black iron links covering a
headband
0656 engraved with flames. Attire of the Fire Monks.
0657
0658 Worshipping fire and wielding flame, these

0659 brawny warrior monks claim to descend
0660 from the giants of old.</text>
0661 <text id="350100">Black iron armor adorned with a red cloth.
0662 Attire of the Fire Monks.
0663
0664 The grotesque face sculpted on the chest
0665 is said to depict a one-eyed ogre who guards
0666 the flame of ruin.</text>
0667 <text id="350200">Black iron gauntlets featuring a flame
motif.
0668 Attire of the Fire Monks.
0669
0670 Worshipping fire and wielding flame, these

0671 brawny warrior monks claim to descend
0672 from the giants of old.</text>
0673 <text id="350300">Black iron greaves featuring a flame motif.
0674 Attire of the Fire Monks.
0675
0676 Worshipping fire and wielding flame, these

0677 brawny warrior monks claim to descend
0678 from the giants of old.</text>
0679 <text id="351000">Mail helm of white iron links covering a
headband
0680 engraved with flames. Attire of the Godskin Monks.</text>
0681 <text id="351100">White iron armor adorned with a white
cloth.
0682 Attire of the Godskin Monks.</text>
0683 <text id="351200">White iron gauntlets adorned with a white
cloth.
0684 Attire of the Godskin Monks.</text>
0685 <text id="351300">White iron greaves adorned with a white
cloth.
0686 Attire of the Godskin Monks.</text>
0687 <text id="360000">Black iron helm sculpted in the image of a
sage.
0688 Attire of the Fire Prelates, commanders
0689 of the Fire Monks.
0690
0691 It's said the cauldron perched atop the head

0692 was originally furnished with embers, and
0693 would surge into flames with when the wearer's
0694 faith reached its zenith. This cauldron, however,
0695 is empty.</text>

0585 flesh. Their acceptance of their fate made these battles the
fiercest of all.</text>
<text id="340300">Greaves of the Cleanrot Knights, celebrated
for their undefeated campaign in the Shattering.

0586
0587 The Cleanrot Knights vowed to fight alongside Malenia,
despite the inevitable, if gradual, putrefaction of their
flesh. Their acceptance of their fate made these battles the
fiercest of all.</text>
0588 <text id="341000">Winged helm of the Cleanrot Knights,
celebrated for their undefeated campaign in the Shattering.

0589
0590 The Cleanrot Knights vowed to fight alongside Malenia,
despite the inevitable, if gradual, putrefaction of their
flesh. Their acceptance of their fate made these battles the
fiercest of all.</text>
0591 <text id="341100">Armor of the Cleanrot Knights, celebrated
for their undefeated campaign in the Shattering.

0592
0593 The Cleanrot Knights vowed to fight alongside Malenia,
despite the inevitable, if gradual, putrefaction of their
flesh. Their acceptance of their fate made these battles the
fiercest of all.</text>
0594 <text id="350000">Mail hood of iron links covering a headband

0595 engraved with flames. Attire of the Fire Monks.
0596
0597 The Fire Monks are guardians of the flame of ruin, forbidden
by the Erdtree and said to be kept high in the Mountaintops
of the Giants.</text>

0598 <text id="350100">Black iron armor adorned with a red cloth.
0599 Attire of the Fire Monks.
0600
0601 The grotesque face sculpted on the chest is said to depict
the corrupt ancient god of the flame.
0602 Taboos transform into lasting obsessions by virtue of the
fear that they inspire.</text>

0603 <text id="350200">Black iron gauntlets featuring a flame
motif.
0604 Attire of the Fire Monks.
0605
0606 The Fire Monks are guardians of the flame of ruin, forbidden
by the Erdtree and said to be kept high in the Mountaintops
of the Giants.</text>

0607 <text id="350300">Black iron greaves featuring a flame motif.
0608 Attire of the Fire Monks.
0609
0610 The Fire Monks are guardians of the flame of ruin, forbidden
by the Erdtree and said to be kept high in the Mountaintops
of the Giants.</text>
0611 <text id="351000">Mail hood of iron links covering a headband
0612 engraved with flames. Attire of the Blackflame Monks.

0613
0614 The Blackflame Monks, enthralled by the god-slaying black
flame, became traitors, abandoning their posts as guardians.
The seduction of a taboo is never easily spurned.</text>
0615 <text id="351100">Black iron armor adorned with ashen cloth.
0616 Attire of the Blackflame Monks.
0617
0618 The Blackflame Monks, enthralled by the god-slaying black
flame, became traitors, abandoning their posts as guardians.
The seduction of a taboo is never easily spurned.</text>
0619 <text id="351200">Black iron gauntlets featuring a flame
motif.
0620 Attire of the Blackflame Monks.
0621
0622 The Blackflame Monks, enthralled by the god-slaying black
flame, became traitors, abandoning their posts as guardians.
The seduction of a taboo is never easily spurned.</text>
0623 <text id="351300">Black iron greaves featuring a flame motif.
0624 Attire of the Blackflame Monks.
0625
0626 The Blackflame Monks, enthralled by the god-slaying black
flame, became traitors, abandoning their posts as guardians.
The seduction of a taboo is never easily spurned.</text>
0627 <text id="360000">Helm engraved with a sacred countenance and
housing a cauldron.
0628 Attire of the Fire Prelates, commanders of the Fire Monks.
0629
0630 It is said the cauldron perched atop the head was originally
furnished with embers, and would surge into flames when the
wearer's faith reached its zenith. The fire of this cauldron
has since died out, however.</text>

0696 <text id="360100">Black iron armor adorned with a red cloth.
0697 Attire of the Fire Prelates, commanders
0698 of the Fire Monks.
0699
0700 Those who claim giant ancestry venerate their

0701 larger frames. As such, prelate's armor

0702 can accommodate marvelous great sizes indeed.</text>
0703 <text id="360200">Black iron gauntlets featuring a flame
0704 motif.
0705 Attire of the Fire Prelates, commanders
0706 of the Fire Monks.
0707
0708 It is said the Fire Prelates once served as

0709 guardians of the flame of ruin,
0710 but succumbed to its bewitching flicker
0711 during their tenure.</text>
0712 <text id="360300">Black iron greaves featuring a flame motif.
0713 Attire of the Fire Prelates, commanders
0714 of the Fire Monks.
0715
0716 It is said the Fire Prelates once served as

0717 guardians of the flame of ruin,
0718 but succumbed to its bewitching flicker
0719 during their tenure.</text>
0720 <text id="361100">Black iron armor.
0721 Attire of the Fire Prelates, commanders
0722 of the Fire Monks.
0723
0724 Those who claim giant ancestry venerate their

0725 larger frames. As such, prelate's armor
0726 can accommodate marvelous great sizes indeed.</text>
0727 <text id="370000">Headband featuring fine goldwork.
0728 Travel attire worn by a noble of the
0729 Erdtree Capital.
0730
0731 Abandoning their squalid birthplace after

0732 the Shattering, these Undead wanderers
0733 are the pitiful product of unending life.</text>
0734
0735 <text id="370100">Garb fashioned from superior cloth
0736 featuring fine
0737 gold embroidery. Travel attire worn by a noble
0738 of the Erdtree Capital. Terribly faded and torn.
0739
0740 Abandoning their squalid birthplace after

0741 the Shattering, these Undead wanderers
0742 are the pitiful product of unending life.</text>
0743 <text id="370300">Quality boots made from thick leather.
0744 Travel attire worn by a noble of the
0745 Erdtree Capital. Terribly faded and
0746 covered with scratches.
0747
0748 Abandoning their squalid birthplace after

0749 the Shattering, these Undead wanderers
0750 are the pitiful product of unending life.</text>
0751
0752 <text id="371100">High quality garment adorned with
0753 subtle golden embroidery.
0754 Travel attire worn by a noble of the
0755 Erdtree Capital. Terribly faded and
0756 covered with scratches.
0757
0758 Abandoning their squalid birthplace after

0759 the Shattering, these Undead wanderers
0760 are the pitiful product of unending life.</text>
0761
0762 <text id="380000">Hat decorated with a marcescent feather.
0763 Travel attire worn by a noble of the
0764 Erdtree Capital, and the belonging of a
0765 family which claims a knight as an
0766 ancestor.
0767
0768 Abandoning their squalid birthplace after

0769 the Shattering, these Undead wanderers
0770 are the pitiful product of unending life.</text>
0771
0772 <text id="380100">Leather coat featuring fine gold
0773 embroidery.
0774 Travel attire worn by a noble of the
0775 Erdtree Capital, and the belonging of a
0776 family which claims a knight as an
0777 ancestor.
0778
0779 Abandoning their squalid birthplace after

0780 the Shattering, these Undead wanderers
0781 are the pitiful product of unending life.</text>
0782
0783 <text id="390000">Hood made of soft cloth.
0784 Travel attire worn by a noble of the Erdtree

0631 <text id="360100">Black iron armor adorned with a red cloth.
0632 Attire of the Fire Prelates, commanders of the Fire Monks.
0633
0634 The weighty frames of the Prelates symbolized the onus of
0635 their grave vows as guardians of the flame. "Etch this sight
0636 upon thine breast. Of my thunderous gravity."</text>
0637 <text id="360200">Black iron gauntlets with the appearance of
0638 flames.
0639 Attire of the Fire Prelates, commanders of the Fire Monks.
0640
0641
0642 The weighty frames of the Prelates symbolized the onus of
0643 their grave vows as guardians of the flame. "Etch this sight
0644 upon thine breast. Of my thunderous gravity."</text>
0645
0646 <text id="361100">Black iron armor.
0647 Attire of the Fire Prelates, commanders of the Fire Monks.
0648
0649 The weighty frames of the Prelates symbolized the onus of
0650 their grave vows as guardians of the flame. "Etch this sight
0651 upon thine breast. Of my thunderous gravity."</text>
0652 <text id="370000">Valuable headband featuring fine goldwork.
0653 Travel attire worn by nobles in the capital.
0654
0655 Abandoning their birthplace after the Shattering, these
0656 undead wanderers are the pitiful product of unending life.</text>
0657
0658 <text id="370100">High quality garb adorned with fine golden
0659 embroidery.
0660 Travel attire worn by nobles in the capital. Terribly faded
0661 and tattered.
0662
0663 Abandoning their birthplace after the Shattering, these
0664 undead wanderers are the pitiful product of unending life.</text>
0665
0666 <text id="370300">Boots made from tanned leather.
0667 Travel attire worn by nobles in the capital.
0668
0669 Abandoning their birthplace after the Shattering, these
0670 undead wanderers are the pitiful product of unending life.</text>
0671
0672 <text id="371100">High quality garb adorned with fine golden
0673 embroidery.
0674 Travel attire worn by nobles in the capital. Terribly faded
0675 and tattered.
0676
0677 Abandoning their birthplace after the Shattering, these
0678 undead wanderers are the pitiful product of unending life.</text>
0679
0680 <text id="371100">High quality garb adorned with fine golden
0681 embroidery.
0682 Travel attire worn by nobles in the capital. Terribly faded
0683 and tattered.
0684
0685 Abandoning their birthplace after the Shattering, these
0686 undead wanderers are the pitiful product of unending life.</text>
0687
0688 <text id="371100">High quality garb adorned with fine golden
0689 embroidery.
0690 Travel attire worn by nobles in the capital. Terribly faded
0691 and tattered.
0692
0693 Abandoning their birthplace after the Shattering, these
0694 undead wanderers are the pitiful product of unending life.</text>
0695
0696 <text id="380000">Leather hat decorated with a withered
0697 feather.
0698 Travel attire worn by nobles in the capital, and the
0699 belonging of a family which claims a knight as an ancestor.
0700
0701 Abandoning their birthplace after the Shattering, these
0702 undead wanderers are the pitiful product of unending life.</text>
0703
0704 <text id="380100">Tanned leather coat adorned with fine gold
0705 embroidery.
0706 Travel attire worn by nobles in the capital, and the
0707 belonging of a family which claims a knight as an ancestor.
0708
0709 Abandoning their birthplace after the Shattering, these
0710 undead wanderers are the pitiful product of unending life.</text>
0711
0712 <text id="390000">Cowl made of soft cloth.
0713 Travel attire worn by nobles in the capital. Garb favored by
0714 the aged.

0777 Capital. Garb favored by the aged.
0778
0779 Abandoning their squalid birthplace after

0780 the Shattering, these Undead wanderers
0781 are the pitiful product of unending life.</text>
0782 <text id="390100">Gown of soft cloth featuring fine gold
0783 embroidery.
0784 Travel attire worn by a noble of the Erdtree
0785 Capital. Garb favored by the aged.
0786
0787 Abandoning their squalid birthplace after

0788 the Shattering, these Undead wanderers
0789 are the pitiful product of unending life.</text>
0790 <text id="390300">Hard-wearing shoes made of leather.
0791 Travel attire worn by a noble of the Erdtree
0792 Capital. Dried out and completely hard.
0793
0794 Abandoning their squalid birthplace after

0795 the Shattering, these Undead wanderers
0796 are the pitiful product of unending life.</text>
0797 <text id="420000">Helm worn by wandering soldiers.</text>
0798
0799 <text id="420100">Armor worn by wandering soldiers.</text>
0800
0801 <text id="420200">Gloves worn by wandering soldiers.</text>
0802 <text id="420300">Boots worn by wandering soldiers.</text>
0803
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0833

Very heavy and very hard.

The inside of the helm is pitch black, keeping the crazed warrior within from panicking. Perhaps its rather roomy interior also helps alleviate feelings of pressure and claustrophobia.</text>
<text id="460000">Crown of Godfrey, the first Elden Lord.</text>
<text id="460100">Armor of Godfrey, the first Elden Lord.</text>
<text id="460200">Gauntlets of Godfrey, the first Elden Lord.</text>
<text id="460300">Greaves of Godfrey, the first Elden Lord.</text>
<text id="461100">Armor of Godfrey, the first Elden Lord.</text>
<text id="470000">Helm of Radahn, God of War.</text>
<text id="470100">Armor of Radahn, God of War.</text>
<text id="470200">Gauntlets of Radahn, God of War.</text>
<text id="470300">Greaves of Radahn, God of War.</text>
<text id="471100">Armor of Radahn, God of War.</text>
<text id="480100">Robe of Mohg, Lord of Blood.</text>
<text id="481100">Gown of Mohg, Lord of Blood.</text>
<text id="510000">Crown of Rennala, Full Moon Witch.</text>
<text id="510100">Robe of Rennala, Full Moon Witch.</text>
<text id="510200">Bracelet of Rennala, Full Moon Witch.</text>
<text id="510300">Trousers of Rennala, Full Moon Witch.</text>
<text id="520000">Hood made from tanned Demigod skin.</text>
<text id="520100">Robe made from tanned Demigod skin.</text>
<text id="520200">Bracelets made from tanned Demigod skin.</text>
<text id="520300">Boots made from tanned Demigod skin.</text>
<text id="530000">Hood made from tanned corpulent Demigod skin.</text>
<text id="530100">Robe made from tanned corpulent Demigod skin.</text>
<text id="530200">Bracelets made from tanned corpulent Demigod skin.</text>
<text id="530300">Boots made from tanned corpulent Demigod skin.</text>
<text id="540000">Hood of a depraved perfumer gripped by madness.</text>
<text id="540100">Robe of a depraved perfumer gripped by

0673
0674 Abandoning their birthplace after the Shattering, these
undead wanderers are the pitiful product of unending life.</text>
0675 <text id="390100">Gown of soft cloth adorned with fine gold
embroidery.
0676 Travel attire worn by nobles in the capital. Garb favored by
the aged.

0677
0678 Abandoning their birthplace after the Shattering, these
undead wanderers are the pitiful product of unending life.</text>

0679 <text id="390300">Hard-wearing shoes made of leather.
0680 Travel attire worn by nobles in the capital. Garb favored by
the aged.

0681
0682 Abandoning their birthplace after the Shattering, these
undead wanderers are the pitiful product of unending life.</text>
0683 <text id="420000">Helm worn by lean, mean, and filthy
militiamen.
0684
0685 The upward extension serves to create an appearance of larger
size, however slightly.</text>
0686 <text id="420100">Armor worn by lean, mean, and filthy
militiamen.
0687
0688 Freshly-singed battlegrounds effusing with the stench of the
dead. Forbidden lands that will be excised from the memory of
history. This is where the vulgar militia serve, as untiring,
unsung watchkeepers.</text>
0689 <text id="420200">Gauntlets worn by lean, mean, and filthy
militiamen.
0690
0691 Freshly-singed battlegrounds effusing with the stench of the
dead. Forbidden lands that will be excised from the memory of
history. This is where the vulgar militia serve, as untiring,
unsung watchkeepers.</text>
0692 <text id="420300">Greaves worn by lean, mean, and filthy
militiamen.
0693
0694 Freshly-singed battlegrounds effusing with the stench of the
dead. Forbidden lands that will be excised from the memory of
history. This is where the vulgar militia serve, as untiring,
unsung watchkeepers.</text>
0695 <text id="430000">A burgundy pointed hood.
0696 Attire of the wise sages who were deemed heretical.
0697
0698 Evidence that the wearer was driven from town.</text>
0699 <text id="430100">Thick burgundy robe.
0700 Attire of the wise sages who were deemed heretical.
0701
0702 Evidence that the wearer was driven from town.</text>
0703 <text id="430300">Thick burgundy trousers.
0704 Attire of the wise sages who were deemed heretical.
0705
0706 Evidence that the wearer was driven from town.</text>
0707 <text id="440000">An oval helm large enough to cover any
head.
0708 Very heavy and very hard.
0709
0710 Reduces damage from headshots and impacts.
0711
0712 The inside of the helm is pitch black, keeping the crazed
warrior within from panicking.
0713 Perhaps its rather roomy interior also helps alleviate
feelings of pressure and claustrophobia.</text>
0714 <text id="460000">Crown of Godfrey, the first Elden Lord.

0834 </text>
<text id="540200">Gloves of a depraved perfumer gripped by
0835 madness.</text>
<text id="540300">Boots of a depraved perfumer gripped by
0836 madness.</text>
<text id="541100">Tunic of a depraved perfumer gripped by
0837 madness.</text>
<text id="570000">Helm of one of sixteen ancient knights who
0838 served Godfrey, the first Elden Lord.
0839
0840 The axe ornamentation is the knight Ordovis'
0841 mark, displayed also by his men.
0842
0843 The conduits that cover this armor seethe with
0844
0845 the power of life's crucible; that which coursed
0846 through the Erdtree in its primordial form.</text>
<text id="570100">Armor of one of sixteen ancient knights who
0847 served Godfrey, the first Elden Lord.
0848
0849 The favored armor of Ordovis of the Crucible and his men.
0850
0851 The conduits that cover this armor seethe with
0852
0853 the power of life's crucible; that which coursed
0854 through the Erdtree in its primordial form.</text>
<text id="570200">Gauntlets of one of sixteen ancient knights
0855 who
0856 served Godfrey, the first Elden Lord.
0857
0858 The conduits that cover this armor seethe with
0859 the power of life's crucible; that which coursed
0860 through the Erdtree in its primordial form.
0861
0862 In time, the strength shown by these knights,
0863
0864 and even their appearance, came to be looked
0865 upon with scorn, for having such close
0866 resemblance to chaos.</text>
<text id="570300">Greaves of one of sixteen ancient knights
0867 who
0868 served Godfrey, the first Elden Lord.
0869
0870 The conduits that cover this armor seethe with
0871 the power of life's crucible; that which coursed
0872 through the Erdtree in its primordial form.
0873
0874 In time, the strength shown by these knights,
0875
0876 and even their appearance, came to be looked
0877 upon with scorn, for having such close
0878 resemblance to chaos.</text>
<text id="571000">Helm of one of sixteen ancient knights who
0879 served Godfrey, the first Elden Lord.
0880
0881 The great tree ornamentation is the knight
0882 Siluria's mark, displayed also by her men.
0883
0884 The conduits that cover this armor seethe with
0885
0886 the power of life's crucible; that which coursed
0887 through the Erdtree in its primordial form.</text>
<text id="571100">Armor of one of sixteen ancient knights who
0888 served Godfrey, the first Elden Lord.
0889
0890 The conduits that cover this armor seethe with
0891 the power of life's crucible; that which coursed
0892 through the Erdtree in its primordial form.
0893
0894 The gold ornamentation atop the white pelt is an
0895 old design called "A Herb of Many Aspects".</text>
<text id="572100">Armor of one of sixteen ancient knights who
0896 served Godfrey, the first Elden Lord.
0897
0898 The conduits that cover this armor seethe with
0899 the power of life's crucible; that which coursed
0900 through the Erdtree in its primordial form.
0901
0902 The freyed crest seen on the cape depicts
0903
0904 an old design known as the
0905 "Herb of Many Aspects".</text>
<text id="573100">Armor of one of sixteen ancient knights who
0906 served Godfrey, the first Elden Lord.
0907
0908 The conduits that cover this armor seethe with
0909 the power of life's crucible; that which coursed
0910 through the Erdtree in its primordial form.

0715
0716 The age of the Erdtree began amongst conflict, when Godfrey
was lord of the battlefield.
0717
0718 He led the War against the Giants. Faced the Storm Lord,
alone. And then, there came a moment. When his last worthy
enemy fell. And it was then, as the story is told, that the
hue of Lord Godfrey's eyes faded.</text>
0719 <text id="460100">Armor of Godfrey, the first Elden Lord.
0720
0721 The age of the Erdtree began amongst conflict, when Godfrey
was lord of the battlefield.
0722
0723 He led the War against the Giants. Faced the Storm Lord,
alone. And then, there came a moment. When his last worthy
enemy fell. And it was then, as the story is told, that the
hue of Lord Godfrey's eyes faded.</text>
0724 <text id="460200">Bracers of Godfrey, the first Elden Lord.
0725
0726 The age of the Erdtree began amongst conflict, when Godfrey
was lord of the battlefield.
0727
0728 He led the War against the Giants. Faced the Storm Lord,
alone. And then, there came a moment. When his last worthy
enemy fell. And it was then, as the story is told, that the
hue of Lord Godfrey's eyes faded.</text>
0729 <text id="460300">Greaves of Godfrey, the first Elden Lord.
0730
0731 The age of the Erdtree began amongst conflict, when Godfrey
was lord of the battlefield.
0732
0733 He led the War against the Giants. Faced the Storm Lord,
alone. And then, there came a moment. When his last worthy
enemy fell. And it was then, as the story is told, that the
hue of Lord Godfrey's eyes faded.</text>
0734 <text id="461100">Armor of Godfrey, the first Elden Lord.
0735
0736 The age of the Erdtree began amongst conflict, when Godfrey
was lord of the battlefield.
0737
0738 He led the War against the Giants. Faced the Storm Lord,
alone. And then, there came a moment. When his last worthy
enemy fell. And it was then, as the story is told, that the
hue of Lord Godfrey's eyes faded.</text>
0739 <text id="470000">Helm of the golden lion, with flowing red
hair.
0740 Worn by General Radahn.
0741
0742 Radahn inherited the furious, flaming red hair of his father
Radagon, and is fond of its heroic implications.
0743
0744 "I was born a champion's cub. Now I am the Lord of the
Battlefield's lion."</text>
0745 <text id="470100">Armor depicting the golden lion.
0746 Worn by General Radahn.
0747
0748 The golden lion is said to symbolize Godfrey, the first Elden
Lord, and his beast regent, Serosh. From his youngest years,
Radahn was naturally captivated by the Lord of the
Battlefield.</text>
0749 <text id="470200">Gauntlets depicting the golden lion.
0750 Worn by General Radahn.
0751
0752 The golden lion is said to symbolize Godfrey, the first Elden
Lord, and his beast regent, Serosh. From his youngest years,
Radahn was naturally captivated by the Lord of the
Battlefield.</text>
0753 <text id="470300">Greaves depicting the golden lion.
0754 Worn by General Radahn.
0755
0756 The golden lion is said to symbolize Godfrey, the first Elden
Lord, and his beast regent, Serosh. From his youngest years,
Radahn was naturally captivated by the Lord of the
Battlefield.</text>
0757 <text id="471100">Armor depicting the golden lion.
0758 Worn by General Radahn.
0759

0911 The gold ornamentation atop the white pelt is an
0912 old design called "A Herb of Many Aspects".</text>
0913 <text id="580000">Skull-merged Crown of a Crystal Sorcerer.</
0914 text>
<text id="580100">Dull red robe of a Crystal Sorcerer.</text>
0915 <text id="580200">Dull red arm wraps of a Crystal
0916 Sorcerer.</text>
<text id="580300">Dull red waistcloth of a Crystal
0917 Sorcerer.</text>
<text id="581000">Blue transparent crown of a Crystal
0918 Sorcerer.</text>
<text id="581100">Blue transparent robe of a Crystal
0919 Sorcerer.</text>
<text id="581200">Blue transparent arm wraps of a Crystal
0920 Sorcerer.</text>
<text id="590000">Helm of Gideon Ofnir, the All-Knowing.</
0921 text>
<text id="590100">Armor of Gideon Ofnir, the All-Knowing.</
0922 text>
<text id="590200">Gauntlets of Gideon Ofnir, the All-
0923 Knowing.</text>
<text id="590300">Greaves of Gideon Ofnir, the All-Knowing.</
0924 text>
<text id="591100">Armor of Gideon Ofnir, the All-Knowing.</
0925 text>
<text id="600000">Helm worn by D, Knight of the Golden
0926 Order.</text>
<text id="600100">Armor worn by D, Knight of the Golden
0927 Order.</text>
<text id="600200">Gauntlets worn by D, Knight of the Golden
0928 Order.</text>
<text id="600300">Greaves worn by D, Knight of the Golden
0929 Order.</text>
<text id="601100">Armor worn by D, Knight of the Golden
0930 Order.</text>
<text id="601300">Greaves worn by D, Knight of the Golden
Order.</text>

0760 The golden lion is said to symbolize Godfrey, the first Elden
Lord, and his beast regent, Serosh. From his youngest years,
Radahn was naturally captivated by the Lord of the
Battlefield.</text>
0761 <text id="480100">Attire of Mohg, Lord of Blood, embroidered
with an extravagant gold emblem on black cloth.
0762
0763 The dress of a Luminary, the reigning lord and hierarch of
the coming dynasty of Mohgwyn. Or perhaps, of a raving
lunatic.</text>
0764 <text id="481100">Attire of Mohg, Lord of Blood, embroidered
with an extravagant gold emblem on black cloth.
0765
0766 The dress of a Luminary, the reigning lord and hierarch of
the coming dynasty of Mohgwyn. Or perhaps, of a raving
lunatic.</text>
0767 <text id="510000">A tall crown depicting the moon.
0768
0769 Worn by Rennala, Queen of the Full Moon. Increases
intelligence.
0770
0771 When Rennala, head of both the Academy of Raya Lucaria and
the Carian royal family, lost her husband Radagon, her heart
went along with him.
0772
0773 And then, those at the academy realized. That Rennala was no
champion, after all.</text>
0774 <text id="510100">Robe indicating the highest order of
sorcerer.
Worn by Rennala, Queen of the Full Moon.
0775
0776 When Rennala, head of both the Academy of Raya Lucaria and
the Carian royal family, lost her husband Radagon, her heart
went along with him.
0777
0778 And then, those at the academy realized. That Rennala was no
champion, after all.</text>
0779 <text id="510200">Bracelets indicating the highest order of
sorcerer.
Worn by Rennala, Queen of the Full Moon.
0780
0781 When Rennala, head of both the Academy of Raya Lucaria and
the Carian royal family, lost her husband Radagon, her heart
went along with him.
0782
0783 And then, those at the academy realized. That Rennala was no
champion, after all.</text>
0784 <text id="510300">Leggings indicating the highest order of
sorcerer.
Worn by Rennala, Queen of the Full Moon.
0785
0786 When Rennala, head of both the Academy of Raya Lucaria and
the Carian royal family, lost her husband Radagon, her heart
went along with him.
0787
0788 And then, those at the academy realized. That Rennala was no
champion, after all.</text>
0789 <text id="520000">Hood made by sewing together patches of
smooth skin.
Worn by the Godskin Apostles.
0790
0791 The apostles, once said to serve Destined Death, are wielders
of the god-slaying black flame. But after their defeat by
Maliketh, the Black Blade, the source of their power was
sealed away.</text>
0792 <text id="520100">Robe made by sewing together patches of
smooth skin.
Worn by the Godskin Apostles.
0793
0794 The apostles, once said to serve Destined Death, are wielders
of the god-slaying black flame. But after their defeat by
Maliketh, the Black Blade, the source of their power was
sealed away.</text>
0795 <text id="520200">Black bracelets of the Godskin Apostles.
0796
0797 The apostles, once said to serve Destined Death, are wielders
of the god-slaying black flame. But after their defeat by
Maliketh, the Black Blade, the source of their power was
sealed away.</text>
0798 <text id="520300">Trousers made by sewing together patches of
smooth skin.
Worn by the Godskin Apostles.
0799
0800 The apostles, once said to serve Destined Death, are wielders
of the god-slaying black flame. But after their defeat by
Maliketh, the Black Blade, the source of their power was
sealed away.</text>
0801 <text id="530000">Hood made by sewing together patches of
smooth skin.
Subcutaneous fat makes it plump and soft.
Worn by Godskin Nobles.
0802
0803 Nobles are the most ancient apostles who are said to have
assimilated inhuman physiology. Not unlike the crucible, the
Erdtree in its primordial form.</text>
0804 <text id="530100">Robe made by sewing together patches of
smooth skin.
Subcutaneous fat makes it plump and soft. Worn by Godskin
Nobles, known for their seven-face aprons.
0805
0806 Strengthens the Noble Presence incantation.
0807
0808 Nobles are the most ancient apostles who are said to have
assimilated inhuman physiology. Not unlike the crucible, the
Erdtree in its primordial form.</text>
0809 <text id="530200">Black bracelets of the Godskin Nobles.
0810
0811 Nobles are the most ancient apostles who are said to have
assimilated inhuman physiology. Not unlike the crucible, the
Erdtree in its primordial form.</text>
0812 <text id="530300">Black bracelets of the Godskin Nobles.
0813
0814 Nobles are the most ancient apostles who are said to have
assimilated inhuman physiology. Not unlike the crucible, the
Erdtree in its primordial form.</text>
0815 <text id="530400">Black bracelets of the Godskin Nobles.
0816
0817 Nobles are the most ancient apostles who are said to have
assimilated inhuman physiology. Not unlike the crucible, the
Erdtree in its primordial form.</text>
0818 <text id="530500">Black bracelets of the Godskin Nobles.
0819
0820 Nobles are the most ancient apostles who are said to have
assimilated inhuman physiology. Not unlike the crucible, the
Erdtree in its primordial form.</text>

assimilated inhuman physiology. Not unlike the crucible, the
Erdtree in its primordial form.</text>
<text id="530300">Trousers made by sewing together patches of
smooth skin.
Subcutaneous fat makes them plump and soft.
Worn by Godskin Nobles.
Nobles are the most ancient apostles who are said to have
assimilated inhuman physiology. Not unlike the crucible, the
Erdtree in its primordial form.</text>
<text id="540000">Headscarf worn by depraved perfumers.
These heresy-inclined perfumers imbibe their own spices to
alter body and mind. Their slow descent into self-destruction
is what earned them their name.</text>
<text id="540100">Robe worn by depraved perfumers.
The embroidery on the apron is itself a curse upon the
Erdtree.
These heresy-inclined perfumers imbibe their own spices to
alter body and mind. Their slow descent into self-destruction
is what earned them their name.</text>
<text id="540200">Gloves worn by depraved perfumers.
These heresy-inclined perfumers imbibe their own spices to
alter body and mind. Their slow descent into self-destruction
is what earned them their name.</text>
<text id="540300">Trousers worn by depraved perfumers.
These heresy-inclined perfumers imbibe their own spices to
alter body and mind. Their slow descent into self-destruction
is what earned them their name.</text>
<text id="541100">Robe worn by depraved perfumers.
The embroidery on the apron is itself a curse upon the
Erdtree.
These heresy-inclined perfumers imbibe their own spices to
alter body and mind. Their slow descent into self-destruction
is what earned them their name.</text>
<text id="570000">Helm of the Crucible Knights who served
Godfrey, the first Elden Lord.
The axe ornamentation is the knight Ordovis's mark, displayed
also by his men.
Holds the power of the crucible of life, the primordial form
of the Erdtree. Strengthens Aspects of the Crucible
incantations.</text>
<text id="570100">Armor of the Crucible Knights who served
Godfrey, the first Elden Lord.
Worn by the knight Ordovis and his men.
Holds the power of the crucible of life, the primordial form
of the Erdtree. Strengthens Aspects of the Crucible
incantations.</text>
<text id="570200">Gauntlets of the Crucible Knights who
served Godfrey, the first Elden Lord.
Hold the power of the crucible of life, the primordial form
of the Erdtree. Strengthen Aspects of the Crucible
incantations.
In time, the strength shown by these knights, and even their
appearance, was seen as chaotic and deserving of scorn.</
text>
<text id="570300">Greaves of the Crucible Knights who served
Godfrey, the first Elden Lord.
Hold the power of the crucible of life, the primordial form
of the Erdtree. Strengthen Aspects of the Crucible
incantations.
In time, the strength shown by these knights, and even their
appearance, was seen as chaotic and deserving of scorn.</
text>
<text id="571000">Helm of the Crucible Knights who served
Godfrey, the first Elden Lord.
The great tree ornamentation is the knight Siluria's mark,
displayed also by her men.
Holds the power of the crucible of life, the primordial form
of the Erdtree. Strengthens Aspects of the Crucible
incantations.</text>
<text id="571100">Armor of the Crucible Knights who served
Godfrey, the first Elden Lord.
Worn by the knight Siluria and her men.
Holds the power of the crucible of life, the primordial form
of the Erdtree. Strengthens Aspects of the Crucible
incantations.</text>
<text id="572100">Armor of the Crucible Knights who served
Godfrey, the first Elden Lord.
Worn by the knight Ordovis and his men.
Holds the power of the crucible of life, the primordial form
of the Erdtree. Strengthens Aspects of the Crucible
incantations.</text>
<text id="573100">Armor of the Crucible Knights who served
Godfrey, the first Elden Lord.
Worn by the knight Siluria and her men.
Holds the power of the crucible of life, the primordial form
of the Erdtree. Strengthens Aspects of the Crucible
incantations.</text>
<text id="580000">The giant blue glintstone crown worn by
Lusat, primeval current sorcerer.
This crown replaced Lusat's brain and skull altogether, and
now, removed from his body, it is all but dead. What power
remains within raises the potency of Lusat's primeval current

0885 sorceries at the cost of additional FP consumption.</text>
<text id="580100">A robe reserved for grand masters at the
Academy of Raya Lucaria.
0886 Corroded by blue glintstones.
0887
0888 Since the grand masters Azur and Lusat were driven from the
academy, no one has achieved their formerly-held rank.</text>
0889 <text id="580200">Manchettes corroded by blue glintstones.
0890 Worn by Lusat, primeval current sorcerer.
0891
0892 Lusat had reached a near-inorganic state.</text>
0893 <text id="580300">Ragged waistcloth that extends to the
thighs.
0894 Common amongst old-fashioned sorcerers.</text>
0895 <text id="581000">Crown of Azur, primeval current sorcerer,
set with a prominent blue-green glintstone.
0896
0897 This crown replaced Azur's brain and skull altogether, and
now, removed from his body, it is all but dead. What power
remains within raises the potency of Azur's primeval current
sorceries at the cost of additional FP consumption.</text>
0898 <text id="581100">A robe reserved for grand masters at the
Academy of Raya Lucaria.
0899 Corroded by blue-green glintstones.
0900
0901 Since the grand masters Azur and Lusat were driven from the
academy, no one has achieved their formerly-held rank.</text>
0902 <text id="581200">Manchettes corroded by blue-green
glintstones.
0903 Worn by Azur, primeval current sorcerer.
0904
0905 Azur had reached a near-inorganic state.</text>
0906 <text id="590000">Helm set with countless eyes and ears.
0907 Worn by Gideon Ofnir, the All-Knowing.
0908
0909 Knowledge begins with the recognition of one's ignorance. The
realization that the search for knowledge is unending. But
when Gideon glimpsed into the will of Queen Marika, he
shuddered in fear.
0910
0911 At the end that should not be.</text>
0912 <text id="590100">Armor set with countless eyes and ears.
0913 Worn by Gideon Ofnir, the All-Knowing.
0914
0915 Knowledge begins with the recognition of one's ignorance. The
realization that the search for knowledge is unending. But
when Gideon glimpsed into the will of Queen Marika, he
shuddered in fear.
0916
0917 At the end that should not be.</text>
0918 <text id="590200">Gauntlets set with countless eyes and ears.
0919 Worn by Gideon Ofnir, the All-Knowing.
0920
0921 Knowledge begins with the recognition of one's ignorance. The
realization that the search for knowledge is unending. But
when Gideon glimpsed into the will of Queen Marika, he
shuddered in fear.
0922
0923 At the end that should not be.</text>
0924 <text id="590300">Greaves set with countless eyes and ears.
0925 Worn by Gideon Ofnir, the All-Knowing.
0926
0927 Knowledge begins with the recognition of one's ignorance. The
realization that the search for knowledge is unending. But
when Gideon glimpsed into the will of Queen Marika, he
shuddered in fear.
0928
0929 At the end that should not be.</text>
0930 <text id="591100">Armor set with countless eyes and ears.
0931 Worn by Gideon Ofnir, the All-Knowing.
0932
0933 Knowledge begins with the recognition of one's ignorance. The
realization that the search for knowledge is unending. But
when Gideon glimpsed into the will of Queen Marika, he
shuddered in fear.
0934
0935 At the end that should not be.</text>
0936 <text id="600000">Helm depicting entwined twins of gold and
silver.
0937
0938 The two known as D are inseparable twins.
0939 They are of two bodies and two minds, but one single soul.
Not once do they stand together; not one word do they speak
to one another.
0940
0941 Perhaps this armor longs to find its way to the other D.</
text>
0942 <text id="600100">Armor depicting entwined twins of gold and
silver.
0943
0944 The two known as D are inseparable twins.
0945 They are of two bodies and two minds, but one single soul.
Not once do they stand together; not one word do they speak
to one another.
0946
0947 Perhaps this armor longs to find its way to the other D.</
text>
0948 <text id="600200">Gauntlets depicting entwined twins of gold
and silver.
0949
0950 The two known as D are inseparable twins.
0951 They are of two bodies and two minds, but one single soul.
Not once do they stand together; not one word do they speak
to one another.
0952
0953 Perhaps this armor longs to find its way to the other D.</
text>
0954 <text id="600300">Greaves depicting entwined twins of gold
and silver.
0955
0956 The two known as D are inseparable twins.
0957 They are of two bodies and two minds, but one single soul.
Not once do they stand together; not one word do they speak
to one another.
0958

0931 <text id="610000">Helm pieced together from scavenged
metal.</text>
0932 <text id="610100">Armor pieced together from scavenged
metal.</text>
0933 <text id="610200">Gauntlets pieced together from scavenged
metal.</text>
0934 <text id="610300">Greaves pieced together from scavenged
metal.</text>
0935 <text id="611000">Helm pieced together from scavenged
metal.</text>
0936 <text id="611100">Armor pieced together from scavenged
metal.</text>
0937 <text id="620000">Blindfold of exiled prophets who foresaw
that their faith would end in flames—and were persecuted and
driven from their homes as a result.
0938
0939 After all, what use is eyesight to those who claim to know
the true path?</text>
0940 <text id="620100">Robe of exiled prophets who foresaw that
their faith would end in flames—and were persecuted and
driven from their homes as a result.
0941
0942 Its fabric scrapes against their skin like a file, and the
rickety cart wheel around the neck warns passers-by not to
lend an ear to their meandering sermons.</text>
0943 <text id="620300">Trousers of the exiled prophets who foresaw
that their faith would end in flames—and were persecuted and
driven from their homes as a result.
0944
0945 Its fabric scrapes against their skin like a file, and the
rickety cart wheel around the neck warns passers-by not to
lend an ear to their meandering sermons.</text>
0946 <text id="621100">Tunic of the exiled prophets who foresaw
that their faith would end in flames—and were persecuted and
driven from their homes as a result.</text>
0947 <text id="622100">Tunic of the exiled prophets who foresaw
that their faith would end in flames—and were persecuted and
driven from their homes as a result.</text>
0948 <text id="630000">Hood fashioned from a thick yet supple
cloth.
0949 Garb of the artisans who polish prized glintstones.
0950
0951 Having fallen in love with gemstones at some
0952 point, stonecrafters are ever in search of the
0953 finest possible specimens, meaning each and every
0954 one of them is also something of an explorer.</text>
0955 <text id="630100">Robe fashioned from a thick yet supple
cloth.
0956 Garb of the artisans who polish prized glintstones.
0957
0958 Having fallen in love with gemstones at some
0959 point, stonecrafters are ever in search of the
0960 finest possible specimens, meaning each and every
0961 one of them is also something of an explorer.</text>
0962 <text id="630200">Smooth, thin gloves made from cloth.
0963 Garb of artisans who polish prized glintstones.
0964
0965 The faint signs of wear and discoloration
0966 come from the handling and polishing of
0967 countless precious stones.</text>
0968 <text id="630300">Trousers worn inside the robe.
0969 Garb of artisans who polish prized glintstones.
0970
0971 Hard-wearing gear suitable for journeys of
0972 exploration.</text>
0973 <text id="631100">Robe fashioned from a thick yet supple
cloth.
0974 Garb of the artisans who polish prized glintstones.
0975
0976 Having fallen in love with gemstones at some
0977 point, stonecrafters are ever in search of the
0978 finest possible specimens, meaning each and every
0979 one of them is also something of an explorer.</text>
0980 <text id="640000">Oddly shaped helm used by foreign
knights.</text>
0981 <text id="640100">Oddly shaped armor used by foreign
knights.</text>
0982 <text id="640200">Oddly shaped gauntlets used by foreign
knights.</text>
0983 <text id="640300">Oddly shaped greaves used by foreign
knights.</text>
0984 <text id="641100">Oddly shaped armor used by foreign
knights.</text>
0985 <text id="650000">Heavy helm passed down through the Hoslow
family.</text>

0959 Perhaps this armor longs to find its way to the other D.</
text>
0960 <text id="601100">Armor depicting entwined twins of gold and
silver.
0961
0962 The two known as D are inseparable twins.
0963 They are of two bodies and two minds, but one single soul.
Not once do they stand together; not one word do they speak
to one another.
0964
0965 Perhaps this armor longs to find its way to the other D.</
text>
0966 <text id="601300">Greaves depicting entwined twins of gold
and silver.
0967
0968 The two known as D are inseparable twins.
0969 They are of two bodies and two minds, but one single soul.
Not once do they stand together; not one word do they speak
to one another.
0970
0971 Perhaps this armor longs to find its way to the other D.</
text>
0972 <text id="610000">Helm pieced together from scavenged
metal.</text>
0973 <text id="610100">Armor pieced together from scavenged
metal.</text>
0974 <text id="610200">Gauntlets pieced together from scavenged
metal.</text>
0975 <text id="610300">Greaves pieced together from scavenged
metal.</text>
0976 <text id="611000">Helm pieced together from scavenged
metal.</text>
0977 <text id="611100">Armor pieced together from scavenged
metal.</text>
0978 <text id="620000">Blindfold of exiled prophets who foretold
misfortune—and were persecuted and driven from their homes as
a result.
0979
0980 Why hesitate, if the path leading to the future is clear?
Just close your eyes, and walk.</text>
0981 <text id="620100">Robe of Corhyn the cleric.
0982
0983 Even after exile, Corhyn refused to recant his prophecies.
And for this, he was blessed with the guidance of grace.
0984
0985 Since then, the cart wheel draped on his neck has served as a
reminder. That true guidance awaits those with iron wills.
Those with unwavering faith.</text>
0986 <text id="620300">Trousers of exiled prophets who foretold
misfortune—and were persecuted and driven from their homes as
a result.
0987
0988 Made from rough fabric that scrapes against the skin like a
sharpening file.</text>
0989 <text id="621100">Robe of exiled prophets who foretold
misfortune—and were persecuted and driven from their homes as
a result.
0990
0991 Made from rough fabric that scrapes against the skin like a
sharpening file.</text>
0992 <text id="622100">Robe of exiled prophets who foretold
misfortune—and were persecuted and driven from their homes as
a result.
0993
0994 The shackles around the neck warn passersby not to lend an
ear to their sermons.</text>
0995 <text id="630000">Hood fashioned from supple cloth.
0996 Worn by those who look to the cosmos above.
0997
0998 They read fate in the stars, and are said to be heirs of the
glintstone sorcerers.
0999
1000 But alas, the night sky no longer cradles fate.</text>
1001 <text id="630100">Robe fashioned from supple cloth.
1002 Worn by those who look to the cosmos above.

0986 <text id="650100">Armor passed down through the Hoslow
family.</text>
0987 <text id="650200">Gauntlets passed down through the Hoslow
family.</text>
0988 <text id="650300">Greaves passed down through the Hoslow
family.</text>
0989 <text id="651000">Helm passed down through the Hoslow
family.</text>
0990 <text id="652100">Armor passed down through the Hoslow
family.</text>
0991 <text id="660000">Helm of a Knight banished from their
motherland.
0992 Slightly dirty and starting to fall apart after
0993 enduring a lengthy vagabond journey.
0994
0995 The visor is broken and can no longer be lowered.</text>
0996
0997 <text id="660100">Chest piece of a Knight banished from their
motherland. Slightly dirty and starting to fall
0998 apart after enduring a lengthy vagabond journey.
0999
1000 The elaborate design hidden by the bag carried
1001 over the shoulder is worn beyond recognition,
1002 offering little value beyond the small sentiment
1003 it might kindle from time to time.</text>
1004 <text id="660200">Gauntlets of a Knight banished from their
1005 motherland. Slightly dirty and starting to fall
1006 apart after enduring a lengthy vagabond journey.
1007
1008 The elaborate design is worn beyond recognition,
1009 offering little value beyond the small sentiment
1010 it might kindle from time to time.</text>
1011 <text id="660300">Greaves of a Knight banished from their
1012 motherland. Slightly dirty and starting to fall
1013 apart after enduring a lengthy vagabond journey.
1014
1015 The shin plates have been removed, perhaps
1016 to ease the burden of each footfall on their
1017 great ramble.</text>
1018 <text id="661100">Chest piece of a Knight banished from their
1019 motherland. Slightly dirty and starting to fall
1020 apart after enduring a lengthy vagabond journey.
1021
1022 The elaborate design hidden by the bag carried
1023 over the shoulder is worn beyond recognition,
1024 offering little value beyond the small sentiment
1025 it might kindle from time to time.</text>

1003
1004 They read fate in the stars, and are said to be heirs of the
glintstone sorcerers.
1005
1006 But alas, the night sky no longer cradles fate.</text>
1007 <text id="630200">Gloves fashioned from fine, supple cloth.
1008 Worn by those who look to the cosmos above.
1009
1010 They read fate in the stars, and are said to be heirs of the
glintstone sorcerers.
1011
1012 But alas, the night sky no longer cradles fate.</text>
1013 <text id="630300">Trousers worn inside a robe.
1014 Worn by those who look to the cosmos above.
1015
1016 They read fate in the stars, and are said to be heirs of the
glintstone sorcerers.
1017
1018 But alas, the night sky no longer cradles fate.</text>
1019 <text id="631100">Robe fashioned from supple cloth.
1020 Worn by those who look to the cosmos above.
1021
1022 They read fate in the stars, and are said to be heirs of the
glintstone sorcerers.
1023
1024 But alas, the night sky no longer cradles fate.</text>
1025 <text id="640000">Round iron helm with a distinctive large
brim.
1026 Worn by Lionel the Lionhearted.
1027
1028 When this chivalrous, dauntless knight met Fia, who had been
driven from her home, he declared himself to be her father.</
text>
1029 <text id="640100">Round iron armor with a banner extending
from its back.
1030 Worn by Lionel the Lionhearted.
1031
1032 When this chivalrous, dauntless knight met Fia, who had been
driven from her home, he declared himself to be her father.</
text>
1033 <text id="640200">Rounded iron gauntlets.
1034 Worn by Lionel the Lionhearted.
1035
1036 When this chivalrous, dauntless knight met Fia, who had been
driven from her home, he declared himself to be her father.</
text>
1037 <text id="640300">Rounded iron greaves.
1038 Worn by Lionel the Lionhearted.
1039
1040 When this chivalrous, dauntless knight met Fia, who had been
driven from her home, he declared himself her father.</text>
1041 <text id="641100">Round iron armor.
1042 Worn by Lionel the Lionhearted.
1043
1044 When this chivalrous, dauntless knight met Fia, who had been
driven from her home, he declared himself to be her father.</
text>
1045 <text id="650000">A twin-tailed silver helm decorated with
flowery adornments. Symbol of the head of the revered House
of Hoslow.
1046
1047 Juno Hoslow had a younger brother who was all talk and no
trousers.
1048
1049 His inability to commit to action was such that Juno
inherited the Hoslow legacy without resistance, granting him
the freedom to shower his little brother with adoration. </
text>
1050 <text id="650100">Garish silver armor decorated with red
embellishments.
1051 Passed down through the Hoslow family.
1052
1053 When Juno Hoslow received an invitation to the Volcano Manor,
he discreetly refused.
1054
1055 "I have already walked many a road drenched in blood, yet
never would I consider myself a champion."</text>
1056 <text id="650200">Garish silver gauntlets decorated with red
embellishments.
1057 Passed down through the Hoslow family.
1058
1059 When Juno Hoslow received an invitation to the Volcano Manor,
he discreetly refused.
1060
1061 "I have already walked many a road drenched in blood, yet
never would I consider myself a champion."</text>

1026 <text id="670000">Cowl of a nomadic warrior.
1027 The blue color of its fabric symbolizes brisk waters, as
fluid and flowing as the sword in the hand of its wearer.
1028
1029 Just as still waters turn foul, stagnation leads to decay.
1030 The warriors who wear this cowl must remain ever-drifting.</
text>
1031 <text id="670100">Vest of a nomadic warrior.
1032 The blue color of its fabric symbolizes brisk waters, as
fluid and flowing as the sword in the hand of its wearer.
1033
1034 Just as still waters turn foul, stagnation leads to decay.
1035 The warriors who wear this cowl must remain ever-drifting.</
text>
1036 <text id="670200">Gauntlets of a nomadic warrior.
1037 Crafted from sturdy leather.</text>
1038 <text id="670300">Greaves of a nomadic warrior.
1039 Crafted from sturdy leather.</text>
1040 <text id="680000">Strange birch mask that hides expression.</
text>
1041 <text id="680100">Old white tunic, stained with blood.</text>
1042 <text id="680200">Physician's gloves made from thick
leather.</text>
1043 <text id="680300">Physician's trousers made from thick
leather.</text>
1044 <text id="681100">Physician's vest made from thick leather.</
text>
1045 <text id="690000">Lunatic's mask that mediates via the body
of a famed ancestor.</text>
1046 <text id="690100">Lunatic's armor that mediates via the body
of a famed ancestor.</text>
1047 <text id="690200">Lunatic's gauntlets that mediate via the
body of a famed ancestor.</text>
1048 <text id="690300">Lunatic's greaves that mediate via the body
of a famed ancestor.</text>

1062 <text id="650300">Garish silver greaves decorated with red
embellishments.
1063 Passed down through the Hoslow family.
1064
1065 When Juno Hoslow received an invitation to the Volcano Manor,
he discreetly refused.
1066
1067 "I have already walked many a road drenched in blood, yet
never would I consider myself a champion."</text>
1068 <text id="651000">Replica of a twin-tailed silver helm with
flowery adornments. Only, without the twin tails.
1069
1070 Diallos Hoslow had an older brother who was a stern, self-
possessed man of few words. His achievements made him seem
out of reach.
1071
1072 And so the younger aspired to be like the older. Yearning for
the day that he would tell the tale of House Hoslow, in
blood. Knowing full well that it would break his brother's
heart.</text>
1073 <text id="652100">Garish silver armor decorated with red
embellishments.
1074 Passed down through the Hoslow family.
1075
1076 When Juno Hoslow received an invitation to the Volcano Manor,
he discreetly refused.
1077
1078 "I have already walked many a road drenched in blood, yet
never would I consider myself a champion."</text>
1079 <text id="660000">Helm of a knight banished from their
motherland.
1080 Dirty and battered after enduring a lengthy vagabond journey.
1081
1082 The visor is broken and can no longer be lowered.
1083
1084 Metal armor is heavy, but also sturdy, offering significant
damage negation.</text>
1085 <text id="660100">Chest piece of a knight banished from their
motherland.
1086 Dirty and battered after enduring a lengthy vagabond journey.
1087
1088 The crest emblazoned on the front is worn and dingy, no
longer able to evoke sentiment.
1089
1090 Metal armor is heavy, but also sturdy, offering significant
damage negation.</text>
1091 <text id="660200">Gauntlets of a knight banished from their
motherland.
1092 Dirty and battered after enduring a lengthy vagabond journey.
1093
1094 Metal armor is heavy, but also sturdy, offering significant
damage negation.</text>
1095 <text id="660300">Greaves of a knight banished from their
motherland.
1096 Dirty and battered after enduring a lengthy vagabond journey.
1097
1098 Metal armor is heavy, but also sturdy, offering significant
damage negation.</text>
1099 <text id="661100">Chest piece of a knight banished from their
motherland.
1100 Dirty and battered after enduring a lengthy vagabond journey.
1101
1102 The crest emblazoned on the front is worn and dingy, no
longer able to evoke sentiment.
1103
1104 Metal armor is heavy, but also sturdy, offering significant
damage negation.</text>
1105 <text id="670000">Cowl of a nomadic warrior.
1106 The blue color of its fabric symbolizes brisk waters, as
fluid and flowing as the sword in the hand of its wearer.
1107
1108 Just as still waters turn foul, stagnation leads to decay.
1109 Warriors must remain ever drifting.</text>
1110
1111 <text id="670100">Vest of a nomadic warrior.
1112 The blue color of its fabric symbolizes brisk waters, as
fluid and flowing as the sword in the hand of its wearer.
1113
1114 Just as still waters turn foul, stagnation leads to decay.
Warriors must remain ever drifting.</text>
1115
1116 <text id="670200">Gauntlets of a nomadic warrior.
1117 Crafted from sturdy leather.</text>
1118 <text id="670300">Greaves of a nomadic warrior.
1119 Crafted from sturdy leather.</text>
1120 <text id="680000">Bloodstained, faintly grinning white mask.
1121
1122 Worn by war surgeons who were effectively mercy killers.
1123
1124 The Lord of Blood's curse enlivens the wearer when
bloodletting occurs. Slightly raises attack power when there
is blood loss nearby.</text>
1125 <text id="680100">Bloodstained white gown of the war surgeons
who were effectively mercy killers.
1126
1127 Of the surgeons that were abducted by the Lord of Blood, none
were able to tame the accursed blood.
1128 None but Varré, that is; though he was an exception.</text>
1129
1130 <text id="680200">Bloodstained white gloves of the war
surgeons who were effectively mercy killers.
1131
1132 Of the surgeons that were abducted by the Lord of Blood, none
were able to tame the accursed blood.
1133 None but Varré, that is; though he was an exception.</text>
1134 <text id="680300">Bloodstained trousers of the war surgeons
who were effectively mercy killers.
1135
1136 Of the surgeons that were abducted by the Lord of Blood, none
were able to tame the accursed blood.
1137 None but Varré, that is; though he was an exception.</text>
1138 <text id="681100">Bloodstained white gown of the war surgeons
who were effectively mercy killers.

1049 <text id="700000">Warrior's headband of woven leather.
1050 Garb worn by warriors of the frigid uplands.
1051
1052 The small flags, white cloths and sheaves of wheat
1053 often found hung from these headbands are
1054 prayers of farewell from the people of their home.
1055 In bidding farewell to warriors departing on
1056 a journey from which they aren't like to return,
1057 this small act offers only meager relief.</text>
1058 <text id="700100">Battlewear fashioned from leather armor
1059 adorned with a large sheet of cloth.
1060 Garb worn by warriors of the frigid uplands.
1061
1062 The red cloth signifies participation in the
1063 Long March long, long ago and this ceremonial
1064 garb beseeches the favor of the Warrior King
1065 who led them.</text>
1066 <text id="700200">Gauntlets wrapped in thick leather.
1067 Garb worn by warriors of the frigid uplands.
1068
1069 Has a fur lining which excels at keeping
1070 the cold at bay.</text>
1071 <text id="700300">Greaves wrapped in thick leather.
1072 Garb worn by warriors of the frigid uplands.
1073
1074 Has a fur lining which excels at keeping
1075 the cold at bay.</text>
1076 <text id="701000">Battlewear wrapped in thick leather.
1077 Garb worn by warriors of the frigid uplands.</text>
1078 <text id="702000">Helm wrapped in thick leather.
1079 Garb worn by warriors of the frigid uplands.</text>
1080 <text id="720000">Helm of Belnahr the Traitor.</text>
1081 <text id="720100">Armor of Belnahr the Traitor.</text>
1082 <text id="720200">Gauntlets of Belnahr the Traitor.</text>
1083 <text id="720300">Greaves of Belnahr the Traitor.</text>
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1085 <text id="721100">Armor of Belnahr the Traitor.</text>
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Of the surgeons that were abducted by the Lord of Blood, none were able to tame the accursed blood.
None but Varré, that is; though he was an exception.</text>
<text id="690000">Helm graced with gold human bones.
Worn by the unspeaking adherent of Sir Gideon the All-Knowing.

Slowly replenishes HP when HP is reduced.

It is said that the bones belong to an ancient lord-the soulless king. The lord of the lost and desperate, who was known as Ensha.</text>
<text id="690100">Armor graced with gold human bones.
Worn by the unspeaking adherent of Sir Gideon the All-Knowing.

Slowly replenishes HP when HP is reduced.

It is said that the bones belong to an ancient lord-the soulless king. The lord of the lost and desperate, who was known as Ensha.</text>
<text id="690200">Gauntlets graced with gold human bones.
Worn by the unspeaking adherent of Sir Gideon the All-Knowing.

Slowly replenishes HP when HP is reduced.

It is said that the bones belong to an ancient lord-the soulless king. The lord of the lost and desperate, who was known as Ensha.</text>
<text id="690300">Greaves graced with gold human bones.
Worn by the unspeaking adherent of Sir Gideon the All-Knowing.

Slowly replenishes HP when HP is reduced.

It is said that the bones belong to an ancient lord-the soulless king. The lord of the lost and desperate, who was known as Ensha.</text>
<text id="700000">Warrior's headband of woven leather.
Garb worn by warriors of the frigid uplands.

The small flags, white cloths and sheaves of wheat often found hung from these headbands are prayers of farewell from the people of their home. In bidding farewell to warriors departing on a journey from which they aren't like to return, this small act offers only meager relief.</text>
<text id="700100">Battlewear fashioned from leather armor adorned with a large sheet of cloth.
Garb worn by warriors of the frigid uplands.

The red cloth signifies participation in the Long March long, long ago and this ceremonial garb beseeches the favor of the Warrior King who led them.</text>
<text id="700200">Gauntlets wrapped in thick leather.
Garb worn by warriors of the frigid uplands.

Has a fur lining which excels at keeping the cold at bay.</text>
<text id="700300">Greaves wrapped in thick leather.
Garb worn by warriors of the frigid uplands.

Has a fur lining which excels at keeping the cold at bay.</text>
<text id="701000">Battlewear wrapped in thick leather.
Garb worn by warriors of the frigid uplands.</text>
<text id="702000">Helm wrapped in thick leather.
Garb worn by warriors of the frigid uplands.</text>
<text id="720000">Silver helm engraved with tiny beasts.
Worn by Bernahl the Recusant.

The beasts, their eyes and ears covered, represent an oath: "See nothing, hear nothing, doubt nothing, and carry on, along the path set in stone."</text>
<text id="720100">Silver armor engraved with tiny beasts.
Worn by Bernahl the Recusant.

Beasts are drawn to champions, and to lords. And this armor befits a champion worthy of becoming a lord. And that is what Bernahl was.

Until his maiden threw herself into the fire.</text>
<text id="720200">Silver gauntlets engraved with tiny beasts.
Worn by Bernahl the Recusant.

Beasts are drawn to champions, and to lords. And this armor befits a champion worthy of becoming a lord. And that is what Bernahl was.

Until his maiden threw herself into the fire.</text>
<text id="720300">Silver greaves engraved with tiny beasts.
Worn by Bernahl the Recusant.

Beasts are drawn to champions, and to lords. And this armor befits a champion worthy of becoming a lord. And that is what Bernahl was.

Until his maiden threw herself into the fire.</text>
<text id="721100">Silver armor engraved with tiny beasts.
Worn by Bernahl the Recusant.

Beasts are drawn to champions, and to lords. And this armor befits a champion worthy of becoming a lord. And that is what Bernahl was.

Until his maiden threw herself into the fire.</text>
<text id="730000">Headband reserved for the badlands' bravest.
Proof that the wearer has slaughtered countless foes.

Following the example of their chieftain Hoarah Loux, the brave warriors of the badlands shun excess adornment.</text>

1089 <text id="730100">Pauldron reserved for the badlands'
1090 bravest.
1091 Proof that the wearer has slaughtered countless foes.
1092 Following the example of their chieftain Hoarah Loux, the
1093 brave warriors of the badlands shun excess adornment.</text>
<text id="730200">Gauntlets reserved for the badlands'
1094 bravest.
1095 Proof that the wearer has slaughtered countless foes.
1096 Following the example of their chieftain Hoarah Loux, the
1097 brave warriors of the badlands shun excess adornment.</text>
1098 <text id="730300">Gaiters formed only with leather straps.
1099 Common wear in the badlands.</text>
1100 <text id="740000">A hooded cloak of vivid azure.
Worn by expatriated royalty.
1101
1102 Given to those endowed with a quest, setting
1103
1104 out alone to enact a great deed in a remote land,
1105 never to return. More often than not however,
1106 these quests were merely stratagems designed
1107 to remove undesirables from court.</text>
1108 <text id="740100">Armor fashioned from metallic white
1109 silk thread. Worn by expatriated royalty.
1110
1111 Though soft and pleasingly smooth to
the touch, this armor demonstrates
1112
1113 ample resistance to magic.
1114
1115 A gift of such rare beauty, a young royal
1116
1117 wouldn't even disgrace his royal heritage
1118 if found dead in a ditch in the middle
1119 of nowhere wearing such splendid raiment.</text>
1120 <text id="740200">Gloves of plush leather.
Worn by expatriated royalty.</text>
1121 <text id="740300">White trousers of superior construction.
Worn by expatriated royalty.</text>
1122 <text id="741000">A hooded cloak of vivid azure.
1123 Worn by expatriated royalty.
1124
1125 Given to those endowed with a quest, setting
1126
1127 out alone to enact a great deed in a remote land,
1128 never to return. More often than not however,
1129 these quests were merely stratagems designed
1130 to remove undesirables from court.</text>
1131 <text id="760000">Helm of Maliketh the Black Blade.</text>
1132 <text id="760100">Armor of Maliketh the Black Blade.</text>
1133 <text id="760200">Gauntlets of Maliketh the Black Blade.</text>
1134 <text id="760300">Greaves of Maliketh the Black Blade.</text>
1135 <text id="761100">Armor of Maliketh the Black Blade.</text>
1136 <text id="770000">Helm of Arbitress Malenia.</text>
1137 <text id="770100">Armor of Arbitress Malenia.</text>
1138 <text id="770200">Gauntlets of Arbitress Malenia.</text>
1139 <text id="770300">Greaves of Arbitress Malenia.</text>
1140 <text id="771100">Armor of Arbitress Malenia.</text>
1141 <text id="780000">Veteran General's old helm.</text>
1142 <text id="780100">Veteran General's old armor.</text>
1143 <text id="780200">Veteran General's old gauntlets.</text>
1144 <text id="780300">Veteran General's old greaves.</text>
1145 <text id="781100">Veteran General's old armor.</text>
1146 <text id="790000">Beast-like helm of the Bloodhound
Knights.</text>
1147 <text id="790100">Beast-like gauntlets of the Bloodhound
Knights.</text>
1148 <text id="790200">Beast-like armor of the Bloodhound
Knights.</text>
1149 <text id="790300">Beast-like greaves of the Bloodhound
Knights.</text>
1150 <text id="791100">Beast-like armor of the Bloodhound
Knights.</text>
1151 <text id="800000">A dyed hood of gorgeous blue.
1152 Attire worn during a humble festival
beseeching the blessing of the gods.
1153
1154 The most important role in the festival
1155
1156 can only be performed by young maids.
1157 They are distinguished by a wreath of
1158 stunning wildflowers in full bloom.</text>
1159 <text id="800100">Ceremonial garb decorated with charming
1160 embroidery. Attire worn during a humble
festival beseeching the blessing of the gods.
1161
1162 This dyed cloak of brilliant blue can only be
1163
1164 worn by the young girls chosen to play the
1165 festival's most important role.</text>
1166 <text id="801000">A wreath of stunning wildflowers in full
1167 bloom.
1168 Attire worn during a humble festival
beseeching the blessing of the gods.
1169
1170 Though shrunk and withered now,
1171
1172 beauty endures.</text>
<text id="801100">Ceremonial garb decorated with charming
embroidery. Attire worn during a humble

1226 <text id="730100">Pauldron reserved for the badlands'
1227 bravest.
1228 Proof that the wearer has slaughtered countless foes.
1229 Following the example of their chieftain Hoarah Loux, the
1230 brave warriors of the badlands shun excess adornment.</text>
<text id="730200">Bracers reserved for the badlands' bravest.
1231
1232 Proof that the wearer has slaughtered countless foes.
1233
1234 Following the example of their chieftain Hoarah Loux, the
1235 brave warriors of the badlands shun excess adornment.</text>
1236 <text id="730300">Gaiters formed only with leather straps.
1237 Common wear in the badlands.</text>
1238 <text id="740000">A hooded cloak of vivid crimson.
Worn by expatriated royalty.
1239
1240 Such cloaks were gifted to those who departed on journeys
without specific orders, to faraway lands from which they
would never return. In other words, the gift of a cloak made
it easier for undesirables to be on their way.
1241
1242 Roderika never once saw the guidance of grace.</text>
1243 <text id="740100">Traveling attire fashioned from metallic
white silk thread. Worn by expatriated royalty.
1244
1245 A gift of such rare beauty, a royal wouldn't disgrace their
illustrious heritage even if found dead, in a ditch, in the
middle of nowhere, while wearing such splendid raiment.</text>
1246
1247 <text id="740200">Gloves of plush leather.
Worn by expatriated royalty.
1248
1249 A gift of such rare beauty, a royal wouldn't disgrace their
illustrious heritage even if found dead, in a ditch, in the
middle of nowhere, while wearing such splendid raiment.</text>
1250 <text id="740300">White trousers of superior craftsmanship.
1251 Worn by expatriated royalty.
1252
1253 A gift of such rare beauty, a royal wouldn't disgrace their
illustrious heritage even if found dead, in a ditch, in the
middle of nowhere, while wearing such splendid raiment.</text>
1254 <text id="741000">A hooded cloak of deep navy.
1255 Worn by expatriated royalty.
1256
1257 Increases mind.
1258
1259 Such cloaks were gifted to those who departed on missions to
faraway lands, from which they would never return. But what
choice did they have, having seen the guidance of grace?</text>
1260 <text id="760000">Beast's helm made of black iron and
decorated with gold.
Worn by Maliketh the Black Blade.
1261
1262 Maliketh, Queen Marika's loyal half-brother, bore a blade
imbued with Destined Death, and there was not one demigod who
did not fear him.

1173 festival beseeching the blessing of the gods.
1174
1175 The embroidered flowers of pale white convey
1176 the palpable virtue and beauty of the blessing.</text>
1177 <text id="802000">A dyed hood of gorgeous red.

1178 Attire worn during a humble festival
1179 beseeching the blessing of the gods.
1180
1181 The most important role in the festival

1182 can only be performed by young maids.
1183 They are distinguished by a wreath of
1184 stunning wildflowers in full bloom.</text>
1185 <text id="802100">Ceremonial garb decorated with charming
1186 embroidery. Attire worn during a humble
1187 festival beseeching the blessing of the gods.
1188
1189 This dyed cloak of brilliant blue can only be
1190 worn by the young girls chosen to play the
1191 festival's most important role.</text>

1192 <text id="810000">Hood of a rune cursed citizen.</text>
1193 <text id="810100">Garb of a rune cursed citizen.</text>
1194 <text id="810300">Waistcloth of a rune cursed citizen.</text>
1195 <text id="811000">Garb of a rune cursed citizen.</text>
1196 <text id="811100">Garb of a rune cursed citizen.</text>
1197 <text id="812000">Crown of a rune cursed citizen.</text>
1198 <text id="812100">Garb of a rune cursed citizen.</text>
1199 <text id="820000">Head concealing silver robe.</text>
1200 <text id="830000">Stone mask of the Twin Crystal Sage.</text>
1201 <text id="830100">Robe worn by Raya Lucaria's magic scholars.
1202
1203 Those who dedicate themselves to the study of glintstones
formed from starry amber receive this modest yet elegant deep
blue garb along with their vows of virtue and austerity.

1263
1264 Champions knew what was at stake.
1265 Indeed, that is what made them champions.</text>
1266 <text id="760100">Beast's armor made of black iron and
decorated with gold.
1267 Worn by Maliketh the Black Blade.

1268
1269 Maliketh, Queen Marika's loyal half-brother, bore a blade
imbued with Destined Death, and there was not one demigod who
did not fear him.

1270
1271 Champions knew what was at stake.
1272 Indeed, that is what made them champions.</text>
1273 <text id="760200">Beast's gauntlets made of black iron and
decorated with gold.
1274 Worn by Maliketh the Black Blade.

1275
1276 Maliketh, Queen Marika's loyal half-brother, bore a blade
imbued with Destined Death, and there was not one demigod who
did not fear him.

1277
1278 Champions knew what was at stake.
1279 Indeed, that is what made them champions.</text>
1280 <text id="760300">Beast's greaves made of black iron and
decorated with gold.
1281 Worn by Maliketh the Black Blade.
1282
1283 Maliketh, Queen Marika's loyal half-brother, bore a blade
imbued with Destined Death, and there was not one demigod who
did not fear him.
1284
1285 Champions knew what was at stake.
1286 Indeed, that is what made them champions.</text>
1287 <text id="761100">Beast's armor made of black iron and
decorated with gold.
1288 Worn by Maliketh the Black Blade.
1289
1290 Maliketh, Queen Marika's loyal half-brother, bore a blade
imbued with Destined Death, and there was not one demigod who
did not fear him.

1291
1292 Champions knew what was at stake.
1293 Indeed, that is what made them champions.</text>
1294 <text id="770000">Winged helm made of unalloyed gold.
1295 Worn by Malenia, Blade of Miquella.
1296
1297 Malenia awaited Miquella at the foot of the husk.
1298
1299 "My brother will keep his promise. He possesses the wisdom,
the allure, of a god-he is the most fearsome Emyrean of
all."</text>
1300 <text id="770100">Armor made of unalloyed gold.
1301 Worn by Malenia, Blade of Miquella.
1302
1303 Malenia awaited Miquella at the foot of the husk.
1304
1305 "My brother will keep his promise. He possesses the wisdom,
the allure, of a god-he is the most fearsome Emyrean of
all."</text>
1306 <text id="770200">Gauntlet made of unalloyed gold.
1307 Worn by Malenia, Blade of Miquella.
1308
1309 Malenia awaited Miquella at the foot of the husk.
1310
1311 "My brother will keep his promise. He possesses the wisdom,
the allure, of a god-he is the most fearsome Emyrean of
all."</text>
1312 <text id="770300">Greaves made of unalloyed gold.
1313 Worn by Malenia, Blade of Miquella.
1314
1315 Malenia awaited Miquella at the foot of the husk.
1316
1317 "My brother will keep his promise. He possesses the wisdom,
the allure, of a god-he is the most fearsome Emyrean of
all."</text>
1318 <text id="771100">Armor made of unalloyed gold.
1319 Worn by Malenia, Blade of Miquella.
1320
1321 Malenia awaited Miquella at the foot of the husk.
1322
1323 "My brother will keep his promise. He possesses the wisdom,
the allure, of a god-he is the most fearsome Emyrean of
all."</text>
1324 <text id="780000">An old helm that has seen many battles.
1325 Worn by Niall, the veteran general of Sol.
1326
1327 Niall was a lone survivor who commanded spirits to defend his
long-passed master.
1328
1329 This aging general could not die, nor did he have anywhere to
fade away.</text>
1330 <text id="780100">Old armor that has seen many battles.
1331 Worn by Niall, the veteran general of Sol.
1332
1333 Niall was a lone survivor who commanded spirits to defend his
long-passed master.
1334
1335 This aging general could not die, nor did he have anywhere to

1336 fade away.</text>
1337 <text id="780200">Old gauntlets that have seen many battles.
1338 Worn by Niall, the veteran general of Sol.
1339 Niall was a lone survivor who commanded spirits to defend his
long-passed master.
1340
1341 This aging general could not die, nor did he have anywhere to
fade away.</text>
1342 <text id="780300">Old greaves that have seen many battles.
1343 Worn by Niall, the veteran general of Sol.
1344
1345 Niall was a lone survivor who commanded spirits to defend his
long-passed master.
1346
1347 This aging general could not die, nor did he have anywhere to
fade away.</text>
1348 <text id="781100">Old armor that has seen many battles.
1349 Worn by Niall, the veteran general of Sol.
1350
1351 Niall was a lone survivor who commanded spirits to defend his
long-passed master.
1352
1353 This aging general could not die, nor did he have anywhere to
fade away.</text>
1354 <text id="790000">Metal helm with a pointed beak.
1355 Worn by the Bloodhound Knights.
1356
1357 The Bloodhound Knights are trained as hunters and known to be
unshakable trackers.
1358
1359 Without the use of language, each knight chooses his own
master.
1360 Once the decision has been made, the knight stays loyal for
life.</text>
1361 <text id="790100">Metal armor with a jutting breastplate.
1362 Worn by the Bloodhound Knights.
1363
1364 The Bloodhound Knights are trained as hunters and known to be
unshakable trackers.
1365
1366 Without the use of language, each knight chooses his own
master.
1367 Once the decision has been made, the knight stays loyal for
life.</text>
1368 <text id="790200">Metal gauntlets of the Bloodhound Knights.
1369
1370 The Bloodhound Knights are trained as hunters and known to be
unshakable trackers.
1371
1372 Without the use of language, each knight chooses his own
master.
1373 Once the decision has been made, the knight stays loyal for
life.</text>
1374 <text id="790300">Metal greaves of the Bloodhound Knights.
1375
1376 The Bloodhound Knights are trained as hunters and known to be
unshakable trackers.
1377
1378 Without the use of language, each knight chooses his own
master.
1379 Once the decision has been made, the knight stays loyal for
life.</text>
1380 <text id="791100">Metal armor with a jutting breastplate.
1381 Worn by the Bloodhound Knights.
1382
1383 The Bloodhound Knights are trained as hunters and known to be
unshakable trackers.
1384
1385 Without the use of language, each knight chooses his own
master.
1386 Once the decision has been made, the knight stays loyal for
life.</text>
1387 <text id="800000">Hood worn by dancers at the festivities in
Dominula, the village of windmills.
1388
1389 Decorated with many-colored flowers.</text>
1390 <text id="800100">Ceremonial garb worn by dancers at the
festivities in Dominula, the village of windmills.
1391
1392 Faintly bloodstained.</text>
1393 <text id="801000">Hood worn by dancers at the festivities in
Dominula, the village of windmills.
1394
1395 Decorated with a stunning array of flowers.</text>
1396 <text id="801100">Ceremonial garb worn by dancers at the
festivities in Dominula, the village of windmills.
1397
1398 Faintly bloodstained.</text>
1399 <text id="802000">Hood worn by dancers at the festivities in
Dominula, the village of windmills.
1400
1401 Use of this hood, dyed in a stunning blue, is only permitted
for the young maids who play the central role in the
festival.</text>
1402 <text id="802100">Ceremonial garb worn by dancers at the
festivities in Dominula, the village of windmills.
1403
1404 Use of this garb, dyed in a stunning blue, is only permitted
for the young maids who play the central role in the
festival.</text>
1405 <text id="810000">A headband that holds cloth in place.
1406 Standard wear for commoners of the Lands Between.
1407
1408 Only, there are no commoners remaining with their wits about
them.</text>
1409 <text id="810100">Garb with a thick embroidered cape
attached.
1410 Standard wear for commoners of the Lands Between.
1411
1412 The board hung from the neck depicts a sprawling tree, its
roots and branches forming two holes. This is a self-imposed
shackle, a voluntary display of allegiance to the Erdtree
that increases faith.</text>
1413 <text id="810300">Modest shoes made of cloth.

1204 But with extended life, one is apt to forget old vows.</text>
1205 <text id="830200">Manchettes worn by Raya Lucaria's magic
1206 scholars.
1207 Made by wrapping a simple cloth around the forearms.</text>
1208 <text id="830300">Leggings worn by Raya Lucaria's magic
1209 scholars.
1210 Made by wrapping a simple cloth around the legs.</text>
1211 <text id="832000">Stone mask of a Gold Amber Sage.</text>
1212 <text id="833000">A mask of heavy stone resembling the wise
1213 Karolos, a forefather of the Raya Lucarian resurgence.
1214 Magic scholars wear this mask to show the lineage of their
1215 glintstone study, as well as their vows of virtue and
1216 austerity.
1217 An eye for the world and a keen mind—first and foremost, a
1218 sorcerer must surrender both to their craft.</text>
1219 <text id="834000">Stone mask of a Green Glintstone Sage.</
1220 text>
1221 <text id="834100">Stone mask of a Green Glintstone Sage.
1222 This mask is broken, its glintstone fractured.</text>
1223 <text id="840000">Cylindrical helm of plate metal reinforced
1224 with
1225 a lattice. Worn by marionette soldiers, notorious
1226 attendants of the glintstone sorcerers.
1227 The construction of this helm is remarkably crude.
1228 Good enough however, for a mere doll.</text>
1229 <text id="840100">Armor of metal bands arranged in a lattice.
Worn by marionette soldiers, notorious
attendants of the glintstone sorcerers.

1414 Standard wear for commoners of the Lands Between.
1415
1416 Only, there are no commoners remaining with their wits about
1417 them.</text>
1418 <text id="811000">A headband with the cloth removed.
1419 Standard wear for commoners of the Lands Between.
1420
1421 Only, there are no commoners remaining with their wits about
1422 them.</text>
1423 <text id="811100">Garb decorated with intricate embroidery.
1424 Standard wear for commoners of the Lands Between.
1425
1426 The board hung from the neck depicts a sprawling tree, its
1427 roots and branches forming two holes. This is a self-imposed
1428 shackle, a voluntary display of allegiance to the Erdtree
that increases faith.</text>
1429 <text id="812000">Garb with a modest cloth cape attached.
1430 Standard wear for commoners of the Lands Between.
1431
1432 The board hung from the neck depicts a sprawling tree, its
1433 roots and branches forming two holes. This is a self-imposed
1434 shackle, a voluntary display of allegiance to the Erdtree
that increases faith.</text>
1435 <text id="812100">Modest garb made of cloth.
1436 Standard wear for commoners of the Lands Between.
1437
1438 The board hung from the neck depicts a sprawling tree, its
1439 roots and branches forming two holes. This is a self-imposed
1440 shackle, a voluntary display of allegiance to the Erdtree
that increases faith.</text>
1441 <text id="820000">The soft bundle worn on the head by Oracle
1442 Envoys.
1443 Densely wrapped in several layers of cloth.
1444
1445 Raises the potency of bubble-based skills.
1446
1447 No one knows what the cloth hides, but some claim to have
1448 heard a faint whimpering from inside. It must have been their
1449 imagination.</text>
1450 <text id="830000">One of the glintstone crowns bestowed upon
1451 Raya Lucaria scholars whose pursuits were deemed worthy.
1452
1453 Greatly increases intelligence to the detriment of HP and
1454 stamina.
1455
1456 Scholars of the Twinsage Conspectus were the elites of the
1457 academy, permitted to study and excel in sorceries of all
1458 kinds.</text>
1459 <text id="830100">Robe worn by Raya Lucaria's scholars of
1460 sorcery.
1461
1462 Those who dedicate themselves to the study of glintstones
1463 formed from starry amber receive this modest yet elegant deep
1464 navy garb after making their vows of virtue and austerity.
1465
1466 But with extended life, one is apt to forget old vows.</text>
1467 <text id="830200">Manchettes worn by Raya Lucaria's scholars
1468 of sorcery.
1469 Made by wrapping a simple cloth around the forearms.</text>
1470 <text id="830300">Leggings worn by Raya Lucaria's scholars of
1471 sorcery.
1472 Made by wrapping a simple cloth around the legs.</text>
1473 <text id="831000">One of the glintstone crowns bestowed upon
1474 Raya Lucaria scholars whose pursuits were deemed worthy.
1475
1476 Increases intelligence to the detriment of HP.
1477
1478 The lineage of the Olivinus Conspectus began with the
1479 sorcerer Lusat, and its adherents continue his study of
1480 meteors.</text>
1481 <text id="832000">One of the glintstone crowns bestowed upon
1482 Raya Lucaria scholars whose pursuits were deemed worthy.
1483
1484 Increases intelligence and dexterity to the detriment of HP.
1485
1486 Scholars of the Lazuli Conspectus study Carian sorceries—a
1487 heterodox pursuit that views the moon as equal to the
1488 stars.</text>
1489 <text id="833000">One of the glintstone crowns bestowed upon
1490 Raya Lucaria scholars whose pursuits were deemed worthy.
1491
1492 Increases intelligence to the detriment of stamina.
1493
1494 The Karolos Conspectus is the oldest of the academy's
1495 lineages of study, begat by the sorcerer Azur. Scholars who
1496 follow in his footsteps pursue the mysteries of comets.</
1497 text>
1498 <text id="834000">One of the glintstone crowns bestowed upon
1499 Raya Lucaria scholars whose pursuits were deemed worthy.
1500
1501 Increases intelligence and arcane to the detriment of
1502 stamina.
1503
1504 This gentle-looking crown was granted to a scholar who
1505 excelled in her studies, which also merited the title of
1506 "witch."</text>
1507 <text id="834100">Stone mask of a Green Glintstone Sage.
1508 This mask is broken, its glintstone fractured.</text>
1509 <text id="840000">Cylindrical helm of plate metal reinforced
1510 with a lattice.
1511 Worn by marionette soldiers, crafted to serve the sorcerers.
1512
1513 The construction of this helm is remarkably crude.
1514
1515 For a doll, the only thing that matters is that it does not
1516 break.</text>
1517 <text id="840100">Armor of metal bands arranged in a lattice.
1518 Worn by marionette soldiers, crafted to serve the sorcerers.

1230 The construction of this armor is remarkably crude,
1231 now rusted over and severely dented.
1232
1233 Still good enough however, for a mere doll.</text>
1234
1235 <text id="850000">Iron mask worn by marionette soldiers.</
1236 text>
1237 <text id="860000">A helm worn by Vargram the Bloody Wolf, one
1238 of the first Tarnished to visit the Roundtable Hold.
1239
1240 Vargram earned his nickname from the white wolf pelt that
1241 adorns this helm.</text>
1242 <text id="860100">Armor worn by Vargram the Bloody Wolf, one
1243 of the first Tarnished to visit the Roundtable Hold.
1244
1245 According to the old legends, wolves are the shadows of the
1246 Emyrean.
1247 Vargram aspired to such a state himself.</text>
1248
1249 <text id="860200">Gauntlets worn by Vargram the Bloody Wolf,
1250 one of the first Tarnished to visit the Roundtable Hold.
1251
1252 According to the old legends, wolves are the shadows of the
1253 Emyrean.
1254 Vargram aspired to such a state himself.</text>
1255
1256 <text id="870000">Helm made from strips of iron fastened
1257 together.
1258 Worn by warriors of the land of reeds.
1259
1260 A long and tragic civil war has engulfed the land
1261
1262 of reeds for the longest time, itself long
1263 alienated from the cultures of its neighbors.
1264 It's no surprise the entire nation has succumbed
1265 to bloodsoaked madness, or so it is said.</text>
1266 <text id="870100">Armor made from strips of iron fastened
1267 together.
1268 Worn by warriors of the land of reeds.
1269
1270 The grimy outer mantle is made from withered
1271 reeds from the warrior's home town.
1272
1273 "Do any thoughts of home yet remain, I wonder?"</text>
1274 <text id="870200">Gauntlets wrapped in tough leather.
1275 Worn by warriors of the land of reeds.</text>
1276 <text id="870300">Greaves wrapped in tough leather.
1277 Worn by warriors of the land of reeds.</text>
1278 <text id="871100">Armor made from strips of iron fastened
1279 together.
1280 Worn by warriors of the land of reeds.
1281
1282 The grimy outer mantle is made from withered
1283
1284 reeds from the warrior's home town.
1285
1286 "Do any thoughts of home yet remain, I wonder?"</text>
1287 <text id="872000">Mask fashioned on a veteran warrior from
1288 the land of reeds.</text>
1289 <text id="872100">Stomach band of a veteran warrior from the
1290 land of reeds.</text>
1291
1292 <text id="872200">Gauntlets of a veteran warrior from the
1293 land of reeds.</text>
1294 <text id="872300">Greaves of a veteran warrior from the land
1295 of reeds.</text>
1296 <text id="880000">Black hood of those who kill for a
1297 living.</text>
1298 <text id="880100">Black robe of those who kill for a
1299 living.</text>
1300 <text id="880200">Gloves of those who kill for a living.</
1301 text>
1302 <text id="880300">Boots of those who kill for a living.</
1303 text>
1304
1305 <text id="881000">Mask of those who kill for a living.</text>
1306
1307 <text id="881100">Vest of those who kill for a living.</text>
1308
1309 <text id="890000">Iron mask forced on a prisoner convicted
1310 of a heinous crime.

1483 The construction of this armor is remarkably crude, now
1484 rusted over and severely dented.
1485
1486 For a doll, the only thing that matters is that it does not
1487 break.</text>
1488 <text id="850000">Metal helm formed in the likeness of the
1489 face of a bird.
1490 Worn by avionette soldiers, crafted to serve the sorcerers.
1491
1492 The construction of this helm is remarkably crude.
1493
1494 For a doll, the only thing that matters is that it does not
1495 break.</text>
1496 <text id="860000">Helm worn by Vargram the Raging Wolf, one
1497 of the first Tarnished to visit the Roundtable Hold.
1498
1499 Vargram's nickname comes from the white wolf's mane that
1500 decorates this helm.</text>
1501 <text id="860100">Armor worn by Vargram the Raging Wolf, one
1502 of the first Tarnished to visit the Roundtable Hold.
1503
1504 According to the old legends, wolves are the shadows of the
1505 Emyrean, and this is what Vargram aspired to be.</text>
1506 <text id="860200">Gauntlets worn by Vargram the Raging Wolf,
1507 one of the first Tarnished to visit the Roundtable Hold.
1508
1509 According to the old legends, wolves are the shadows of the
1510 Emyrean, and this is what Vargram aspired to be.</text>
1511 <text id="860300">Greaves worn by Vargram the Raging Wolf,
1512 one of the first Tarnished to visit the Roundtable Hold.
1513
1514 According to the old legends, wolves are the shadows of the
1515 Emyrean, and this is what Vargram aspired to be.</text>
1516 <text id="861100">Armor worn by Vargram the Raging Wolf, one
1517 of the first Tarnished to visit the Roundtable Hold.
1518
1519 According to the old legends, wolves are the shadows of the
1520 Emyrean, and this is what Vargram aspired to be.</text>
1521 <text id="870000">Helm made from strips of iron fastened
1522 together.
1523 Worn by warriors of the Land of Reeds.
1524
1525 The Land of Reeds has long been locked in a miserable civil
1526 war, during which time it has remained alienated from the
1527 cultures of its neighbors. Little wonder that the entire
1528 nation has succumbed to blood-soaked madness, or so it is
1529 said.</text>
1530
1531 <text id="870100">Armor made from strips of iron fastened
1532 together.
1533 Worn by warriors of the Land of Reeds.
1534
1535 The grimy outer mantle is made from withered reeds from the
1536 warrior's birthplace.
1537 Perhaps its comforts extend to nostalgic thoughts of home.</
1538 text>
1539
1540 <text id="870200">Gauntlets wrapped in tough leather.
1541 Worn by warriors of the Land of Reeds.</text>
1542 <text id="870300">Greaves wrapped in tough leather.
1543 Worn by warriors of the Land of Reeds.</text>
1544 <text id="871100">Armor made from strips of iron fastened
1545 together.
1546 Worn by warriors of the Land of Reeds.
1547
1548 The Land of Reeds has long been locked in a miserable civil
1549 war, during which time it has remained alienated from the
1550 cultures of its neighbors. Little wonder that the entire
1551 nation has succumbed to blood-soaked madness, or so it is
1552 said.</text>
1553 <text id="872000">A wooden mask that depicts an old man
1554 baring his teeth. The source of the sobriquet of the great
1555 swordsman of the Land of Reeds.
1556 Raises dexterity as it lowers focus.
1557
1558 The more he sharpened his mind, the more the absurdities of
1559 the world came into stark relief. And so Okina renounced it
1560 all, and rose to a higher plane. There was only himself. His
1561 katana. And its mastery.
1562
1563 Before long, Okina became a demon of a swordsman.</text>
1564
1565 <text id="872100">Armor of the White Reeds, fashioned from
1566 banded iron plates.
1567 Worn by the Inaba, head disciples of the great swordsman
1568 Okina.
1569
1570 The Inaba traveled in pursuit of not only the master who
1571 abandoned them, but also proper deaths, won honorably through
1572 hard-fought combat.
1573 To be a White Reed is to seek death; fitting for the Inaba,
1574 who desired nothing more than to die by the sword.</text>
1575 <text id="872200">Gauntlets of the White Reeds, fashioned
1576 from banded iron plates.
1577 Worn by the Inaba, head disciples of the great swordsman
1578 Okina.

1291 Thick, heavy, and utterly stifling.
1292
1293 A foul creation designed to torment the wearer,

1294 either slowly fermenting hatred within their
1295 heart, or a spiritual fervor that is near
1296 indistinguishable from it.</text>
1297 <text id="890100">Tattered attire.
1298 Worn by the perpetrator of an appalling crime.
1299
1300 Never once washed, every fiber is filthy.</text>
1301 <text id="890300">Tattered trousers.
1302 Worn by the perpetrator of an appalling crime.
1303
1304 Never once washed, every fiber is filthy.
1305 The smell is uncanny.</text>
1306 <text id="891000">Iron mask worn by only the most violent
offenders.</text>
1307 <text id="900000">Hood worn by traveling clerics.</text>
1308 <text id="900100">Robe worn by traveling clerics.</text>
1309 <text id="900200">Gloves worn by traveling clerics.</text>

1310 <text id="900300">Skirt worn by traveling clerics.</text>
1311 <text id="901100">Tunic worn by traveling clerics.</text>
1312 <text id="902000">Crown worn by Saints.</text>

1313 <text id="902100">Dress worn by Saints.</text>
1314 <text id="902300">Skirt worn by Saints.</text>
1315 <text id="903100">Tunic worn by Saints.</text>

1316 <text id="910000">Hat worn by ruthless Chaplains.</text>
1317 <text id="910100">Gown worn by ruthless Chaplains.</text>
1318 <text id="910200">Gloves worn by ruthless Chaplains.</text>

1319 <text id="910300">Boots worn by ruthless Chaplains.</text>
1320 <text id="911000">Hood worn by ruthless Chaplains.</text>
1321 <text id="911100">Vest worn by ruthless Chaplains.</text>

1539 The Inaba traveled in pursuit of not only the master who
abandoned them, but also proper deaths, won honorably through
hard-fought combat.
1540 To be a White Reed is to seek death; fitting for the Inaba,
who desired nothing more than to die by the sword.</text>
1541 <text id="872300">Greaves of the White Reeds, fashioned from
banded iron plates.
1542 Worn by the Inaba, head disciples of the great swordsman
Okina.
1543
1544 The Inaba traveled in pursuit of not only the master who
abandoned them, but also proper deaths, won honorably through
hard-fought combat.
1545 To be a White Reed is to seek death; fitting for the Inaba,
who desired nothing more than to die by the sword.</text>
1546 <text id="880000">Black hood for blending in with the
darkness.
1547 Worn by church confessors.
1548
1549 The churches outside the Lands Between, dedicated to the
teachings of the Two Fingers, send confessors out to follow
the guidance of grace.
1550
1551 The confessors are loyal servants to the Two Fingers, ready
to hunt down and quietly dispose of their enemies.</text>
1552 <text id="880100">Black leather armor for blending in with
the darkness.
1553 Worn by church confessors.
1554
1555 The churches outside the Lands Between, dedicated to the
teachings of the Two Fingers, send confessors out to follow
the guidance of grace.
1556
1557 The confessors are loyal servants to the Two Fingers, ready
to hunt down and quietly dispose of their enemies.</text>
1558 <text id="880200">Black leather gloves of the church
confessors.
1559
1560 The churches outside the Lands Between, dedicated to the
teachings of the Two Fingers, send confessors out to follow
the guidance of grace.
1561
1562 The confessors are loyal servants to the Two Fingers, ready
to hunt down and quietly dispose of their enemies.</text>
1563 <text id="880300">Leather boots of the church confessors.
1564
1565 The churches outside the Lands Between, dedicated to the
teachings of the Two Fingers, send confessors out to follow
the guidance of grace.
1566
1567 The confessors are loyal servants to the Two Fingers, ready
to hunt down and quietly dispose of their enemies.</text>
1568 <text id="881000">Cloth headwrap worn under a church
confessor's black hood.
1569 Such hoods are made for blending in with the darkness.</text>
1570 <text id="881100">Black leather armor for blending in with
the darkness.
1571 Worn by church confessors.
1572
1573 The churches outside the Lands Between, dedicated to the
teachings of the Two Fingers, send confessors out to follow
the guidance of grace.
1574
1575 The confessors are loyal servants to the Two Fingers, ready
to hunt down and quietly dispose of their enemies.</text>
1576 <text id="890000">Iron mask forced on a prisoner convicted of
an appalling crime.
1577 Thick, heavy, and utterly stifling.
1578
1579 A foul creation designed to torment the wearer, either slowly
fermenting hatred within their heart, or a spiritual fervor
that is near indistinguishable from it.</text>
1580 <text id="890100">Tattered clothing.
1581 Worn by a prisoner convicted of an appalling crime.

1582
1583 Never once washed, every fiber is filthy.</text>
1584 <text id="890300">Tattered trousers.
1585 Worn by a prisoner convicted of an appalling crime.
1586
1587 Never once washed, every fiber is filthy.
1588 The smell is beyond belief.</text>
1589 <text id="891000">Iron mask forced on convicted prisoners.

1590 Worn by the blackguard Big Boggart.
1591
1592 To Boggart, the mask made him all the more threatening, and
helped him get what he wanted. But it was also a mirror of
his emptiness.</text>
1593 <text id="900000">Hood worn by traveling maidens.
1594
1595 Maidens traversed the Lands Between for different reasons.
Some to seek audience with the Fingers. Others, to find the
Tarnished who they were destined to guide.</text>
1596 <text id="900100">Robe worn by traveling maidens.
1597
1598 Maidens traversed the Lands Between for different reasons.
Some to seek audience with the Fingers. Others, to find the
Tarnished who they were destined to guide.</text>
1599 <text id="900200">Gloves worn by traveling maidens.
1600
1601 Maidens traversed the Lands Between for different reasons.
Some to seek audience with the Fingers. Others, to find the
Tarnished who they were destined to guide.</text>
1602 <text id="900300">Boots worn by traveling maidens.
1603
1604 Maidens traversed the Lands Between for different reasons.
Some to seek audience with the Fingers. Others, to find the
Tarnished who they were destined to guide.</text>
1605 <text id="901100">Modest garb of traveling maidens, typically
worn under their robes.</text>
1606 <text id="902000">Fillet worn by maidens who serve the Two
Fingers.

1322 <text id="920000">A headdress made from wildflowers.
1323 Wearing this might make you less easy to spot.</text>
1324 <text id="930000">Hood worn by followers of the deadly
1325 birds.</text>
1326 <text id="930100">Cloak worn by followers of the deadly
1327 birds.</text>
1328 <text id="930200">Wraps worn by followers of the deadly
1329 birds.</text>
1330 <text id="930300">Trousers worn by followers of the deadly
1331 birds.</text>
1332 <text id="931100">Vest worn by followers of the deadly
1333 birds.</text>
1334 <text id="940000">Deathwatch, Jerren's hood.</text>
1335 <text id="940100">Deathwatch, Jerren's armor.</text>
1336 <text id="940200">Deathwatch, Jerren's gauntlets.</text>
1337 <text id="940300">Deathwatch, Jerren's tights.</text>
1338 <text id="941000">Deathwatch, Jerren's hood.</text>
1339 <text id="950000">Deformed helm of a mad knight in despair.</
1340 text>
1341 <text id="950100">Deformed armor of a mad knight in
1342 despair.</text>
1343 <text id="950200">Deformed gauntlets of a mad knight in
1344 despair.</text>
1345 <text id="950300">Deformed greaves of a mad knight in
1346 despair.</text>
1347 <text id="951100">Deformed armor of a mad knight in
1348 despair.</text>
1349 <text id="960000">White mask of Tanith, Lady of the Volcano
1350 Manor.</text>
1351 <text id="960100">Dress of Tanith, Lady of the Volcano
Manor.</text>
<text id="960300">Skirt of Tanith, Lady of the Volcano
Manor.</text>
<text id="961000">Stone mask of Rya, servant to the Volcano
Manor.</text>
<text id="961100">Extravagantly embroidered noble's robe.</
text>
<text id="962100">Extravagantly embroidered noble's gown.</
text>
<text id="963000">An eerie white haired silver mask.</text>
<text id="963100">Noble's cape woven with sturdy fabric.</
text>
<text id="963200">Noble's waistcloth woven with sturdy
fabric.</text>
<text id="964000">Bandages dirtied with blood.</text>
<text id="964100">Noble's gown woven with sturdy fabric.</
text>
<text id="970000">Mask of a curse gnawed Omen.</text>
<text id="970100">Armor of a curse gnawed Omen.</text>

1607 The maidens live to serve a chosen Tarnished, sharing their
1608 guidance and the wisdom of the Two Fingers.
1609 The guidance of grace would ensure that the pair be brought
1610 together. Or at least, such was the promise long ago.</text>
1611 <text id="902100">Robe worn by maidens who serve the Two
1612 Fingers.
1613 The maidens live to serve a chosen Tarnished, sharing their
1614 guidance and the wisdom of the Two Fingers.
1615 The guidance of grace would ensure that the pair be brought
1616 together. Or at least, such was the promise long ago.</text>
1617 <text id="902300">Shoes worn by maidens who serve the Two
1618 Fingers.
1619 The maidens live to serve a chosen Tarnished, sharing their
1620 guidance and the wisdom of the Two Fingers.
1621 The guidance of grace would ensure that the pair be brought
1622 together. Or at least, such was the promise long ago.</text>
1623 <text id="903100">Robe worn by maidens who serve the Two
1624 Fingers.
1625 The maidens live to serve a chosen Tarnished, sharing their
1626 guidance and the wisdom of the Two Fingers.
1627 The guidance of grace would ensure that the pair be brought
1628 together. Or at least, such was the promise long ago.</text>
1629 <text id="910000">Large hat with the movements of the stars
1630 drawn on the inside of the brim.
1631 Worn by the magic preceptors who served the Carian royals.
1632 Increases mind to the detriment of stamina.
1633 Glintstone sorcerers are the descendants of astrologers, a
1634 fact that the Carians remain aware of. Even if their fate has
1635 been long severed from the stars.</text>
1636 <text id="910100">A long, bright blue gown with the movements
1637 of the stars drawn upon it.
1638 Worn by the magic preceptors who served the Carian royals.
1639 Glintstone sorcerers are the descendants of astrologers, a
1640 fact that the Carians remain aware of. Even if their fate has
1641 been long severed from the stars.</text>
1642 <text id="910200">Gloves of the magic preceptors who serve
1643 the Carian royals.
1644 Black and perfectly discreet.</text>
1645 <text id="910300">Trousers of the magic preceptors who serve
1646 the Carian royals.
1647 Black and perfectly discreet.</text>
1648 <text id="911000">Mask with the mouth sewn shut with gold
1649 thread.
1650 Increases arcane.
1651 When Radagon married Rennala, he ordered the Carian magic
1652 preceptors to don these masks. To make it clear that all of
1653 their matters were to be kept strictly private.</text>
1654 <text id="911100">Modest garb, previously worn under a long,
1655 bright blue gown with the movements of the stars drawn upon
1656 it.</text>
1657 <text id="920000">A headdress made from wildflowers.
1658 Wearing this might make you less easy to spot.</text>
1659 <text id="930000">Skeletal mask that tightly grips the face.
1660 Worn by the assassins of Ravenmount.
1661 This ritual implement relentlessly digs into the wearer's
1662 face, preserving one's human instincts while dressed in
1663 imitation of the Deathbirds.</text>
1664 <text id="930100">Robe crafted with the black feathers of a
1665 bird of prey.
1666 Worn by the assassins of Ravenmount.
1667 A ritual implement for transforming into a Deathbird, if only
1668 by imitation.
1669 Strengthens jump attacks.
1670 "We are birds of prey, bringers of death."</text>
1671 <text id="930200">Manchettes made by simply wrapping dirty
1672 cloth around the arms.
1673 Worn by bandits.</text>
1674 <text id="930300">Leather boots worn by bandits.
1675 Light for ease of movement, and supple for masking sound. In
1676 trade, they offer little damage negation.</text>
1677 <text id="931100">Leather garb worn by bandits.
1678 Light for ease of movement, and supple for masking sound. In
1679 trade, they offer little damage negation.</text>
1680 <text id="940000">A pointy, ragged hood.
1681 Worn by the knight Jerren.
1682 The hood hides an aged, bearded mask.
1683 Jerren served General Radahn as a guest commander, and they
1684 are said to have sworn an oath of honorable death to one
1685 another. </text>
1686 <text id="940100">Unusually colorful armor.
1687 Worn by the knight Jerren.

1352 <text id="970200">Gauntlets of a curse gnawed Omen.</text>
1353 <text id="970300">Greaves of a curse gnawed Omen.</text>

1675 Jerren preferred a nomadic existence, but after spending time
as a quest of the Carian royals, he became a guest commander
for General Radahn.
1676
1677 And for the first time, the restless tumbleweed would be
bound by honorable oath.</text>
1678 <text id="940200">The knight Jerren's manchettes.
1679
1680 Jerren preferred a nomadic existence, but after spending time
as a quest of the Carian royals, he became the guest
commander for General Radahn.
1681
1682 And for the first time, the restless tumbleweed would be
bound by honorable oath.</text>
1683 <text id="940300">The knight Jerren's breeches.
1684
1685 Jerren preferred a nomadic existence, but after spending time
as a quest of the Carian royals, he became the guest
commander for General Radahn.
1686
1687 And for the first time, the restless tumbleweed would be
bound by honorable oath.</text>
1688 <text id="941000">A pointy, ragged hood.
1689 Worn by the knight Jerren.
1690
1691 The hood hides an aged, bearded mask.
1692
1693 Jerren served General Radahn as a guest commander, and they
are said to have sworn an oath of honorable death to one
another. </text>
1694 <text id="950000">Iron helm singed and blistered by fingers.
1695 Worn by Vyke, knight of the Roundtable Hold.
1696
1697 No other Tarnished was closer to the throne of the Elden Lord
than Vyke. But without announcement, Vyke traveled far below
the capital, and was scorched by the flame of frenzy.
1698
1699 Did he make his choice for his maiden, or did some other
force lure him with suggestion?</text>
1700 <text id="950100">Iron armor singed and blistered by fingers.
1701 Worn by Vyke, knight of the Roundtable Hold.
1702
1703 No other Tarnished was closer to the throne of the Elden Lord
than Vyke. But without announcement, Vyke traveled far below
the capital, and was scorched by the flame of frenzy.
1704
1705 Did he make his choice for his maiden, or did some other
force lure him with suggestion?</text>
1706 <text id="950200">Iron gauntlets singed and blistered by
fingers.
1707 Worn by Vyke, knight of the Roundtable Hold.
1708
1709 No other Tarnished was closer to the throne of the Elden Lord
than Vyke. But without announcement, Vyke traveled far below
the capital, and was scorched by the flame of frenzy.
1710
1711 Did he make his choice for his maiden, or did some other
force lure him with suggestion?</text>
1712 <text id="950300">Iron greaves singed and blistered by
fingers.
1713 Worn by Vyke, knight of the Roundtable Hold.
1714
1715 No other Tarnished was closer to the throne of the Elden Lord
than Vyke. But without announcement, Vyke traveled far below
the capital, and was scorched by the flame of frenzy.
1716
1717 Did he make his choice for his maiden, or did some other
force lure him with suggestion?</text>
1718 <text id="951100">Iron armor singed and blistered by fingers.
1719 Worn by Vyke, knight of the Roundtable Hold.
1720
1721 No other Tarnished was closer to the throne of the Elden Lord
than Vyke. But without announcement, Vyke traveled far below
the capital, and was scorched by the flame of frenzy.
1722
1723 Did he make his choice for his maiden, or did some other
force lure him with suggestion?</text>
1724 <text id="960000">Mask worn by Tanith, Lady of the Volcano
Manor, in the image of a foreign queen.
1725 Increases dexterity.
1726
1727 Long ago, when Rykard first set eyes on Tanith, she was
working as a dancer in a foreign land. Soon, he made her his
consort.
1728 She was the only human to remain by his side when he became
the serpent of blasphemy.
1729
1730 In that moment, Tanith was truly charmed by him.</text>
1731 <text id="960100">Fine robe of white silk worn by Tanith,
Lady of the Volcano Manor.
1732
1733 Long ago, when Rykard first set eyes on Tanith, she was
working as a dancer in a foreign land. Soon, he made her his
consort.
1734 She was the only human to remain by his side when he became
the serpent of blasphemy.
1735
1736 In that moment, Tanith was truly charmed by him.</text>
1737 <text id="960300">Fine white trousers, perfectly suited for
wearing beneath a silk robe.</text>
1738 <text id="961000">Mask in the image of a wizened sage.
1739 Customary dress among lords in a smaller nation.
1740 Increases faith.
1741
1742 Such a mask illustrates the qualities of an ideal lord:
chiefly, wise and possessing a certain defanged geniality.
1743 One at the center of society often finds these qualities most
expedient.</text>
1744 <text id="961100">Luxurious robe worn by lords in a smaller
nation.
1745 Its fine blue mantle serves to prove its wearer's status.</
text>
1746 <text id="962100">Embroidered, bright green robe worn by
noble children.
1747 Donning such a robe is traditionally the child's first show

1354 <text id="980000">Helm of the enchanted knights that once
served the Carian royal family.

1355 The enchanted knights, anointed by the Lunar Queen, were
1356 heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1357 <text id="980100">Armor of the enchanted knights that once
served the Carian royal family.

1358 The enchanted knights, anointed by the Lunar Queen, were
1359 heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1360 <text id="980200">Gauntlets of the enchanted knights that
once served the Carian royal family.

1361 The enchanted knights, anointed by the Lunar Queen, were
1362 heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1363 <text id="980300">Greaves of the enchanted knights that once
served the Carian royal family.

1364 The enchanted knights, anointed by the Lunar Queen, were all
1365 decorated heroes, were heroes of the highest honors, but fell
into disarray with the decline of the royal family.</text>

1366 <text id="981100">Armor of the enchanted knights that once
served the Carian royal family.

1367 The enchanted knights, anointed by the Lunar Queen, were
1368 heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1369 <text id="990000">Eyepatch worn by a great sorcerer turned
hermit.</text>

1370 <text id="990100">Cape worn by a great sorcerer turned
hermit.</text>

1371 <text id="990200">Arm wraps worn by a great sorcerer turned
hermit.</text>

1372 <text id="990300">Shoes worn by a great sorcerer turned
hermit.</text>

1373 <text id="991100">Tunic worn by a great sorcerer turned
hermit.</text>

1374 <text id="1000000">Mask of an unaffiliated glintstone
sorcerer.</text>

1375 <text id="1000100">Robe of an unaffiliated glintstone
sorcerer.</text>

1376 <text id="1000200">Arm wraps of an unaffiliated glintstone
sorcerer.</text>

1377 <text id="1000300">Waistcloth of an unaffiliated glintstone

of burgeoning independence.</text>

1748 <text id="963000">Mask in the image of a white-haired young
noble.

1749 Customarily worn by the head of House Marais.

1750 Increases arcane.

1751

1752 The Marais family has a dual history spanning generations,
serving as both executioners and castellans of the Shaded
Castle. This mask bears the likeness of the first of their
line.</text>

1753 <text id="963100">Robe with a black mantle across the
shoulders.

1754 Customarily worn by the head of House Marais.

1755

1756 The sons of House Marais are all sickly born.

1757 Little wonder that Maleigh Marais would be so beguiled by the
beautiful and fierce goddess who was born into rot.</text>

1758 <text id="963200">Manchettes formed from tightly-wound
bandages soaked through with blood.

1759

1760 Any protection is welcome for the festering arms beneath.</
text>

1761 <text id="964000">Mask formed from tightly-wound bandages
soaked through with blood.

1762

1763 Even the most ghastly cover is more inviting than the
festering face beneath.</text>

1764 <text id="964100">Grubby blue robe worn by magisterial
officials to carry out their grim tasks.

1765

1766 Surveillance, executions, gruesome rituals... The darkest
duties drive the wheels of mankind.</text>

1767 <text id="970000">Malformed helm resembling an Omen with its
horns cut off.

1768

1769 Worn by the Dung Eater, its form is a vision of the landscape
of his mind, and of his appearance as he wished to see it.

1770

1771 The heart of an Omen without the body to match; could there
be any crueler existence?

1772 What does it matter, then, if the curse claims it all?</text>

1773 <text id="970100">Malformed armor resembling an Omen with its
horns cut off.

1774

1775 Worn by the Dung Eater.

1776 The heavy, sun-shaped medallion represents both the guidance
he once saw, and the ring to which it will one day lead.</
text>

1777 <text id="970200">Malformed gauntlets resembling an Omen with
its horns cut off.

1778

1779 Worn by the Dung Eater, their form is a vision of the
landscape of his mind, and of his appearance as he wished to
see it.

1780

1781 The heart of an Omen without the body to match; could there
be any crueler existence?

1782 What does it matter, then, if the curse claims it all?</text>

1783 <text id="970300">Malformed greaves resembling an Omen with
its horns cut off.

1784

1785 Worn by the Dung Eater, their form is a vision of the
landscape of his mind, and of his appearance as he wished to
see it.

1786

1787 The heart of an Omen without the body to match; could there
be any crueler existence?

1788 What does it matter, then, if the curse claims it all?</text>

1789 <text id="980000">Helm of the enchanted knights that once
served the Carian royal family.

1790

1791 The enchanted knights, anointed by the Lunar Queen, were all
heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1792 <text id="980100">Armor of the enchanted knights that once
served the Carian royal family.

1793

1794 The enchanted knights, anointed by the Lunar Queen, were all
heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1795 <text id="980200">Gauntlets of the enchanted knights that
once served the Carian royal family.

1796

1797 The enchanted knights, anointed by the Lunar Queen, were all
heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1798 <text id="980300">Greaves of the enchanted knights that once
served the Carian royal family.

1799

1800 The enchanted knights, anointed by the Lunar Queen, were all
heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1801 <text id="981100">Armor of the enchanted knights that once
served the Carian royal family.

1802

1803 The enchanted knights, anointed by the Lunar Queen, were all
heroes of the highest honors, but fell into disarray with the
decline of the royal family.</text>

1804 <text id="990000">One of the qlintstone crowns bestowed upon
Raya Lucaria scholars whose pursuits were deemed worthy.

1378 sorcerer.</text>
1379 <text id="1010000">Hat worn by Enchantress Ranni.</text>
1380 <text id="1010100">Robe worn by Enchantress Ranni.</text>
1381 <text id="1010300">Skirt worn by Enchantress Ranni.</text>
1382 <text id="1011100">Dress worn by Enchantress Ranni.</text>
1383 <text id="1020100">Robe worn by Malenia.</text>
1384 <text id="1020200">Arm wraps worn by Malenia.</text>
1385 <text id="1020300">Skirt worn by Malenia.</text>
1386 <text id="1030000">Cap worn by students of the Raya Lucaria Academy.</text>
1387 <text id="1030100">Robe worn by students of the Raya Lucaria Academy.</text>
1388 <text id="1040000">Mask worn by researchers of the Golden Order.</text>
1389 <text id="1040100">Robe worn by researchers of the Golden Order.</text>
1390 <text id="1040200">Arm wraps worn by researchers of the Golden Order.</text>
1391 <text id="1040300">Waistcloth worn by researchers of the Golden Order.</text>
1392 <text id="1050100">Robe worn by Morgott, the Elden Lord.</text>
1393 <text id="1060000">Helm modeled after the silent Frog People.</text>
1394 <text id="1060100">Chainmail worn by the silent Frog People.</text>
1395 <text id="1070000">Mask worn by an ancient hero.</text>
1396 <text id="1070100">Armor worn by an ancient hero.</text>
1397 <text id="1070200">Arm wraps worn by an ancient hero.</text>
1398 <text id="1070300">Waistcloth worn by an ancient hero.</text>
1399 <text id="1080000">Ancient mask with an animal motif.</text>
1400 <text id="1081000">Ancient mask with an animal motif.</text>
1401 <text id="1082000">Ancient mask with an animal motif.</text>
1402 <text id="1083000">Ancient mask with an animal motif.</text>
1403 <text id="1084000">Ancient mask with an animal motif.</text>
1404 <text id="1085000">Ancient mask with an animal motif.</text>
1405 <text id="1090000">Head covering formed from silver tears.</text>
1406 <text id="1100000">Helm made of woven chain worn by frontline soldiers. Though plain in appearance, it is a dependable piece of protection.
1407
1408
1409 Sometimes the path forward is entrusted to
1410 a warrior of no great renown. Such times
1411 are known as the call of destiny.</text>
1412 <text id="1100100">Chest piece made of woven chain worn by
1413 frontline soldiers. Though plain in appearance,
1414 it is a dependable piece of protection.
1415
1416 Sometimes the path forward is entrusted to
1417 a warrior of no great renown. Such times
1418 are known as the call of destiny.</text>
1419 <text id="1100200">Gauntlets made of woven chain worn by
1420 frontline soldiers. Though plain in appearance,
1421 they are dependable as protection.
1422
1423 Sometimes the path forward is entrusted to
1424 a warrior of no great renown. Such times
1425 are known as the call of destiny.</text>
1426 <text id="1100300">Greaves made of woven chain worn by
1427 frontline soldiers. Though plain in appearance,
1428 they are dependable as protection.
1429
1430 Sometimes the path forward is entrusted to
1431 a warrior of no great renown. Such times
1432 are known as the call of destiny.</text>
1433 <text id="1101000">Sturdy helm made from iron.</text>
1434 <text id="1101100">Iron armor with a surcoat attached.</text>
1435 <text id="1102100">Iron armor with a blue surcoat attached.</text>
1436 <text id="1110000">Helm modeled after a Land Octopus.</text>
1437 <text id="1120000">This sturdy jar might serve well as a helm.</text>
1438 <text id="1130000">Helm with slime mold growing on it.</text>
1439 <text id="1130100">Armor with slime mold growing on it.</text>
1440 <text id="1130200">Arm wraps with slime mold growing on them.</text>
1441 <text id="1130300">Leg wraps with slime mold growing on it.</text>
1442 <text id="1300000">Shining helm decorated with a mirror.</text>
1443 <text id="1301000">Shining helm decorated on all sides with mirrors.</text>
1444 <text id="1400000">Dirty hood worn by bandits.</text>
1445 <text id="1400100">Dirty leather armor worn by bandits.</text>
1446 <text id="1400200">Dirty gloves worn by bandits.</text>
1447 <text id="1400300">Dirty boots worn by bandits.</text>
1448 <text id="1401000">Dirty garb worn by bandits.</text>
1449 <text id="1500000">Iron helm worn by foreign knights.</text>
1450 <text id="1500100">Iron armor worn by foreign knights.</text>
1451 <text id="1500200">Iron gauntlets worn by foreign knights.</text>

1805
1806 Increases intelligence and endurance to the detriment of FP.
1807
1808 The crown of Hierodas was granted to scholars who engaged in nomadic study away from the academy.</text>
1809 <text id="990100">Commonplace robe made of thick cloth.
1810 Worn by the Errant Sorcerer Wilhelm, one of the first Tarnished to visit Roundtable Hold.
1811
1812 A silent seeker of sorcery, who had gone so far as to make contact with the primeval current, Wilhelm was led by guidance into confrontation with his friend Vargram, and it is said that he was then taken prisoner in Roundtable Hold.</text>
1813 <text id="990200">Commonplace leather manchettes.
1814 Their hands are inlaid with dulled glintstone.</text>
1815 <text id="990300">Commonplace leather boots, sturdy enough to withstand a long journey.</text>
1816 <text id="991100">Commonplace robe made of thick cloth.
1817 Worn by the Errant Sorcerer Wilhelm, one of the first Tarnished to visit Roundtable Hold.
1818
1819 A silent seeker of sorcery, who had gone so far as to make contact with the primeval current, Wilhelm was led by guidance into confrontation with his friend Vargram, and it is said that he was then taken prisoner in Roundtable Hold.</text>
1820 <text id="1000000">One of the glintstone crowns bestowed upon Raya Lucaria scholars whose pursuits were deemed worthy.
1821 Increases intelligence and strength to the detriment of FP.
1822
1823 Scholars of the Haima Conspectus sought the power to quell conflict, and to this end studied the sorceries of cannon fire and the gavel.</text>
1824 <text id="1000100">Robe worn by scholars of the Raya Lucaria Academy, tattered from being worn on the battlefield.
1825
1826 Whenever war broke out and the academy sealed its gates, only Haima's scholars dared venture outside.
1827 Seclusion is no way to foster discovery; it is only a convenient form of escape.</text>
1828 <text id="1000200">Manchettes worn by scholars of the Raya Lucaria Academy, tattered from being worn on the battlefield.</text>
1829 <text id="1000300">Legwraps worn by scholars of the Raya Lucaria Academy, tattered from being worn on the battlefield.</text>
1830 <text id="1010000">Witch's pointed hat, frigid and frozen through.
1831 Of a style associated with practitioners of heretical sorcery.
1832 Strengthens cold sorcery.
1833
1834
1835 Once worn by the snowy crone who the young Ranni encountered deep in the woods. She was a witch, and well versed in cold sorceries.
1836 It is said that the doll that houses Ranni's soul was modeled after her.
1837
1838 That old witch was Ranni's secret mentor.</text>
1839 <text id="1010100">Witch's robe in the color of snow.
1840

1452 <text id="1500300">Iron greaves worn by foreign knights.</text>
1453 <text id="1600000">Hood with a mysterious silhouette.</text>
1454 <text id="1700000">Helm used by Stormveil Knights.</text>
1455 <text id="1700100">Armor used by Stormveil Knights.</text>
1456 <text id="1700200">Gauntlets used by Stormveil Knights.</text>
1457 <text id="1700300">Greaves used by Stormveil Knights.</text>
1458 <text id="1710000">Helm used by Raya Lucaria Academy Knights.</text>
1459 <text id="1710100">Armor used by Raya Lucaria Academy Knights.</text>
1460 <text id="1710200">Gauntlets used by Raya Lucaria Academy Knights.</text>
1461 <text id="1710300">Greaves used by Raya Lucaria Academy Knights.</text>
1462 <text id="1720000">Helm used by Capital Knights.</text>
1463 <text id="1720100">Armor used by Capital Knights.</text>
1464 <text id="1720200">Gauntlets used by Capital Knights.</text>
1465 <text id="1720300">Greaves used by Capital Knights.</text>
1466 <text id="1730000">Helm used by Caelid Wilds Knights.</text>
1467 <text id="1730100">Armor used by Caelid Wilds Knights.</text>
1468 <text id="1730200">Gauntlets used by Caelid Wilds Knights.</text>
1469 <text id="1730300">Greaves used by Caelid Wilds Knights.</text>
1470 <text id="1740100">Armor used by Mausoleum Knights.</text>
1471 <text id="1740200">Gauntlets used by Mausoleum Knights.</text>
1472 <text id="1740300">Greaves used by Mausoleum Knights.</text>
1473 <text id="1750000">Helm used by Knights of Miquella, the Golden Twin.</text>
1474 <text id="1750100">Armor used by Knights of Miquella, the Golden Twin.</text>
1475 <text id="1750200">Gauntlets used by Knights of Miquella, the Golden Twin.</text>
1476 <text id="1750300">Greaves used by Knights of Miquella, the Golden Twin.</text>
1477 <text id="1760000">Helm used by Capital Knights.</text>
1478 <text id="1760100">Armor used by Capital Knights.</text>
1479 <text id="1760200">Gauntlets used by Capital Knights.</text>
1480 <text id="1760300">Greaves used by Capital Knights.</text>
1481 <text id="1761100">Armor used by Capital Knights.</text>
1482 <text id="1770000">Helm used by Stormveil Elite Knights.</text>
1483 <text id="1770100">Armor used by Stormveil Elite Knights.</text>
1484 <text id="1770200">Gauntlets used by Stormveil Elite Knights.</text>
1485 <text id="1770300">Greaves used by Stormveil Elite Knights.</text>
1486 <text id="1771100">Armor used by Stormveil Elite Knights.</text>
1487 <text id="1780000">Helm of Raya Lucaria Academy Elite Knights.</text>
1488 <text id="1780100">Armor of Raya Lucaria Academy Elite Knights.</text>
1489 <text id="1780200">Gauntlets of Raya Lucaria Academy Elite Knights.</text>
1490 <text id="1780300">Greaves of Raya Lucaria Academy Elite Knights.</text>
1491 <text id="1781100">Armor of Raya Lucaria Academy Elite Knights.</text>
1492 <text id="1790000">Helm used by Elite Capital Knights.</text>
1493 <text id="1790100">Armor used by Elite Capital Knights.</text>
1494 <text id="1790200">Gauntlets used by Elite Capital Knights.</text>
1495 <text id="1790300">Greaves used by Elite Capital Knights.</text>
1496 <text id="1791100">Armor used by Elite Capital Knights.</text>
1497 <text id="1800000">Helm used by Elite Caelid Wilds Knights.</text>
1498 <text id="1800100">Armor used by Elite Caelid Wilds Knights.</text>
1499 <text id="1800200">Gauntlets used by Elite Caelid Wilds Knights.</text>
1500 <text id="1800300">Greaves used by Elite Caelid Wilds Knights.</text>
1501 <text id="1801100">Armor used by Elite Caelid Wilds Knights.</text>
1502 <text id="1810100">Armor used by Elite Mausoleum Knights.</text>
1503 <text id="1810200">Gauntlets used by Elite Mausoleum Knights.</text>
1504 <text id="1810300">Greaves used by Elite Mausoleum Knights.</text>
1505 <text id="1811100">Armor used by Elite Mausoleum Knights.</text>
1506 <text id="1820000">Helm used by Elite Knights of Miquella, the Golden Twin.</text>
1507 <text id="1820100">Armor used by Elite Knights of Miquella, the Golden Twin.</text>
1508 <text id="1820200">Gauntlets used by Elite Knights of Miquella, the Golden Twin.</text>
1509 <text id="1820300">Greaves used by Elite Knights of Miquella,

1841 Once worn by the snowy crone who the young Ranni encountered deep in the woods. She was a witch, and well versed in cold sorceries.
1842 It is said that the doll that houses Ranni's soul was modeled after her.
1843 That old witch was Ranni's secret mentor.</text>
1844 <text id="1010300">Witch's skirt in the color of snow.
1845
1846 Once worn by the snowy crone who the young Ranni encountered deep in the woods. She was a witch, and well versed in cold sorceries.
1847 It is said that the doll that houses Ranni's soul was modeled after her.
1848 That old witch was Ranni's secret mentor.</text>
1849
1850 That old witch was Ranni's secret mentor.</text>
1851 <text id="1011100">Witch's robe in the color of snow.
1852
1853 Once worn by the snowy crone who the young Ranni encountered deep in the woods. She was a witch, and well versed in cold sorceries.
1854 It is said that the doll that houses Ranni's soul was modeled after her.
1855 That old witch was Ranni's secret mentor.</text>
1856 <text id="1020100">Light yet sturdy clothes.
1857
1858
1859 Worn by young women who set off into the world to confront their fate.</text>
1860 <text id="1020200">Light yet sturdy leather manchettes.
1861
1862 Worn by young women who set off into the world to confront their fate.</text>
1863 <text id="1020300">Light yet sturdy leather boots.
1864
1865 Worn by young women who set off into the world to confront their fate.</text>
1866 <text id="1030000">Cap worn by young academy scholars, the juveniles birthed anew by the amber egg of Queen Rennala, the head of Raya Lucaria Academy.
1867
1868 Yet their rebirth is not without imperfections, and thus do they repeat the process, eventually becoming utterly dependent upon it.
1869
1870 Rebirth is as sleep to them, and with each awakening, memory fades into oblivion.</text>
1871 <text id="1030100">Robe worn by young academy scholars, the juveniles birthed anew by the amber egg of Queen Rennala, the head of Raya Lucaria Academy.
1872
1873 Yet their rebirth is not without imperfections, and thus do they repeat the process, eventually becoming utterly dependent upon it.
1874
1875 Rebirth is as sleep to them, and with each awakening, memory fades into oblivion.</text>
1876 <text id="1040000">A mask designed to resemble a blazing golden halo.
1877 Created and left behind by Lord Goldmask, a staunch pursuer of Golden Order fundamentalism.
1878
1879 Strengthens Golden Order incantations.
1880
1881 Its striking design represents both the brilliant inspiration that once shone upon him, and the vision of a ring that he will surely find at the end of his pursuit.
1882
1883 "To you who seek to shine as I do, wear it well!"</text>
1884 <text id="1040100">Worn rags that just barely cover the body.
1885
1886 Lord Goldmask felt no draw to the vain excesses of clothing; what use is finery to one who seeks greater brilliance?</text>
1887 <text id="1040200">Bracelets made in the image of Erdtree branches.
1888 Minimal adornments made by Lord Goldmask's disciples.
1889
1890 Those disciples have long since left him.</text>
1891 <text id="1040300">Waistwrap made in the image of Erdtree branches.
1892 A minimal adornment made by Lord Goldmask's disciples.
1893
1894 Those disciples have long since left him.</text>
1895 <text id="1050100">A cloak of ragged fur worn about the exposed body of Margit, the Fell Omen.
1896
1897 Having slaughtered countless champions during the Shattering, the Fell Omen has become a horror to those who harbor ambitions for the Erdtree, or for Lordship.</text>
1898 <text id="1060000">Mask made from the largely unaltered hide

1510 the Golden Twin.</text>
<text id="1821100">Armor used by Elite Knights of Miquella,
1511 the Golden Twin.</text>
<text id="1830000">Helm used by Stormveil Soldiers.</text>

1512 <text id="1830100">Armor used by Stormveil Soldiers.</text>
1513 <text id="1830200">Gauntlets used by Stormveil Soldiers.</
text>
1514 <text id="1830300">Greaves used by Stormveil Soldiers.</text>
1515 <text id="1840000">Helm used by Raya Lucaria Academy
Soldiers.</text>
1516 <text id="1840100">Armor used by Raya Lucaria Academy
Soldiers.</text>
1517 <text id="1850000">Helm used by Capital Soldiers.</text>
1518 <text id="1850100">Armor used by Capital Soldiers.</text>

1519 <text id="1860000">Helm used by Caelid Wilds Patrol
Soldiers.</text>
1520 <text id="1860100">Armor used by Caelid Wilds Patrol
Soldiers.</text>
1521 <text id="1870100">Armor used by Mausoleum Soldiers.</text>

1522 <text id="1880000">Helm used by soldiers of Miquella, the
Golden Twin.</text>
1523 <text id="1880100">Armor used by soldiers of Miquella, the
Golden Twin.</text>
1524 <text id="1890000">Mask worn by Executioners working in the
shadow of perfume sorcery.</text>

1525 <text id="1890100">Robe worn by Executioners working in the
shadow of perfume sorcery.</text>
1526 <text id="1890200">Gloves worn by Executioners working in the
shadow of perfume sorcery.</text>
1527 <text id="1890300">Boots worn by Executioners working in the
shadow of perfume sorcery.</text>

1528 <text id="1900000">Mask made from a large, old white scarab's
body.</text>
1529 <text id="1901000">Mask made from a large, old red scarab's
body.</text>
1530 <text id="1902000">Mask made from a large, old blue scarab's
body.</text>
1531 <text id="1910000">Mask made from a large, old yellow
scarab's body.</text>
1532 <text id="1920000">Mask made from a large, old green scarab's
body.</text>
1533 <text id="1930100">Dress worn by Phia, the Deathbed
Companion.</text>

1899 of a young Albinauric.

1900 Raises arcane, but reduces the HP recovery effects of the
Flask of Crimson Tears.

1901
1902 A far cry from godskin, this Albinauric hide mask is the
product of malicious mockery.</text>
1903 <text id="1060100">Chainmail worn by young Albinaurics.
1904 The appearance of a protruding belly provides no benefits
worthy of note.</text>
1905 <text id="1070000">Mask worn by knights of Zamor, hailed as
heroes in the War against the Giants.

1906
1907 These long-lived warriors, clad in biting, freezing winds,
are said to have been the mortal enemies of the Fire Giants
since time immemorial.</text>
1908 <text id="1070100">Armor worn by knights of Zamor, hailed as
heroes in the War against the Giants.

1909
1910 These long-lived warriors, clad in biting, freezing winds,
are said to have been the mortal enemies of the Fire Giants
since time immemorial.</text>
1911 <text id="1070200">Bracelets worn by knights of Zamor, hailed
as heroes in the War against the Giants.
1912

1913 These long-lived warriors, clad in biting, freezing winds,
are said to have been the mortal enemies of the Fire Giants
since time immemorial.</text>
1914 <text id="1070300">Legwraps worn by knights of Zamor, hailed
as heroes in the War against the Giants.
1915

1916 These long-lived warriors, clad in biting, freezing winds,
are said to have been the mortal enemies of the Fire Giants
since time immemorial.</text>
1917 <text id="1080000">Head covering made from the largely
unaltered head of an impish golem.
1918

1919 Resembling a cat, it holds trace amounts of feline
intelligence.</text>
1920 <text id="1081000">Head covering made from the largely
unaltered head of an impish golem.
1921

1922 Resembling a fanged demon, it holds trace amounts of bestial
strength.</text>
1923 <text id="1082000">Head covering made from the largely
unaltered head of an impish golem.
1924
1925 Resembling a long-tongued demon, it holds trace amounts of
vexatious dexterity.</text>
1926 <text id="1083000">Head covering made from the largely
unaltered head of an impish golem.
1927
1928 Resembling the visage of a corpse, it holds trace amounts of
lingering faith.</text>
1929 <text id="1084000">Head covering made from the largely
unaltered head of an impish golem.
1930
1931 Resembling a wolf, it holds trace amounts of lupine
endurance.</text>
1932 <text id="1085000">Head covering made from the largely
unaltered head of an impish golem.
1933
1934 Resembling an elder, it holds trace amounts of arcane
knowledge.</text>
1935 <text id="1090000">Mask fashioned from the corpse of a
formless Silver Tear, supported by its hardened, shed husk.
1936
1937 Greatly increases arcane to the detriment of physical attack
power.

1938
1939 To imitate the imitator is a cunning play indeed.</text>
1940 <text id="1100000">Coif made of woven chain.
1941 Standard issue for ordinary soldiers.
1942
1943 Though plain in appearance, it offers dependable
protection.</text>
1944 <text id="1100100">Armor made of woven chain.
1945 Standard issue for ordinary soldiers.
1946
1947 Though plain in appearance, it offers dependable
protection.</text>
1948 <text id="1100200">Gauntlets worn by ordinary soldiers.
1949
1950 Though plain in appearance, they offer dependable
protection.</text>
1951 <text id="1100300">Leggings made of woven chain.
1952 Standard issue for ordinary soldiers.
1953
1954 Though plain in appearance, they offer dependable
protection.</text>
1955 <text id="1101000">Sturdy greathelm made from iron.
1956
1957 Though it is uncomfortably heavy and obstructs the vision of
the wearer, it provides considerable damage negation.</text>
1958 <text id="1101100">Brown surcoat draped over chainmail.
1959
1960 The insignia emblazoned on the front marks out the wearer as
the eyes and ears of Sir Gideon the All-Knowing.</text>
1961 <text id="1102100">Blue surcoat draped over chainmail.
1962
1963 The tree insignia emblazoned on the front depicts the
Erdtree, and is a design beloved throughout the Lands
Between.</text>
1964 <text id="1110000">A land octopus whelp worn directly on the
head.
1965 Has a lingering warmth reminiscent of human skin.
1966
1967 Those who can withstand the smell will find its organic
elasticity excellent for negating strikes.</text>

1968 <text id="1120000">Jar that fits cleanly over the head when
upturned.
1969 Made with pride by Iron Fist Alexander.
1970
1971 In a uniquely jarlike gesture of friendship, it boosts the
power of throwing pot items.</text>
1972 <text id="1130000">Mushrooms found growing all over the body.
1973 These overgrown mushrooms have colonized the head.
1974
1975 To those enraptured by the scarlet rot, they are holy
vestments that root one to the earth.</text>
1976 <text id="1130100">Mushrooms found growing all over the body.
1977 These overgrown mushrooms have colonized the torso.
1978
1979 To those enraptured by the scarlet rot, they are holy
vestments that root one to the earth.</text>
1980 <text id="1130200">Mushrooms found growing all over the body.
1981 These overgrown mushrooms have colonized the arms.
1982
1983 To those enraptured by the scarlet rot, they are holy
vestments that root one to the earth.</text>
1984 <text id="1130300">Mushrooms found growing all over the body.
1985 These overgrown mushrooms have colonized the legs.
1986
1987 To those enraptured by the scarlet rot, they are holy
vestments that root one to the earth.</text>
1988 <text id="1300000">Helm fashioned from a crystal looking-
glass.
1989 One among the Eternal City's ritual implements.
1990 Easily broken and weak against striking attacks.
1991
1992 Worn by those committed to high treason, it wards off the
intervention of the Greater Will and its vassal Fingers.</
text>
1993 <text id="1301000">Helm fashioned from a crystal looking-
glass, said to have never left War Counselor Iji's head.
1994 Easily broken and weak against striking attacks.
1995
1996 Worn by those committed to high treason, it wards off the
intervention of the Greater Will and its vassal Fingers.
1997
1998 Iji was afraid. Terrified of his own treachery.</text>
1999 <text id="1400000">Hood of lusterless black fabric that
conceals its wearer's identity.
2000
2001 In this world, there is very little that must necessarily be
known.</text>
2002 <text id="1400100">Lightweight and battle-proven leather
armor worn by a savvy soldier.
2003
2004 Many admire the wearer of this armor for his chivalrous and
forthright spirit.</text>
2005 <text id="1400200">Lightweight and battle-proven leather
gloves worn by a savvy soldier.
2006
2007 Many admire the wearer of this armor for his chivalrous and
forthright spirit.</text>
2008 <text id="1400300">Lightweight and battle-proven leather
boots worn by a savvy soldier.
2009
2010 Many admire the wearer of this armor for his chivalrous and
forthright spirit.</text>
2011 <text id="1401000">Mask of black cloth that covers the mouth.
2012
2013 Favored by bandits for hiding their faces, it also provides
some protection against poison.</text>
2014 <text id="1500000">Iron helm of an unknown knight.
2015 It is made of thin iron plate.
2016
2017 Such metal armor is heavy, but provides considerable damage
negation.</text>
2018 <text id="1500100">Iron armor of an unknown knight.
2019 It is made of thin iron plate.
2020
2021 Such metal armor is heavy, but provides considerable damage
negation.</text>
2022 <text id="1500200">Iron gauntlets of an unknown knight.
2023 It is made of thin iron plate.
2024
2025 Such metal armor is heavy, but provides considerable damage
negation.</text>
2026 <text id="1500300">Iron greaves of an unknown knight.
2027 It is made of thin iron plate.
2028
2029 Such metal armor is heavy, but provides considerable damage
negation.</text>
2030 <text id="1600000">Hood far larger than the head it is meant
to cover.
2031 A burial shroud of sorts for those who discover, at long
last, the truth they sought.
2032
2033 Increases intelligence and faith to the detriment of HP.
2034
2035 "Yes, surely this is the moon that young Rennala gazed
upon."</text>
2036 <text id="1700000">Helm worn by soldiers loyal to Godrick the
Grafted.
2037 Made from durable iron, layered with a chainmail coif
beneath.</text>
2038 <text id="1700100">Armor worn by soldiers loyal to Godrick
the Grafted.
2039
2040 The surcoat depicts the distant Erdtree and the beast regent,
an emblem of the golden lineage.
2041 Both are symbols of glory now past.</text>
2042 <text id="1700200">Gauntlets worn by soldiers loyal to
Godrick the Grafted.
2043 Rust-worn and stained through unending conflict.</text>
2044 <text id="1700300">Greaves worn by soldiers loyal to Godrick
the Grafted.
2045 Rust-worn and stained through unending conflict.</text>
2046 <text id="1710000">Helm worn by Raya Lucaria Academy
soldiers.
2047 Its brow is adorned with a single cuckoo's feather.</text>
2048 <text id="1710100">Armor worn by Raya Lucaria Academy

2049 soldiers.

2050 The surcoat depicts twinned cuckoos peering into a
flourishing mass of qlintstone.

2051 To a qlintstone sorcerer, the body is a transient thing. The
Cuckoo alone knows its insignificance, yet watches over it
all the same.</text>

2052 <text id="1710200">Gauntlets worn by Raya Lucaria Academy
soldiers.

2053 Rust-worn and stained through unending conflict.</text>

2054 <text id="1710300">Greaves worn by Raya Lucaria Academy
soldiers.

2055 Rust-worn and stained through unending conflict.</text>

2056 <text id="1720000">Helm worn by soldiers sworn to defend the
royal capital of Leyndell.

2057 Made from durable iron, layered with a chainmail coif
beneath.</text>

2058 <text id="1720100">Armor worn by soldiers sworn to defend the
royal capital of Leyndell.

2059

2060 The surcoat bears a majestic likeness of the Erdtree. Its
golden backing is an honor bestowed on no other soldiers.</
text>

2061 <text id="1720200">Gauntlets worn by soldiers sworn to defend
the royal capital of Leyndell.

2062 Rust-worn and stained through unending conflict.</text>

2063 <text id="1720300">Greaves worn by soldiers sworn to defend
the royal capital of Leyndell.

2064 Rust-worn and stained through unending conflict.</text>

2065 <text id="1730000">Helm worn by soldiers who fought by
General Radahn's side.

2066 Its visor is fashioned after a lion's fangs.</text>

2067 <text id="1730100">Armor worn by soldiers who fought by
General Radahn's side.

2068

2069 The surcoat depicts a red-maned lion raising a sword in the
image of Radahn. Thus, they were Redmanes, and all proved
they were worthy of the name.</text>

2070 <text id="1730200">Gauntlets worn by soldiers who fought by
General Radahn's side.

2071 Rust-worn and stained through unending conflict.</text>

2072 <text id="1730300">Greaves worn by soldiers who fought by
General Radahn's side.

2073 Rust-worn and stained through unending conflict.</text>

2074 <text id="1740100">Armor worn by headless soldiers who
endlessly guard the Wandering Mausoleum.

2075

2076 The surcoat depicts the mausoleum bell, which rings in
constant mourning for the soulless demigods.</text>

2077 <text id="1740200">Gauntlets worn by headless soldiers who
endlessly guard the Wandering Mausoleum.

2078 Rust-worn and stained through unending conflict.</text>

2079 <text id="1740300">Greaves worn by headless soldiers who
endlessly guard the Wandering Mausoleum.

2080 Rust-worn and stained through unending conflict.</text>

2081 <text id="1750000">Helm worn by soldiers sworn to the
Haligtree.

2082 An iron helm graced by a crown of unalloyed gold.

2083

2084 Increases faith.</text>

2085 <text id="1750100">Armor worn by soldiers sworn to the
Haligtree.

2086

2087 The surcoat bears the crest of the Haligtree.

2088 Though watered with Miquella's own blood since it was a
sapling, the Haligtree ultimately failed to grow into an
Erdtree.</text>

2089 <text id="1750200">Gauntlets worn by soldiers sworn to the
Haligtree.

2090 Rust-worn and stained through unending conflict.</text>

2091 <text id="1750300">Greaves worn by soldiers sworn to the
Haligtree.

2092 Rust-worn and stained through unending conflict.</text>

2093 <text id="1760000">Helm worn by knights once loyal to Praetor
Rykard.

2094 Its crest of red feathers symbolizes Rykard's pedigree as
Lord Radagon's son.</text>

2095 <text id="1760100">Armor worn by knights once loyal to
Praetor Rykard.

2096

2097 It bears an emblem that none wear any longer, standing as it
does for a lord that fell from lofty ambition into gluttonous
depravity.

2098 As the lord lost his dignity, so too did these knights lose
their master.</text>

2099 <text id="1760200">Gauntlets worn by knights once loyal to
Praetor Rykard.

2100 Time has yet to dull their luster.</text>

2101 <text id="1760300">Greaves worn by knights once loyal to
Praetor Rykard.

2102 Time has yet to dull their luster.</text>

2103 <text id="1761100">Armor worn by knights once loyal to
Praetor Rykard.

2104

2105 It bears an emblem that none wear any longer, standing as it
does for a lord that fell from lofty ambition into gluttonous
depravity.

2106 As the lord lost his dignity, so too did these knights lose
their master.</text>

2107 <text id="1770000">Helm worn by knights loyal to Godrick the
Grafted.

2108 Adorned with a plume of withered, ashen hair.</text>

2109 <text id="1770100">Armor worn by knights loyal to Godrick the
Grafted.

2110

2111 Its left breast is emblazoned with a two-headed war axe, an
emblem of the golden lineage.

2112 The knights surely boasted of their strength in days long
gone.</text>

2113 <text id="1770200">Gauntlets worn by knights loyal to Godrick
the Grafted.

2114 Time has yet to dull their luster.</text>

2115 <text id="1770300">Greaves worn by knights loyal to Godrick
the Grafted.

2116 Time has yet to dull their luster.</text>

2117 <text id="1771100">Armor worn by knights loyal to Godrick the
Grafted.

2118

2119 Its left breast is emblazoned with a two-headed war axe, an
emblem of the golden lineage.

2120 The knights surely boasted of their strength in days long
gone.</text>

2121 <text id="1780000">Helm worn by Raya Lucaria Academy knights.
2122 Its brow is adorned with a single cuckoo's feather.</text>
2123 <text id="1780100">Armor worn by Raya Lucaria Academy
knights.

2124

2125 Its left breast is emblazoned with a peering cuckoo, whence
came their name.

2126 Perhaps the bird's shrewd gaze is an expression of their
refusal to be mere servants of the academy.</text>

2127 <text id="1780200">Gauntlets worn by Raya Lucaria Academy
knights.

2128 Time has yet to dull their luster.</text>

2129 <text id="1780300">Greaves worn by Raya Lucaria Academy
knights.

2130 Time has yet to dull their luster.</text>

2131 <text id="1781100">Armor worn by Raya Lucaria Academy
knights.

2132

2133 Its left breast is emblazoned with a peering cuckoo, whence
came their name.

2134 Perhaps the bird's shrewd gaze is an expression of their
refusal to be mere servants of the academy.</text>

2135 <text id="1790000">Helm worn by knights sworn to defend the
royal capital of Leyndell.

2136

2137 The golden canopy represents the honor of standing among the
tree's defenders.</text>

2138 <text id="1790100">Armor worn by knights sworn to defend the
royal capital of Leyndell.

2139

2140 Its left breast is emblazoned with a symbol of Erdtree
Worship, said to have once been imbued with an incantation of
protection.</text>

2141 <text id="1790200">Gauntlets worn by knights sworn to defend
the royal capital of Leyndell.

2142 Time has yet to dull their luster.</text>

2143 <text id="1790300">Greaves worn by knights sworn to defend
the royal capital of Leyndell.

2144 Time has yet to dull their luster.</text>

2145 <text id="1791100">Armor worn by knights sworn to defend the
royal capital of Leyndell.

2146

2147 Its left breast is emblazoned with a symbol of Erdtree
Worship, said to have once been imbued with an incantation of
protection.</text>

2148 <text id="1800000">Helm worn by knights who fought by General
Radahn's side.

2149

2150 The red plume is a symbol of Radahn's pedigree as Lord
Radagon's son—the mane of the proud Red Lion.</text>

2151 <text id="1800100">Armor worn by knights who fought by
General Radahn's side.

2152

2153 When they were driven to defeat by Malenia's scarlet rot, the
Redmane Knights burned the crest on the left breast of their
armor to indicate their resolve.

2154

2155 "Alas, dear home, I shan't see you again! For our duty is to
remain here, a bulwark against the blight."</text>

2156 <text id="1800200">Black iron gauntlets worn by knights who
fought by General Radahn's side. Time has yet to dull their
luster.</text>

2157 <text id="1800300">Black iron greaves worn by knights who
fought by General Radahn's side. Time has yet to dull their
luster.</text>

2158 <text id="1801100">Armor worn by knights who fought by
General Radahn's side.

2159

2160 When they were driven to defeat by Malenia's scarlet rot, the
Redmane Knights burned the crest on the left breast of their
armor to indicate their resolve.

2161

2162 "Alas, dear home, I shan't see you again! For our duty is to
remain here, a bulwark against the blight."</text>

2163 <text id="1810100">Armor worn by headless knights who
endlessly guard the Wandering Mausoleum.

2164

2165 The wing-shaped ornaments on its back evoke the Deathbird. A
self-inflicted curse that ties the spirits of these loyal
knights to the land, having willingly beheaded themselves so
that they may serve their masters in death.</text>

2166 <text id="1810200">Gauntlets worn by headless knights who
endlessly guard the Wandering Mausoleum.

2167 Time has yet to dull their luster.</text>

2168 <text id="1810300">Greaves worn by headless knights who
endlessly guard the Wandering Mausoleum.

2169 Time has yet to dull their luster.</text>

2170 <text id="1811100">Armor worn by headless knights who
endlessly guard the Wandering Mausoleum.

2171

2172 The wing-shaped ornaments on its back evoke the Deathbird. A
self-inflicted curse that ties the spirits of these loyal
knights to the land, having willingly beheaded themselves so
that they may serve their masters in death.</text>

2173 <text id="1820000">Helm worn by knights sworn to the
Haligtree.

2174 Graced by a crown of unalloyed gold.

2175

2176 Increases faith.</text>

2177 <text id="1820100">Armor worn by knights sworn to the
Haligtree.

2178

2179 Its left breast is emblazoned with the crest of the
Haligtree.

2180 Though watered with Miquella's own blood since it was a
sapling, the Haligtree ultimately failed to grow into an
Erdtree.</text>

2181 <text id="1820200">Gauntlets worn by knights sworn to the

2182 Haligtree.
2183 Time has yet to dull their luster.</text>
<text id="1820300">Greaves worn by knights sworn to the
Haligtree.
2184 Time has yet to dull their luster.</text>
2185 <text id="1821100">Armor worn by knights sworn to the
Haligtree.
2186
2187 Its left breast is emblazoned with the crest of the
Haligtree.
2188 Though watered with Miquella's own blood since it was a
sapling, the Haligtree ultimately failed to grow into an
Erdtree.</text>
2189 <text id="1830000">Flanged iron cap widely issued to foot
soldiers in a lord's army.</text>
2190 <text id="1830100">Padded cloth armor with a chainmail shawl
draped over the shoulders.
2191
2192 Widely issued to foot soldiers in a lord's army.</text>
2193 <text id="1830200">Metal gauntlets covered in nicks and
dents.
2194 Widely issued to foot soldiers in a lord's army.</text>
2195 <text id="1830300">Metal greaves that have already been
mended countless times.
2196 Widely issued to foot soldiers in a lord's army.</text>
2197 <text id="1840000">Helmet with a protective metal plate.
2198 Widely issued to foot soldiers in a lord's army.</text>
2199 <text id="1840100">Padded cloth armor with more than a few
stains.
2200 Widely issued to foot soldiers in a lord's army.</text>
2201 <text id="1850000">Flanged cap made from gilded iron.
2202 Issued to foot soldiers protecting the royal capital of
Leyndell.</text>
2203 <text id="1850100">Padded cloth armor with a leather shawl
draped over the shoulders.
2204
2205 Widely issued to foot soldiers in a lord's army.</text>
2206 <text id="1860000">Wholly unembellished iron helm.
2207 Widely issued to foot soldiers in a lord's army.</text>
2208 <text id="1860100">Padded cloth armor with the telltale
stains of the scarlet rot.
2209
2210 Worn by foot soldiers in General Radahn's army.</text>
2211 <text id="1870100">Padded cloth armor with indelible
bloodstains around the neck.
2212
2213 Worn by headless foot soldiers who endlessly guard the
Wandering Mausoleum.</text>
2214 <text id="1880000">Flanged iron cap adorned with a crown of
unalloyed gold.
2215 Increases faith.
2216
2217 Worn by foot soldiers sworn to the Haligtree.
2218
2219 Who is it that Miquella shall bless, if not the low and the
meek?</text>
2220 <text id="1880100">Padded cloth armor with a shawl in the
color of ivory draped over the shoulders.
2221
2222 Worn by foot soldiers sworn to the Haligtree.</text>
2223 <text id="1890000">Mask with long, hideously twisted horns
worn by the Omenkillers.
2224 Increases strength.
2225
2226 Bears the smirking face of an elder, twisted in wicked
delight.
2227
2228 This visage is carved in the image of the evil spirits that
haunt the Omen in their nightmares.</text>
2229 <text id="1890100">Robe worn by the Omenkillers, butchers of
twisted conscience.
2230
2231 Its thick apron is worn in remembrance of Rollo, the
progenitor of the Omenkillers and a perfumer of antiquity.</text>
2232 <text id="1890200">Long, stiff leather gloves worn by the
Omenkillers.</text>
2233 <text id="1890300">Stiff leather boots worn by the
Omenkillers.</text>
2234 <text id="1900000">Gray scarab worn directly on the head.
2235 These scarabs roll clumps of Ashes of War during their
labors.
2236
2237 Slightly reduces the FP cost of skills, but increases damage
taken.</text>
2238 <text id="1901000">Golden scarab worn directly on the head.
2239 These scarabs roll clumps of incantations during their
labors.
2240
2241 Slightly reduces the FP costs of incantations, but increases
damage taken.
2242
2243 As a scarab approaches death, it abandons its rolled treasure
and stretches its wings wide for the long journey to its home
nest.</text>
2244 <text id="1902000">Blue-green scarab worn directly on the
head.
2245 These scarabs roll clumps of sorcery during their labors.
2246
2247 Slightly reduces the FP costs of sorceries, but increases
damage taken.</text>
2248 <text id="1910000">Red scarab worn directly on the head.
2249 The red scarabs roll clumps of crimson tears during their
labors.
2250
2251 Slightly increases the recovery effects of the Flask of
Crimson Tears, but increases damage taken.</text>
2252 <text id="1920000">Blue scarab worn directly on the head.
2253 These scarabs roll clumps of cerulean tears during their
labors.
2254
2255 Slightly increases the recovery effects of the Flask of
Cerulean Tears, but increases damage taken.</text>
2256 <text id="1930100">Extremely thin and sheer white dress worn
by the Deathbed Companion as she embraces the dead.

1534 <text id="1930300">Skirt worn by Phia, the Deathbed
Companion.</text>
1535 <text id="1940000">Hood worn by Phia, the Deathbed
Companion.</text>
1536 <text id="1940100">Robe worn by Phia, the Deathbed
Companion.</text>
1537 <text id="1941100">Gown worn by Phia, the Deathbed
Companion.</text>

1538 <text id="1950000">%null%</text>
1539 <text id="1950100">Robe worn by Millicent the Rotting</text>
1540 <text id="1950200">Gloves worn by Millicent the Rotting</
text>
1541 <text id="1950300">Boots worn by Millicent the Rotting</text>
1542 <text id="1960000">%null%</text>
1543 <text id="1970100">Tunic worn by Millicent the Rotting</text>
1544 <text id="1970200">Golden prosthetic forged using ancient
techniques</text>
1545 <text id="1980000">Hood worn by cave-dwelling foot
soldiers.</text>
1546 <text id="1980100">Robe worn by cave-dwelling foot
soldiers.</text>
1547 <text id="1980200">Gloves worn by cave-dwelling foot
soldiers.</text>
1548 <text id="1990000">Hood of a Page loyal to a certain noble
family.</text>
1549 <text id="1990100">Garb of a Page loyal to a certain noble
family.</text>
1550 <text id="1991100">Vest of a Page loyal to a certain noble
family.</text>
1551 <text id="2000000">Scarlet-bronze helm adorned with many
snakes.</text>
1552 <text id="2000100">Robe fashioned from the pelt of a deadly
beast.</text>
1553 <text id="2000300">Scarlet-bronze bracelet depicting coiled
snakes.</text>
1554 <text id="2001100">Scarlet-bronze anklet depicting coiled
snakes.</text>
1555 <text id="2010000">Garland crown of large flowers rotted by
poison.</text>
1556 <text id="2020000">Red cloth blindfold used to cover
prisoners' eyes.</text>
1557 <text id="2030000">Sorcerer's robe, dyed in a beautiful
cerulean hue.</text>

1558 </entries>

2257
2258 Slowly replenishes the HP of nearby allies, but not that of
the wearer.
2259
2260 The touch of the fabric is exceedingly soft, so as not to
harm even the most withered corpse, while still sharing her
warmth.</text>
2261 <text id="1930300">Skirt worn by Phia, the Deathbed
Companion.</text>
2262 <text id="1940000">Hood of black cloth that covers the whole
head.
2263 Worn by Fia, the Deathbed Companion, on her journey after
being exiled from her home.
2264

2265 The fabric itself is soft as silk.</text>
2266 <text id="1940100">Robe of black cloth that covers the entire
body.
2267 Worn by Fia, the Deathbed Companion, on her journey after
being exiled from her home.
2268
2269 The fabric itself is soft as silk and thin enough that those
embraced can feel every pulse; every bit of her warmth.</
text>
2270 <text id="1941100">Robe of black cloth that covers the entire
body.
2271 Worn by Fia, the Deathbed Companion, on her journey after
being exiled from her home.
2272
2273 The fabric itself is soft as silk and thin enough that those
embraced can feel every pulse; every bit of her warmth.</
text>
2274 <text id="1950000">%null%</text>
2275 <text id="1950100">Robe worn by Millicent the Rotting</text>
2276 <text id="1950200">Gloves worn by Millicent the Rotting</
text>
2277 <text id="1950300">Boots worn by Millicent the Rotting</text>
2278 <text id="1960000">%null%</text>
2279 <text id="1970100">Tunic worn by Millicent the Rotting</text>
2280 <text id="1970200">Golden prosthetic forged using ancient
techniques</text>
2281 <text id="1980000">Hideously stained and ragged hood.
2282 Worn by former foot soldiers who have turned to banditry.</
text>
2283 <text id="1980100">Hideously stained and ragged cloth armor.
2284 Worn by former foot soldiers who have turned to banditry.</
text>
2285 <text id="1980200">Hideously stained and dented gauntlets.
2286 Worn by former foot soldiers who have turned to banditry.</
text>
2287 <text id="1990000">Hood of a page selected for special
privileges by the noble they serve.
2288
2289 The unassuming sack-like appearance befits their unseen and
unknown stature.</text>
2290 <text id="1990100">Clothes of a page selected for special
privileges by the noble they serve.
2291
2292 Traveling wear tailored with exquisite precision, to avoid
any undue shame for the page's master.</text>
2293 <text id="1991100">Clothes of a page selected for special
privileges by the noble they serve.
2294
2295 Traveling wear tailored with exquisite precision, to avoid
any undue shame for the page's master.</text>
2296 <text id="2000000">Bronze helm decorated with innumerable
snakes, eaten through by scarlet rot.
2297
2298 Worn by gladiators who were driven from the colosseum.
2299 The wearer becomes a slightly easier target for foes.</text>
2300 <text id="2000100">Thick, bristly cloak eaten through by
scarlet rot.
2301
2302 The symbol of an underground gravekeeper's station.</text>
2303 <text id="2000300">Greaves wrapped with bronze snakes, eaten
through by scarlet rot.
2304
2305 Worn by gladiators who were driven from the colosseum.
2306 The wearer becomes a slightly easier target for foes.</text>
2307 <text id="2001100">Cloak wrapped with bronze snakes, eaten
through by scarlet rot.
2308
2309 Worn by gladiators who were driven from the colosseum.
2310 The wearer becomes a slightly easier target for foes.</text>
2311 <text id="2010000">Mushrooms found growing all over the body.
2312 These overgrown mushrooms form a towering headpiece.
2313
2314 Raises attack power when something nearby suffers from poison
or rot.
2315
2316 Long ago, great lords served the scarlet rot. Perhaps such
fungal bodies served as their crowns.</text>
2317 <text id="2020000">Mask forced on a victim's head to lend
torture an extra degree of cruelty.
2318 It magnifies one's fears and makes them acutely aware of all
forms of pain.
2319
2320 Raises attack power when the wearer suffers from madness.
2321
2322 When the Black Dumpling goes on, the torturer no longer seeks
answers; only to inflict suffering without hope of relief.</
text>
2323 <text id="2030000">Robe worn by scholars of the Lazuli
Conspectus, singular among the greater Raya Lucaria Academy.
2324
2325 These scholars, who sought to master Carian sorcery, instead
learned to see the moon as equal to the stars.
2326 This robe, in the hue of the full moon, signifies their
heresy.</text>
2327 </entries>

1559 | </fmg>
1560 |

2328 | </fmg>
2329 |