```
00001 | <?xml version="1.0" encoding="utf-8"?>
00002 | <fmg>
00003 | <compression>None</compression>
00004 | <version>DarkSouls3</version>
00005 | <bigendian>False</bigendian>
00006 | <entries>
00007 | <text id="1">%null%</text>
00008 | <text id="12000">%null%</text>
00009 | <text id="13000">%null%</text>
00010 | <text id="110000">%null%</text>
00011 | <text id="1000000">A standard dagger with a straight blade.
00012 |
00013 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00014 | <text id="1000100">A standard dagger with a straight blade.
00015 |
00016 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00017 | <text id="1000200">A standard dagger with a straight blade.
00018 |
00019 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00020 | <text id="1000300">A standard dagger with a straight blade.
00021 |
00022 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00023 | <text id="1000400">A standard dagger with a straight blade.
00024 |
00025 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00026 | <text id="1000500">A standard dagger with a straight blade.
00027 |
00028 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00029 | <text id="1000600">A standard dagger with a straight blade.
00030 |
00031 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00032 | <text id="1000700">A standard dagger with a straight blade.
00033 |
00034 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00035 | <text id="1000800">A standard dagger with a straight blade.
00036 |
00037 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00038 | <text id="1000900">A standard dagger with a straight blade.
00039 |
00040 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00041 | <text id="1001000">A standard dagger with a straight blade.
00042 |
00043 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00044 | <text id="1001100">A standard dagger with a straight blade.
00045 |
00046 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00047 | <text id="1001200">A standard dagger with a straight blade.
00048 |
00049 | Though modest in reach and capacity for harm, this weapon is
      | light enough to jab in rapid succession and delivers
      | devastating critical hits.</text>
00050 | <text id="1010000">Dagger once belonging to one of the
      | assassins who murdered Godwyn the Golden on the Night of the
      | Black Knives.
00051 |
00052 | A ritual performed on the oddly misshapen blade imbued it
      | with the power of the stolen Rune of Death.</text>
00053 | <text id="1020000">A knife with curved handguards.
00054 | Designed to parry, turning foes' attacks against them.
00055 |
00056 | For masters of combat who dance merrily through each enemy's
      | blows, countering accordingly, this weapon is all they
      | need.</text>
00057 | <text id="1020100">A knife with curved handguards.
00058 | Designed to parry, turning foes' attacks against them.
00059 |
00060 | For masters of combat who dance merrily through each enemy's
      | blows, countering accordingly, this weapon is all they
      | need.</text>
00061 | <text id="1020200">A knife with curved handguards.
00062 | Designed to parry, turning foes' attacks against them.
00063 |
00064 | For masters of combat who dance merrily through each enemy's
      | blows, countering accordingly, this weapon is all they
      | need.</text>
00065 | <text id="1020300">A knife with curved handguards.
00066 | Designed to parry, turning foes' attacks against them.
00067 |
00068 | For masters of combat who dance merrily through each enemy's
      | blows, countering accordingly, this weapon is all they
      | need.</text>
00069 | <text id="1020400">A knife with curved handguards.
00070 | Designed to parry, turning foes' attacks against them.
00071 |
00072 | For masters of combat who dance merrily through each enemy's
      | blows, countering accordingly, this weapon is all they
      | need.</text>
00073 | <text id="1020500">A knife with curved handguards.
00074 | Designed to parry, turning foes' attacks against them.
00075 |
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```
0001 | <?xml version="1.0" encoding="utf-8"?>
0002 | <fmg>
0003 | <compression>None</compression>
0004 | <version>DarkSouls3</version>
0005 | <bigendian>False</bigendian>
0006 | <entries>
0007 | <text id="1">%null%</text>
0008 | <text id="12000">%null%</text>
0009 | <text id="13000">%null%</text>
0010 | <text id="110000">No armament equipped.
0011 | Bare fists will be used to attack.</text>
0012 | <text id="1000000">A standard dagger with a straight blade.
0013 |
0014 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0015 | <text id="1000100">A standard dagger with a straight blade.
0016 |
0017 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0018 | <text id="1000200">A standard dagger with a straight blade.
0019 |
0020 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0021 | <text id="1000300">A standard dagger with a straight blade.
0022 |
0023 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0024 | <text id="1000400">A standard dagger with a straight blade.
0025 |
0026 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0027 | <text id="1000500">A standard dagger with a straight blade.
0028 |
0029 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0030 | <text id="1000600">A standard dagger with a straight blade.
0031 |
0032 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0033 | <text id="1000700">A standard dagger with a straight blade.
0034 |
0035 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0036 | <text id="1000800">A standard dagger with a straight blade.
0037 |
0038 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0039 | <text id="1000900">A standard dagger with a straight blade.
0040 |
0041 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0042 | <text id="1001000">A standard dagger with a straight blade.
0043 |
0044 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0045 | <text id="1001100">A standard dagger with a straight blade.
0046 |
0047 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0048 | <text id="1001200">A standard dagger with a straight blade.
0049 |
0050 | Though modest in reach and capacity for harm, this weapon is
     | light enough to jab in rapid succession and delivers
     | devastating critical hits.</text>
0051 | <text id="1010000">Dagger once belonging to one of the
     | assassins who murdered Godwyn the Golden on the Night of the
     | Black Knives.
0052 |
0053 | A ritual performed on the oddly misshapen blade imbued it
     | with the power of the stolen Rune of Death.</text>
0054 | <text id="1020000">A knife with curved handguards.
0055 | Designed to parry, turning foes' attacks against them.
0056 |
0057 | For masters of combat who anticipate every enemy strike and
     | counter accordingly, this weapon is all they need.</text>
0058 | <text id="1020100">A knife with curved handguards.
0059 | Designed to parry, turning foes' attacks against them.
0060 |
0061 | For masters of combat who anticipate every enemy strike and
     | counter accordingly, this weapon is all they need.</text>
0062 | <text id="1020200">A knife with curved handguards.
0063 | Designed to parry, turning foes' attacks against them.
0064 |
0065 | For masters of combat who anticipate every enemy strike and
     | counter accordingly, this weapon is all they need.</text>
0066 | <text id="1020300">A knife with curved handguards.
0067 | Designed to parry, turning foes' attacks against them.
0068 |
0069 | For masters of combat who anticipate every enemy strike and
     | counter accordingly, this weapon is all they need.</text>
0070 | <text id="1020400">A knife with curved handguards.
0071 | Designed to parry, turning foes' attacks against them.
0072 |
0073 | For masters of combat who anticipate every enemy strike and
     | counter accordingly, this weapon is all they need.</text>
0074 | <text id="1020500">A knife with curved handguards.
0075 | Designed to parry, turning foes' attacks against them.
0076 |
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00076	For masters of combat who dance merrily through each enemy's blows, countering accordingly, this weapon is all they need.</text>
00077	<text id="1020600">A knife with curved handguards.
00078	Designed to parry, turning foes' attacks against them.
00079	
00080	For masters of combat who dance merrily through each enemy's blows, countering accordingly, this weapon is all they need.</text>
00081	<text id="1020700">A knife with curved handguards.
00082	Designed to parry, turning foes' attacks against them.
00083	
00084	For masters of combat who dance merrily through each enemy's blows, countering accordingly, this weapon is all they need.</text>
00085	<text id="1020800">A knife with curved handguards.
00086	Designed to parry, turning foes' attacks against them.
00087	
00088	For masters of combat who dance merrily through each enemy's blows, countering accordingly, this weapon is all they need.</text>
00089	<text id="1020900">A knife with curved handguards.
00090	Designed to parry, turning foes' attacks against them.
00091	
00092	For masters of combat who dance merrily through each enemy's blows, countering accordingly, this weapon is all they need.</text>
00093	<text id="1021000">A knife with curved handguards.
00094	Designed to parry, turning foes' attacks against them.
00095	
00096	For masters of combat who dance merrily through each enemy's blows, countering accordingly, this weapon is all they need.</text>
00097	<text id="1021100">A knife with curved handguards.
00098	Designed to parry, turning foes' attacks against them.
00099	
00100	For masters of combat who dance merrily through each enemy's blows, countering accordingly, this weapon is all they need.</text>
00101	<text id="1021200">A knife with curved handguards.
00102	Designed to parry, turning foes' attacks against them.
00103	
00104	For masters of combat who dance merrily through each enemy's blows, countering accordingly, this weapon is all they need.</text>
00105	<text id="1030000">Dagger favored by military physicians in white.
00106	The pointed blade is hard and sharp, making critical hits especially potent.
00107	
00108	Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>
00109	<text id="1030100">Dagger favored by military physicians in white.
00110	The pointed blade is hard and sharp, making critical hits especially potent.
00111	
00112	Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>
00113	<text id="1030200">Dagger favored by military physicians in white.
00114	The pointed blade is hard and sharp, making critical hits especially potent.
00115	
00116	Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>
00117	<text id="1030300">Dagger favored by military physicians in white.
00118	The pointed blade is hard and sharp, making critical hits especially potent.
00119	
00120	Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>
00121	<text id="1030400">Dagger favored by military physicians in white.
00122	The pointed blade is hard and sharp, making critical hits especially potent.
00123	
00124	Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>
00125	<text id="1030500">Dagger favored by military physicians in white.
00126	The pointed blade is hard and sharp, making critical hits especially potent.
00127	
00128	Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>
00129	<text id="1030600">Dagger favored by military physicians in white.
00130	The pointed blade is hard and sharp, making critical hits especially potent.
00131	
00132	Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>
00133	<text id="1030700">Dagger favored by military physicians in white.
00134	The pointed blade is hard and sharp, making critical hits especially potent.
00135	
00136	Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>
00137	<text id="1030800">Dagger favored by military physicians in white.
00138	The pointed blade is hard and sharp, making critical hits especially potent.
00139	
00140	Medicine is mercy, but mercy upon the battlefield is often

0077	For masters of combat who anticipate every enemy strike and counter accordingly, this weapon is all they need.</text>
0078	<text id="1020600">A knife with curved handguards.
0079	Designed to parry, turning foes' attacks against them.
0080	
0081	For masters of combat who anticipate every enemy strike and counter accordingly, this weapon is all they need.</text>
0082	<text id="1020700">A knife with curved handguards.
0083	Designed to parry, turning foes' attacks against them.
0084	
0085	For masters of combat who anticipate every enemy strike and counter accordingly, this weapon is all they need.</text>
0086	<text id="1020800">A knife with curved handguards.
0087	Designed to parry, turning foes' attacks against them.
0088	
0089	For masters of combat who anticipate every enemy strike and counter accordingly, this weapon is all they need.</text>
0090	<text id="1020900">A knife with curved handguards.
0091	Designed to parry, turning foes' attacks against them.
0092	
0093	For masters of combat who anticipate every enemy strike and counter accordingly, this weapon is all they need.</text>
0094	<text id="1021000">A knife with curved handguards.
0095	Designed to parry, turning foes' attacks against them.
0096	
0097	For masters of combat who anticipate every enemy strike and counter accordingly, this weapon is all they need.</text>
0098	<text id="1021100">A knife with curved handguards.
0099	Designed to parry, turning foes' attacks against them.
0100	
0101	For masters of combat who anticipate every enemy strike and counter accordingly, this weapon is all they need.</text>
0102	<text id="1021200">A knife with curved handguards.
0103	Designed to parry, turning foes' attacks against them.
0104	
0105	For masters of combat who anticipate every enemy strike and counter accordingly, this weapon is all they need.</text>
0106	<text id="1030000">Dagger favored by military physicians in white.
0107	The pointed blade is hard and sharp, making critical hits especially potent.
0108	
0109	Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
0110	<text id="1030100">Dagger favored by military physicians in white.
0111	The pointed blade is hard and sharp, making critical hits especially potent.
0112	
0113	Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
0114	<text id="1030200">Dagger favored by military physicians in white.
0115	The pointed blade is hard and sharp, making critical hits especially potent.
0116	
0117	Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
0118	<text id="1030300">Dagger favored by military physicians in white.
0119	The pointed blade is hard and sharp, making critical hits especially potent.
0120	
0121	Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
0122	<text id="1030400">Dagger favored by military physicians in white.
0123	The pointed blade is hard and sharp, making critical hits especially potent.
0124	
0125	Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
0126	<text id="1030500">Dagger favored by military physicians in white.
0127	The pointed blade is hard and sharp, making critical hits especially potent.
0128	
0129	Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
0130	<text id="1030600">Dagger favored by military physicians in white.
0131	The pointed blade is hard and sharp, making critical hits especially potent.
0132	
0133	Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
0134	<text id="1030700">Dagger favored by military physicians in white.
0135	The pointed blade is hard and sharp, making critical hits especially potent.
0136	
0137	Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
0138	<text id="1030800">Dagger favored by military physicians in white.
0139	The pointed blade is hard and sharp, making critical hits especially potent.
0140	
0141	Medicine is mercy, and mercy upon the battlefield is

ruthless. Beware the killers clothed as men of compassion.</text>	ruthless. Beware the killers clothed as men of compassion.</text>
00141 <text id="1030900">Dagger favored by military physicians in white.	0142 <text id="1030900">Dagger favored by military physicians in white.
00142 The pointed blade is hard and sharp, making critical hits especially potent.	0143 The pointed blade is hard and sharp, making critical hits especially potent.
00143	0144
00144 Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>	0145 Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
00145 <text id="1031000">Dagger favored by military physicians in white.	0146 <text id="1031000">Dagger favored by military physicians in white.
00146 The pointed blade is hard and sharp, making critical hits especially potent.	0147 The pointed blade is hard and sharp, making critical hits especially potent.
00147	0148
00148 Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>	0149 Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
00149 <text id="1031100">Dagger favored by military physicians in white.	0150 <text id="1031100">Dagger favored by military physicians in white.
00150 The pointed blade is hard and sharp, making critical hits especially potent.	0151 The pointed blade is hard and sharp, making critical hits especially potent.
00151	0152
00152 Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>	0153 Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
00153 <text id="1031200">Dagger favored by military physicians in white.	0154 <text id="1031200">Dagger favored by military physicians in white.
00154 The pointed blade is hard and sharp, making critical hits especially potent.	0155 The pointed blade is hard and sharp, making critical hits especially potent.
00155	0156
00156 Medicine is mercy, but mercy upon the battlefield is often ruthless. Beware the killers clothed as men of compassion.</text>	0157 Medicine is mercy, and mercy upon the battlefield is ruthless. Beware the killers clothed as men of compassion.</text>
00157 <text id="1040000">Jagged dagger with a distinctive curved blade.	0158 <text id="1040000">Jagged dagger with a distinctive curved blade.
00158 Used by the noble servants of the Lord of Blood.	0159 Used by the noble servants of the Lord of Blood.
00159	0160
00160 This dagger rips the flesh as it enters, inflicting blood loss with sickening efficacy. A proud testament to the success of its vicious design, this weapon is perpetually coated in blood. </text>	0161 This dagger rips the flesh as it enters, inflicting blood loss with sickening efficacy. A proud testament to the success of its vicious design, this weapon is perpetually coated in blood. </text>
00161 <text id="1050000">A knife made by sharpening hard crystal.	0162 <text id="1050000">A knife made by sharpening hard crystal.
00162 Signature weapon of glintstone miners.	0163 Signature weapon of glintstone miners.
00163	0164
00164 Used as tool to extract glintstone from broken rock, and as such a faint magic enwreathes the blade.</text>	0165 Used as tool to extract glintstone from broken rock, and as such a faint magic enwreathes the blade.</text>
00165 <text id="1060000">Sickle decorated with flowers and colored fabrics.	0166 <text id="1060000">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula. Its attacks can slip through an enemy's guard.
00166 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	
00167	0167
00168 Crafted from human bone.</text>	0168 Crafted from human bone.
00169 <text id="1060100">Sickle decorated with flowers and colored fabrics.	0169 Grants trace amounts of runes on landing attacks.</text>
00170 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	0170 <text id="1060100">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula. Its attacks can slip through an enemy's guard.
00171	0171
00172 Crafted from human bone.</text>	0172 Crafted from human bone.
00173 <text id="1060200">Sickle decorated with flowers and colored fabrics.	0173 Grants trace amounts of runes on landing attacks.</text>
00174 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	0174 <text id="1060200">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula. Its attacks can slip through an enemy's guard.
00175	0175
00176 Crafted from human bone.</text>	0176 Crafted from human bone.
00177 <text id="1060300">Sickle decorated with flowers and colored fabrics.	0177 Grants trace amounts of runes on landing attacks.</text>
00178 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	0178 <text id="1060300">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula. Its attacks can slip through an enemy's guard.
00179	0179
00180 Crafted from human bone.</text>	0180 Crafted from human bone.
00181 <text id="1060400">Sickle decorated with flowers and colored fabrics.	0181 Grants trace amounts of runes on landing attacks.</text>
00182 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	0182 <text id="1060400">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula. Its attacks can slip through an enemy's guard.
00183	0183
00184 Crafted from human bone.</text>	0184 Crafted from human bone.
00185 <text id="1060500">Sickle decorated with flowers and colored fabrics.	0185 Grants trace amounts of runes on landing attacks.</text>
00186 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	0186 <text id="1060500">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula. Its attacks can slip through an enemy's guard.
00187	0187
00188 Crafted from human bone.</text>	0188 Crafted from human bone.
00189 <text id="1060600">Sickle decorated with flowers and colored fabrics.	0189 Grants trace amounts of runes on landing attacks.</text>
00190 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	0190 <text id="1060600">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula. Its attacks can slip through an enemy's guard.
00191	0191
00192 Crafted from human bone.</text>	0192 Crafted from human bone.
00193 <text id="1060700">Sickle decorated with flowers and colored fabrics.	0193 Grants trace amounts of runes on landing attacks.</text>
00194 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	0194 <text id="1060700">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula. Its attacks can slip through an enemy's guard.
00195	0195
00196 Crafted from human bone.</text>	0196 Crafted from human bone.
00197 <text id="1060800">Sickle decorated with flowers and colored fabrics.	0197 Grants trace amounts of runes on landing attacks.</text>
00198 Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.	0198 <text id="1060800">Sickle decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the

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          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00271     <text id="1100200">Short sword with a tempering pattern on
          the blade.
00272     A weapon unique to warriors of the Land of Reeds.
00273
00274     These swords are considered auxiliary weapons.
00275     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00276     <text id="1100300">Short sword with a tempering pattern on
          the blade.
00277     A weapon unique to warriors of the Land of Reeds.
00278
00279     These swords are considered auxiliary weapons.
00280     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00281     <text id="1100400">Short sword with a tempering pattern on
          the blade.
00282     A weapon unique to warriors of the Land of Reeds.
00283
00284     These swords are considered auxiliary weapons.
00285     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00286     <text id="1100500">Short sword with a tempering pattern on
          the blade.
00287     A weapon unique to warriors of the Land of Reeds.
00288
00289     These swords are considered auxiliary weapons.
00290     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00291     <text id="1100600">Short sword with a tempering pattern on
          the blade.
00292     A weapon unique to warriors of the Land of Reeds.
00293
00294     These swords are considered auxiliary weapons.
00295     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00296     <text id="1100700">Short sword with a tempering pattern on
          the blade.
00297     A weapon unique to warriors of the Land of Reeds.
00298
00299     These swords are considered auxiliary weapons.
00300     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00301     <text id="1100800">Short sword with a tempering pattern on
          the blade.
00302     A weapon unique to warriors of the Land of Reeds.
00303
00304     These swords are considered auxiliary weapons.
00305     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00306     <text id="1100900">Short sword with a tempering pattern on
          the blade.
00307     A weapon unique to warriors of the Land of Reeds.
00308
00309     These swords are considered auxiliary weapons.
00310     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00311     <text id="1101000">Short sword with a tempering pattern on
          the blade.
00312     A weapon unique to warriors of the Land of Reeds.
00313
00314     These swords are considered auxiliary weapons.
00315     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00316     <text id="1101100">Short sword with a tempering pattern on
          the blade.
00317     A weapon unique to warriors of the Land of Reeds.
00318
00319     These swords are considered auxiliary weapons.
00320     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00321     <text id="1101200">Short sword with a tempering pattern on
          the blade.
00322     A weapon unique to warriors of the Land of Reeds.
00323
00324     These swords are considered auxiliary weapons.
00325     Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
00326     <text id="1110000">Short sword given to high ranking pastors
          of Farum Azula.
00327     Raises potency of bestial incantations.
00328
00329     The design celebrates a beast's five fingers, symbolic of
          the intelligence granted by the greater will.</text>
00330     <text id="1130000">Sickle fashioned from ivory.
00331     Weapon carried by aged Albinaurics.
00332
00333     These weapons are evidence of their dedication to the
          Haligtree, despite  never having entered its presence.</
          text>
00334     <text id="1140000">Dagger with a bloodstained blade.
00335
00336     As blood darkened the dagger through repeated slashing and
          stabbing, its blade only grew sharper and harder.</text>
00337     <text id="1140100">Dagger with a bloodstained blade.
00338
00339     As blood darkened the dagger through repeated slashing and
          stabbing, its blade only grew sharper and harder.</text>
00340     <text id="1140200">Dagger with a bloodstained blade.
00341
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          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0271      <text id="1100200">Short sword with a tempering pattern on
          the blade.
0272      A weapon unique to warriors of the Land of Reeds.
0273      Afflicts targets with blood loss.
0274      These swords are considered auxiliary weapons.
0275      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0276      <text id="1100300">Short sword with a tempering pattern on
          the blade.
0277      A weapon unique to warriors of the Land of Reeds.
0278      Afflicts targets with blood loss.
0279      These swords are considered auxiliary weapons.
0280      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0281      <text id="1100400">Short sword with a tempering pattern on
          the blade.
0282      A weapon unique to warriors of the Land of Reeds.
0283      Afflicts targets with blood loss.
0284      These swords are considered auxiliary weapons.
0285      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0286      <text id="1100500">Short sword with a tempering pattern on
          the blade.
0287      A weapon unique to warriors of the Land of Reeds.
0288      Afflicts targets with blood loss.
0289      These swords are considered auxiliary weapons.
0290      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0291      <text id="1100600">Short sword with a tempering pattern on
          the blade.
0292      A weapon unique to warriors of the Land of Reeds.
0293      Afflicts targets with blood loss.
0294      These swords are considered auxiliary weapons.
0295      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0296      <text id="1100700">Short sword with a tempering pattern on
          the blade.
0297      A weapon unique to warriors of the Land of Reeds.
0298      Afflicts targets with blood loss.
0299      These swords are considered auxiliary weapons.
0300      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0301      <text id="1100800">Short sword with a tempering pattern on
          the blade.
0302      A weapon unique to warriors of the Land of Reeds.
0303      Afflicts targets with blood loss.
0304      These swords are considered auxiliary weapons.
0305      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0306      <text id="1100900">Short sword with a tempering pattern on
          the blade.
0307      A weapon unique to warriors of the Land of Reeds.
0308      Afflicts targets with blood loss.
0309      These swords are considered auxiliary weapons.
0310      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0311      <text id="1101000">Short sword with a tempering pattern on
          the blade.
0312      A weapon unique to warriors of the Land of Reeds.
0313      Afflicts targets with blood loss.
0314      These swords are considered auxiliary weapons.
0315      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0316      <text id="1101100">Short sword with a tempering pattern on
          the blade.
0317      A weapon unique to warriors of the Land of Reeds.
0318      Afflicts targets with blood loss.
0319      These swords are considered auxiliary weapons.
0320      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0321      <text id="1101200">Short sword with a tempering pattern on
          the blade.
0322      A weapon unique to warriors of the Land of Reeds.
0323      Afflicts targets with blood loss.
0324      These swords are considered auxiliary weapons.
0325      Yet, one man is known to wield this weapon in his left hand
          while using a full-sized katana in his right. A demonic
          swordsman known only as Okina.</text>
0326      <text id="1110000">Short sword given to high ranking
          clergymen of Farum Azula.
0327      Raises potency of bestial incantations.
0328
0329      The design celebrates a beast's five fingers, symbolic of the
          intelligence once granted upon their kind.</text>
0330      <text id="1130000">Sickle fashioned from ivory.
0331      Weapon carried by aged Albinaurics.
0332
0333      These weapons are evidence of their dedication to the
          Haligtree, despite never having entered its presence.</text>
0334      <text id="1140000">Dagger with a bloodstained blade.
0335      Afflicts targets with blood loss.
0336
0337      As blood darkened the dagger through repeated slashing and
          stabbing, its blade only grew sharper and harder.</text>
0338      <text id="1140100">Dagger with a bloodstained blade.
0339      Afflicts targets with blood loss.
0340
0341      As blood darkened the dagger through repeated slashing and
          stabbing, its blade only grew sharper and harder.</text>
0342      <text id="1140200">Dagger with a bloodstained blade.
0343      Afflicts targets with blood loss.
0344
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00342   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00343   <text id="1140300">Dagger with a bloodstained blade.
00344
00345   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00346   <text id="1140400">Dagger with a bloodstained blade.
00347
00348   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00349   <text id="1140500">Dagger with a bloodstained blade.
00350
00351   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00352   <text id="1140600">Dagger with a bloodstained blade.
00353
00354   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00355   <text id="1140700">Dagger with a bloodstained blade.
00356
00357   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00358   <text id="1140800">Dagger with a bloodstained blade.
00359
00360   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00361   <text id="1140900">Dagger with a bloodstained blade.
00362
00363   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00364   <text id="1141000">Dagger with a bloodstained blade.
00365
00366   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00367   <text id="1141100">Dagger with a bloodstained blade.
00368
00369   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00370   <text id="1141200">Dagger with a bloodstained blade.
00371
00372   As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
00373   <text id="1150000">An erdsteel dagger with a grass crest
        engraved upon its blade.
00374   Carried by the Erdtree royalty for self-defense.
00375
00376   Though forged to a high standard, the weapon is difficult to
        wield. The ability to use it properly was a hallmark of a
        young royal's upbringing.</text>
00377   <text id="1150100">An erdsteel dagger with a grass crest
        engraved upon its blade.
00378   Carried by the Erdtree royalty for self-defense.
00379
00380   Though forged to a high standard, the weapon is difficult to
        wield. The ability to use it properly was a hallmark of a
        young royal's upbringing.</text>
00381   <text id="1150200">An erdsteel dagger with a grass crest
        engraved upon its blade.
00382   Carried by the Erdtree royalty for self-defense.
00383
00384   Though forged to a high standard, the weapon is difficult to
        wield. The ability to use it properly was a hallmark of a
        young royal's upbringing.</text>
00385   <text id="1150300">An erdsteel dagger with a grass crest
        engraved upon its blade.
00386   Carried by the Erdtree royalty for self-defense.
00387
00388   Though forged to a high standard, the weapon is difficult to
        wield. The ability to use it properly was a hallmark of a
        young royal's upbringing.</text>
00389   <text id="1150400">An erdsteel dagger with a grass crest
        engraved upon its blade.
00390   Carried by the Erdtree royalty for self-defense.
00391
00392   Though forged to a high standard, the weapon is difficult to
        wield. The ability to use it properly was a hallmark of a
        young royal's upbringing.</text>
00393   <text id="1150500">An erdsteel dagger with a grass crest
        engraved upon its blade.
00394   Carried by the Erdtree royalty for self-defense.
00395
00396   Though forged to a high standard, the weapon is difficult to
        wield. The ability to use it properly was a hallmark of a
        young royal's upbringing.</text>
00397   <text id="1150600">An erdsteel dagger with a grass crest
        engraved upon its blade.
00398   Carried by the Erdtree royalty for self-defense.
00399
00400   Though forged to a high standard, the weapon is difficult to
        wield. The ability to use it properly was a hallmark of a
        young royal's upbringing.</text>
00401   <text id="1150700">An erdsteel dagger with a grass crest
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0345    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0346    <text id="1140300">Dagger with a bloodstained blade.
0347    Afflicts targets with blood loss.
0348
0349    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0350    <text id="1140400">Dagger with a bloodstained blade.
0351    Afflicts targets with blood loss.
0352
0353    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0354    <text id="1140500">Dagger with a bloodstained blade.
0355    Afflicts targets with blood loss.
0356
0357    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0358    <text id="1140600">Dagger with a bloodstained blade.
0359    Afflicts targets with blood loss.
0360
0361    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0362    <text id="1140700">Dagger with a bloodstained blade.
0363    Afflicts targets with blood loss.
0364
0365    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0366    <text id="1140800">Dagger with a bloodstained blade.
0367    Afflicts targets with blood loss.
0368
0369    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0370    <text id="1140900">Dagger with a bloodstained blade.
0371    Afflicts targets with blood loss.
0372
0373    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0374    <text id="1141000">Dagger with a bloodstained blade.
0375    Afflicts targets with blood loss.
0376
0377    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0378    <text id="1141100">Dagger with a bloodstained blade.
0379    Afflicts targets with blood loss.
0380
0381    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0382    <text id="1141200">Dagger with a bloodstained blade.
0383    Afflicts targets with blood loss.
0384
0385    As blood darkened the dagger through repeated slashing and
        stabbing, its blade only grew sharper and harder.</text>
0386    <text id="1150000">An erdsteel dagger with a grass crest
        engraved upon its blade. Carried by the Erdtree royalty for
        self-defense in times of peace.
0387
0388    Though forged to a high standard, the weapon is difficult to
        wield.
0389    Attack power also scales with faith.</text>
0390    <text id="1150100">An erdsteel dagger with a grass crest
        engraved upon its blade. Carried by the Erdtree royalty for
        self-defense in times of peace.
0391
0392    Though forged to a high standard, the weapon is difficult to
        wield.
0393    Attack power also scales with faith.</text>
0394    <text id="1150200">An erdsteel dagger with a grass crest
        engraved upon its blade. Carried by the Erdtree royalty for
        self-defense in times of peace.
0395
0396    Though forged to a high standard, the weapon is difficult to
        wield.
0397    Attack power also scales with faith.</text>
0398    <text id="1150300">An erdsteel dagger with a grass crest
        engraved upon its blade. Carried by the Erdtree royalty for
        self-defense in times of peace.
0399
0400    Though forged to a high standard, the weapon is difficult to
        wield.
0401    Attack power also scales with faith.</text>
0402    <text id="1150400">An erdsteel dagger with a grass crest
        engraved upon its blade. Carried by the Erdtree royalty for
        self-defense in times of peace.
0403
0404    Though forged to a high standard, the weapon is difficult to
        wield.
0405    Attack power also scales with faith.</text>
0406    <text id="1150500">An erdsteel dagger with a grass crest
        engraved upon its blade. Carried by the Erdtree royalty for
        self-defense in times of peace.
0407
0408    Though forged to a high standard, the weapon is difficult to
        wield.
0409    Attack power also scales with faith.</text>
0410    <text id="1150600">An erdsteel dagger with a grass crest
        engraved upon its blade. Carried by the Erdtree royalty for
        self-defense in times of peace.
0411
0412    Though forged to a high standard, the weapon is difficult to
        wield.
0413    Attack power also scales with faith.</text>
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engraved upon its blade.
Carried by the Erdtree royalty for self-defense.


Though forged to a high standard, the weapon is difficult to wield. The ability to use it properly was a hallmark of a young royal's upbringing.</text>
<text id="1150800">An erdsteel dagger with a grass crest engraved upon its blade.
Carried by the Erdtree royalty for self-defense.


Though forged to a high standard, the weapon is difficult to wield. The ability to use it properly was a hallmark of a young royal's upbringing.</text>
<text id="1150900">An erdsteel dagger with a grass crest engraved upon its blade.
Carried by the Erdtree royalty for self-defense.


Though forged to a high standard, the weapon is difficult to wield. The ability to use it properly was a hallmark of a young royal's upbringing.</text>
<text id="1151000">An erdsteel dagger with a grass crest engraved upon its blade.
Carried by the Erdtree royalty for self-defense.


Though forged to a high standard, the weapon is difficult to wield. The ability to use it properly was a hallmark of a young royal's upbringing.</text>
<text id="1151100">An erdsteel dagger with a grass crest engraved upon its blade.
Carried by the Erdtree royalty for self-defense.


Though forged to a high standard, the weapon is difficult to wield. The ability to use it properly was a hallmark of a young royal's upbringing.</text>
<text id="1151200">An erdsteel dagger with a grass crest engraved upon its blade.
Carried by the Erdtree royalty for self-defense.


Though forged to a high standard, the weapon is difficult to wield. The ability to use it properly was a hallmark of a young royal's upbringing.</text>
<text id="1160000">Dagger featuring a slender, curved blade.
Given to one who set out on a journey to fulfil her duty long ago.


Embers of its former master's power still smolder in the blade.</text>

<text id="2000000">A straight sword with a double-edged blade.

In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>

<text id="2000100">A straight sword with a double-edged blade.

In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>

<text id="2000200">A straight sword with a double-edged blade.

In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>

<text id="2000300">A straight sword with a double-edged blade.

In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>

<text id="2000400">A straight sword with a double-edged blade.

In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>

<text id="2000500">A straight sword with a double-edged blade.

In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>

<text id="2000600">A straight sword with a double-edged blade.

In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>

<text id="2000700">A straight sword with a double-edged blade.

In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly
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<text id="1150700">An erdsteel dagger with a grass crest engraved upon its blade. Carried by the Erdtree royalty for self-defense in times of peace.

Though forged to a high standard, the weapon is difficult to wield.

Attack power also scales with faith.</text>

<text id="1150800">An erdsteel dagger with a grass crest engraved upon its blade. Carried by the Erdtree royalty for self-defense in times of peace.

Though forged to a high standard, the weapon is difficult to wield.

Attack power also scales with faith.</text>

<text id="1150900">An erdsteel dagger with a grass crest engraved upon its blade. Carried by the Erdtree royalty for self-defense in times of peace.

Though forged to a high standard, the weapon is difficult to wield.

Attack power also scales with faith.</text>

<text id="1151000">An erdsteel dagger with a grass crest engraved upon its blade. Carried by the Erdtree royalty for self-defense in times of peace.

Though forged to a high standard, the weapon is difficult to wield.

Attack power also scales with faith.</text>

<text id="1151100">An erdsteel dagger with a grass crest engraved upon its blade. Carried by the Erdtree royalty for self-defense in times of peace.

Though forged to a high standard, the weapon is difficult to wield.

Attack power also scales with faith.</text>

<text id="1151200">An erdsteel dagger with a grass crest engraved upon its blade. Carried by the Erdtree royalty for self-defense in times of peace.

Though forged to a high standard, the weapon is difficult to wield.

Attack power also scales with faith.</text>
<text id="1160000">Dagger given to one who set out on a journey to fulfill her duty long ago. The power of its former owner, the kindling maiden, is still apparent.

The one who walks alongside flame,

Shall one day meet the road of Destined Death.</text>
<text id="2000000">A straight sword with a double-edged blade.

In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
</text>
<text id="2000100">A straight sword with a double-edged blade.

In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
</text>
<text id="2000200">A straight sword with a double-edged blade.

In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
</text>
<text id="2000300">A straight sword with a double-edged blade.

In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
</text>
<text id="2000400">A straight sword with a double-edged blade.

In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
</text>
<text id="2000500">A straight sword with a double-edged blade.

In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
</text>
<text id="2000600">A straight sword with a double-edged blade.

In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
</text>
<text id="2000700">A straight sword with a double-edged blade.

In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced
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00453 | balanced armament.</text>
00454 |
00455 | <text id="2000800">A straight sword with a double-edged blade.
00456 | In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>
00457 |
00458 | <text id="2000900">A straight sword with a double-edged blade.
00459 | In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>
00460 |
00461 | <text id="2001000">A straight sword with a double-edged blade.
00462 | In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>
00463 |
00464 | <text id="2001100">A straight sword with a double-edged blade.
00465 | In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>
00466 |
00467 | <text id="2001200">A straight sword with a double-edged blade.
00468 | In addition to its easily-inflicted standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.</text>
00469 | <text id="2010000">A short straight sword with a short blade.
00470 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00471 |
00472 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00473 | <text id="2010100">A short straight sword with a short blade.
00474 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00475 |
00476 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00477 | <text id="2010200">A short straight sword with a short blade.
00478 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00479 |
00480 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00481 | <text id="2010300">A short straight sword with a short blade.
00482 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00483 |
00484 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00485 | <text id="2010400">A short straight sword with a short blade.
00486 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00487 |
00488 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00489 | <text id="2010500">A short straight sword with a short blade.
00490 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00491 |
00492 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00493 | <text id="2010600">A short straight sword with a short blade.
00494 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00495 |
00496 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00497 | <text id="2010700">A short straight sword with a short blade.
00498 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00499 |
00500 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00501 | <text id="2010800">A short straight sword with a short blade.
00502 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00503 |
00504 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00505 | <text id="2010900">A short straight sword with a short blade.
00506 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00507 |
00508 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00509 | <text id="2011000">A short straight sword with a short blade.
00510 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
00511 |
00512 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
00513 | <text id="2011100">A short straight sword with a short
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0473 | armament.
0474 | </text>
0475 | <text id="2000800">A straight sword with a double-edged blade.
0476 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
0477 | </text>
0478 | <text id="2000900">A straight sword with a double-edged blade.
0479 |
0480 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
0481 | </text>
0482 | <text id="2001000">A straight sword with a double-edged blade.
0483 |
0484 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
0485 | </text>
0486 | <text id="2001100">A straight sword with a double-edged blade.
0487 |
0488 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
0489 | </text>
0490 | <text id="2001200">A straight sword with a double-edged blade.
0491 |
0492 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks. A superbly balanced armament.
0493 | </text>
0494 | <text id="2010000">A short straight sword with a short blade.
0495 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0496 |
0497 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0498 | <text id="2010100">A short straight sword with a short blade.
0499 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0500 |
0501 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0502 | <text id="2010200">A short straight sword with a short blade.
0503 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0504 |
0505 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0506 | <text id="2010300">A short straight sword with a short blade.
0507 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0508 |
0509 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0510 | <text id="2010400">A short straight sword with a short blade.
0511 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0512 |
0513 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0514 | <text id="2010500">A short straight sword with a short blade.
0515 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0516 |
0517 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0518 | <text id="2010600">A short straight sword with a short blade.
0519 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0520 |
0521 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0522 | <text id="2010700">A short straight sword with a short blade.
0523 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0524 |
0525 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0526 | <text id="2010800">A short straight sword with a short blade.
0527 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0528 |
0529 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0530 | <text id="2010900">A short straight sword with a short blade.
0531 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0532 |
0533 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0534 | <text id="2011000">A short straight sword with a short blade.
0535 | In addition to its reliable standard damage, this weapon also boasts powerful piercing attacks.
0536 |
0537 | Lightweight amongst straight swords, this weapon is easy to wield, requiring only humble attributes.</text>
0538 | <text id="2011100">A short straight sword with a short blade.
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blade.
00513 | In addition to its reliable standard damage, this weapon
      | also boasts powerful piercing attacks.
00514 |
00515 | Lightweight amongst straight swords, this weapon is easy to
      | wield, requiring only humble attributes.</text>
00516 | <text id="2011200">A short straight sword with a short
      | blade.
00517 | In addition to its reliable standard damage, this weapon
      | also boasts powerful piercing attacks.
00518 |
00519 | Lightweight amongst straight swords, this weapon is easy to
      | wield, requiring only humble attributes.</text>
00520 | <text id="2020000">A straight sword with a wide blade,
      | suited to slashing attacks.
00521 |
00522 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00523 | <text id="2020100">A straight sword with a wide blade,
      | suited to slashing attacks.
00524 |
00525 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00526 | <text id="2020200">A straight sword with a wide blade,
      | suited to slashing attacks.
00527 |
00528 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00529 | <text id="2020300">A straight sword with a wide blade,
      | suited to slashing attacks.
00530 |
00531 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00532 | <text id="2020400">A straight sword with a wide blade,
      | suited to slashing attacks.
00533 |
00534 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00535 | <text id="2020500">A straight sword with a wide blade,
      | suited to slashing attacks.
00536 |
00537 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00538 | <text id="2020600">A straight sword with a wide blade,
      | suited to slashing attacks.
00539 |
00540 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00541 | <text id="2020700">A straight sword with a wide blade,
      | suited to slashing attacks.
00542 |
00543 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00544 | <text id="2020800">A straight sword with a wide blade,
      | suited to slashing attacks.
00545 |
00546 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00547 | <text id="2020900">A straight sword with a wide blade,
      | suited to slashing attacks.
00548 |
00549 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00550 | <text id="2021000">A straight sword with a wide blade,
      | suited to slashing attacks.
00551 |
00552 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00553 | <text id="2021100">A straight sword with a wide blade,
      | suited to slashing attacks.
00554 |
00555 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00556 | <text id="2021200">A straight sword with a wide blade,
      | suited to slashing attacks.
00557 |
00558 | Horizontal swings boast wide attack range, making it easier
      | to connect with foes.</text>
00559 | <text id="2030000">A straight sword with a wide blade.
00560 | Effective for slashing attacks.
00561 |
00562 | Broad horizontal swings widen the attack range, making it
      | easier to connect with foes.</text>
00563 | <text id="2040000">Straight sword that saw use during the
      | Shattering.
00564 | Well-crafted for what was a commonplace weapon.
00565 |
00566 | Though blackened and damaged by years of use, it appears to
      | have otherwise been kept in a serviceable condition, despite
      | the soldiers having long since lost their minds.</text>
00567 | <text id="2040100">Straight sword that saw use during the
      | Shattering.
00568 | Well-crafted for what was a commonplace weapon.
00569 |
00570 | Though blackened and damaged by years of use, it appears to
      | have otherwise been kept in a serviceable condition, despite
      | the soldiers having long since lost their minds.</text>
00571 | <text id="2040200">Straight sword that saw use during the
      | Shattering.
00572 | Well-crafted for what was a commonplace weapon.
00573 |
00574 | Though blackened and damaged by years of use, it appears to
      | have otherwise been kept in a serviceable condition, despite
      | the soldiers having long since lost their minds.</text>
00575 | <text id="2040300">Straight sword that saw use during the
      | Shattering.
00576 | Well-crafted for what was a commonplace weapon.
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0539 | In addition to its reliable standard damage, this weapon also
     | boasts powerful piercing attacks.
0540 |
0541 | Lightweight amongst straight swords, this weapon is easy to
     | wield, requiring only humble attributes.</text>
0542 | <text id="2011200">A short straight sword with a short blade.
0543 | In addition to its reliable standard damage, this weapon also
     | boasts powerful piercing attacks.
0544 |
0545 | Lightweight amongst straight swords, this weapon is easy to
     | wield, requiring only humble attributes.</text>
0546 | <text id="2020000">A straight sword with a wide blade, suited
     | to slashing attacks.
0547 |
0548 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0549 | <text id="2020100">A straight sword with a wide blade, suited
     | to slashing attacks.
0550 |
0551 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0552 | <text id="2020200">A straight sword with a wide blade, suited
     | to slashing attacks.
0553 |
0554 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0555 | <text id="2020300">A straight sword with a wide blade, suited
     | to slashing attacks.
0556 |
0557 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0558 | <text id="2020400">A straight sword with a wide blade, suited
     | to slashing attacks.
0559 |
0560 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0561 | <text id="2020500">A straight sword with a wide blade, suited
     | to slashing attacks.
0562 |
0563 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0564 | <text id="2020600">A straight sword with a wide blade, suited
     | to slashing attacks.
0565 |
0566 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0567 | <text id="2020700">A straight sword with a wide blade, suited
     | to slashing attacks.
0568 |
0569 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0570 | <text id="2020800">A straight sword with a wide blade, suited
     | to slashing attacks.
0571 |
0572 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0573 | <text id="2020900">A straight sword with a wide blade, suited
     | to slashing attacks.
0574 |
0575 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0576 | <text id="2021000">A straight sword with a wide blade, suited
     | to slashing attacks.
0577 |
0578 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0579 | <text id="2021100">A straight sword with a wide blade, suited
     | to slashing attacks.
0580 |
0581 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0582 | <text id="2021200">A straight sword with a wide blade, suited
     | to slashing attacks.
0583 |
0584 | Horizontal swings boast wide attack range, making it easier
     | to connect with foes.</text>
0585 | <text id="2030000">A straight sword with a wide blade.
0586 | Effective for slashing attacks.
0587 |
0588 | Broad horizontal swings widen the attack range, making it
     | easier to connect with foes.</text>
0589 | <text id="2040000">Well-crafted straight sword with an
     | illustrious
0590 | design, wielded by regulars of a lord's army.
0591 |
0592 | Though blackened and damaged by years of use,
     |
0593 | it appears to have otherwise been kept in a
     |
0594 | serviceable condition, despite the soldiers having
0595 | long since lost their minds.</text>
0596 | <text id="2040100">Well-crafted straight sword with an
     | illustrious
0597 | design, wielded by regulars of a lord's army.
0598 |
0599 | Though blackened and damaged by years of use,
     |
0600 | it appears to have otherwise been kept in a
     |
0601 | serviceable condition, despite the soldiers having
0602 | long since lost their minds.</text>
0603 | <text id="2040200">Well-crafted straight sword with an
     | illustrious
0604 | design, wielded by regulars of a lord's army.
0605 |
0606 | Though blackened and damaged by years of use,
     |
0607 | it appears to have otherwise been kept in a
     |
0608 | serviceable condition, despite the soldiers having
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00577
00578   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00579   <text id="2040400">Straight sword that saw use during the
        Shattering.
00580   Well-crafted for what was a commonplace weapon.
00581
00582   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00583   <text id="2040500">Straight sword that saw use during the
        Shattering.
00584   Well-crafted for what was a commonplace weapon.
00585
00586   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00587   <text id="2040600">Straight sword that saw use during the
        Shattering.
00588   Well-crafted for what was a commonplace weapon.
00589
00590   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00591   <text id="2040700">Straight sword that saw use during the
        Shattering.
00592   Well-crafted for what was a commonplace weapon.
00593
00594   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00595   <text id="2040800">Straight sword that saw use during the
        Shattering.
00596   Well-crafted for what was a commonplace weapon.
00597
00598   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00599   <text id="2040900">Straight sword that saw use during the
        Shattering.
00600   Well-crafted for what was a commonplace weapon.
00601
00602   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00603   <text id="2041000">Straight sword that saw use during the
        Shattering.
00604   Well-crafted for what was a commonplace weapon.
00605
00606   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00607   <text id="2041100">Straight sword that saw use during the
        Shattering.
00608   Well-crafted for what was a commonplace weapon.
00609
00610   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00611   <text id="2041200">Straight sword that saw use during the
        Shattering.
00612   Well-crafted for what was a commonplace weapon.
00613
00614   Though blackened and damaged by years of use, it appears to
        have otherwise been kept in a serviceable condition, despite
        the soldiers having long since lost their minds.</text>
00615   <text id="2050000">Straight sword with a rather short but
        wide blade.
00616   Simple to wield, it was known as the sword of the people.
00617
00618   Though the Erdtree styling is still visible, time has not
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0609    long since lost their minds.</text>
0610    <text id="2040300">Well-crafted straight sword with an
        illustrious
0611    design, wielded by regulars of a lord's army.
0612
0613    Though blackened and damaged by years of use,
0614    it appears to have otherwise been kept in a
0615    serviceable condition, despite the soldiers having
0616    long since lost their minds.</text>
0617    <text id="2040400">Well-crafted straight sword with an
        illustrious
0618    design, wielded by regulars of a lord's army.
0619
0620    Though blackened and damaged by years of use,
0621    it appears to have otherwise been kept in a
0622    serviceable condition, despite the soldiers having
0623    long since lost their minds.</text>
0624    <text id="2040500">Well-crafted straight sword with an
        illustrious
0625    design, wielded by regulars of a lord's army.
0626
0627    Though blackened and damaged by years of use,
0628    it appears to have otherwise been kept in a
0629    serviceable condition, despite the soldiers having
0630    long since lost their minds.</text>
0631    <text id="2040600">Well-crafted straight sword with an
        illustrious
0632    design, wielded by regulars of a lord's army.
0633
0634    Though blackened and damaged by years of use,
0635    it appears to have otherwise been kept in a
0636    serviceable condition, despite the soldiers having
0637    long since lost their minds.</text>
0638    <text id="2040700">Well-crafted straight sword with an
        illustrious
0639    design, wielded by regulars of a lord's army.
0640
0641    Though blackened and damaged by years of use,
0642    it appears to have otherwise been kept in a
0643    serviceable condition, despite the soldiers having
0644    long since lost their minds.</text>
0645    <text id="2040800">Well-crafted straight sword with an
        illustrious
0646    design, wielded by regulars of a lord's army.
0647
0648    Though blackened and damaged by years of use,
0649    it appears to have otherwise been kept in a
0650    serviceable condition, despite the soldiers having
0651    long since lost their minds.</text>
0652    <text id="2040900">Well-crafted straight sword with an
        illustrious
0653    design, wielded by regulars of a lord's army.
0654
0655    Though blackened and damaged by years of use,
0656    it appears to have otherwise been kept in a
0657    serviceable condition, despite the soldiers having
0658    long since lost their minds.</text>
0659    <text id="2041000">Well-crafted straight sword with an
        illustrious
0660    design, wielded by regulars of a lord's army.
0661
0662    Though blackened and damaged by years of use,
0663    it appears to have otherwise been kept in a
0664    serviceable condition, despite the soldiers having
0665    long since lost their minds.</text>
0666    <text id="2041100">Well-crafted straight sword with an
        illustrious
0667    design, wielded by regulars of a lord's army.
0668
0669    Though blackened and damaged by years of use,
0670    it appears to have otherwise been kept in a
0671    serviceable condition, despite the soldiers having
0672    long since lost their minds.</text>
0673    <text id="2041200">Well-crafted straight sword with an
        illustrious
0674    design, wielded by regulars of a lord's army.
0675
0676    Though blackened and damaged by years of use,
0677    it appears to have otherwise been kept in a
0678    serviceable condition, despite the soldiers having
0679    long since lost their minds.</text>
0680    <text id="2050000">Straight sword with a rather short but
        wide blade.
0681    Simple to wield, it was known as the sword of the people.
0682
0683    Though the Erdtree styling is still visible, time has not
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      been kind to this sword, now merely a shadow of its former
      self.</text>
00619 <text id="2050100">Straight sword with a rather short but
      wide blade.
00620 Simple to wield, it was known as the sword of the people.
00621
00622 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00623 <text id="2050200">Straight sword with a rather short but
      wide blade.
00624 Simple to wield, it was known as the sword of the people.
00625
00626 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00627 <text id="2050300">Straight sword with a rather short but
      wide blade.
00628 Simple to wield, it was known as the sword of the people.
00629
00630 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00631 <text id="2050400">Straight sword with a rather short but
      wide blade.
00632 Simple to wield, it was known as the sword of the people.
00633
00634 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00635 <text id="2050500">Straight sword with a rather short but
      wide blade.
00636 Simple to wield, it was known as the sword of the people.
00637
00638 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00639 <text id="2050600">Straight sword with a rather short but
      wide blade.
00640 Simple to wield, it was known as the sword of the people.
00641
00642 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00643 <text id="2050700">Straight sword with a rather short but
      wide blade.
00644 Simple to wield, it was known as the sword of the people.
00645
00646 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00647 <text id="2050800">Straight sword with a rather short but
      wide blade.
00648 Simple to wield, it was known as the sword of the people.
00649
00650 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00651 <text id="2050900">Straight sword with a rather short but
      wide blade.
00652 Simple to wield, it was known as the sword of the people.
00653
00654 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00655 <text id="2051000">Straight sword with a rather short but
      wide blade.
00656 Simple to wield, it was known as the sword of the people.
00657
00658 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00659 <text id="2051100">Straight sword with a rather short but
      wide blade.
00660 Simple to wield, it was known as the sword of the people.
00661
00662 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00663 <text id="2051200">Straight sword with a rather short but
      wide blade.
00664 Simple to wield, it was known as the sword of the people.
00665
00666 Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
00667 <text id="2060000">Slender straight sword patterned after an
      antique ornament.
00668 Superior swordsmen prefer to wield one in each hand.
00669
00670 After falling from grace, the dregs of the golden lineage
      sought power and purpose in the past.</text>
00671 <text id="2070000">A sword made to commemorate the death of
      Godwyn the Golden, first of the demigods to die.
00672
00673 Infused with the humble prayer of a young boy; "O brother,
      lord brother, please die a true death."</text>
00674 <text id="2080000">A grim weapon wielded by swordsmen of the
      Eternal Cities, this shotel has a blade as fine as a needle.
00675
00676 Forged from the liquid metal from which silver tears
      originate, it is thoroughly tempered until hardened.</text>
00677 <text id="2090000">Sword forged by compounding silver and
      gold.
00678 A sacred weapon to hunt those who live in Death.
00679
00680 The inseparable twins found solace in the Golden Order, the
      only institution not to revile them as accursed beings.</
      text>
00681 <text id="2090100">Sharp sword used by D, Knight of the
      Golden Order.
00682 The blade was forged with a mix of silver and brass.</text>
00683 <text id="2090200">Sharp sword used by D, Knight of the
      Golden Order.
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      been kind to this sword, now merely a shadow of its former
      self.</text>
0684  <text id="2050100">Straight sword with a rather short but
      wide blade.
0685  Simple to wield, it was known as the sword of the people.
0686
0687  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0688  <text id="2050200">Straight sword with a rather short but
      wide blade.
0689  Simple to wield, it was known as the sword of the people.
0690
0691  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0692  <text id="2050300">Straight sword with a rather short but
      wide blade.
0693  Simple to wield, it was known as the sword of the people.
0694
0695  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0696  <text id="2050400">Straight sword with a rather short but
      wide blade.
0697  Simple to wield, it was known as the sword of the people.
0698
0699  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0700  <text id="2050500">Straight sword with a rather short but
      wide blade.
0701  Simple to wield, it was known as the sword of the people.
0702
0703  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0704  <text id="2050600">Straight sword with a rather short but
      wide blade.
0705  Simple to wield, it was known as the sword of the people.
0706
0707  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0708  <text id="2050700">Straight sword with a rather short but
      wide blade.
0709  Simple to wield, it was known as the sword of the people.
0710
0711  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0712  <text id="2050800">Straight sword with a rather short but
      wide blade.
0713  Simple to wield, it was known as the sword of the people.
0714
0715  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0716  <text id="2050900">Straight sword with a rather short but
      wide blade.
0717  Simple to wield, it was known as the sword of the people.
0718
0719  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0720  <text id="2051000">Straight sword with a rather short but
      wide blade.
0721  Simple to wield, it was known as the sword of the people.
0722
0723  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0724  <text id="2051100">Straight sword with a rather short but
      wide blade.
0725  Simple to wield, it was known as the sword of the people.
0726
0727  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0728  <text id="2051200">Straight sword with a rather short but
      wide blade.
0729  Simple to wield, it was known as the sword of the people.
0730
0731  Though the Erdtree styling is still visible, time has not
      been kind to this sword, now merely a shadow of its former
      self.</text>
0732  <text id="2060000">Slender straight sword patterned after an
      antique ornament.
0733  Superior swordsmen prefer to wield one in each hand.
0734
0735  After falling from grace, the dregs of the golden lineage
      sought power and purpose in the past.</text>
0736  <text id="2070000">A sword made to commemorate the death of
      Godwyn the Golden, first of the demigods to die.
0737
0738  Infused with the humble prayer of a young boy; "O brother,
      lord brother, please die a true death."</text>
0739  <text id="2080000">A grim weapon wielded by swordsmen of the
      Eternal City, this shotel has a blade as fine as a needle.
0740
0741  Forged from the liquid metal of a Silver Tear, it is
      thoroughly tempered until hardened. </text>
0742  <text id="2090000">Sword forged by compounding silver and
      gold.
0743  A sacred weapon to hunt Those Who Live in Death.
0744  Deals holy damage.
0745
0746  The inseparable twins found solace in the Golden Order, the
      only institution not to revile them as accursed beings.</
      text>
0747  <text id="2090100">Sharp sword used by D, Knight of the
      Golden Order.
0748  The blade was forged with a mix of silver and brass.</text>
0749  <text id="2090200">Sharp sword used by D, Knight of the
      Golden Order.
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00684 |   The blade was forged with a mix of silver and brass.</text>
00685 |   <text id="2090300">Sharp sword used by D, Knight of the
      |   Golden Order.
00686 |   The blade was forged with a mix of silver and brass.</text>
00687 |   <text id="2090400">Sharp sword used by D, Knight of the
      |   Golden Order.
00688 |   The blade was forged with a mix of silver and brass.</text>
00689 |   <text id="2090500">Sharp sword used by D, Knight of the
      |   Golden Order.
00690 |   The blade was forged with a mix of silver and brass.</text>
00691 |   <text id="2090600">Sharp sword used by D, Knight of the
      |   Golden Order.
00692 |   The blade was forged with a mix of silver and brass.</text>
00693 |   <text id="2090700">Sharp sword used by D, Knight of the
      |   Golden Order.
00694 |   The blade was forged with a mix of silver and brass.</text>
00695 |   <text id="2090800">Sharp sword used by D, Knight of the
      |   Golden Order.
00696 |   The blade was forged with a mix of silver and brass.</text>
00697 |   <text id="2090900">Sharp sword used by D, Knight of the
      |   Golden Order.
00698 |   The blade was forged with a mix of silver and brass.</text>
00699 |   <text id="2091000">Sharp sword used by D, Knight of the
      |   Golden Order.
00700 |   The blade was forged with a mix of silver and brass.</text>
00701 |   <text id="2091100">Sharp sword used by D, Knight of the
      |   Golden Order.
00702 |   The blade was forged with a mix of silver and brass.</text>
00703 |   <text id="2091200">Sharp sword used by D, Knight of the
      |   Golden Order.
00704 |   The blade was forged with a mix of silver and brass.</text>
00705 |   <text id="2110000">Hidden sword once granted to the
      |   Tarnished of the Roundtable by the Two Fingers. A formless
      |   sequence of runic invocations comprise its blade, and as
      |   such no shield can repel it. Champions would gather at the
      |   Roundtable Hold in days long past, when the Two Fingers
      |   could still boast great oratory prowess, and their flesh was
      |   yet full of vigor.</text>
00706 |   <text id="2140000">This prized sword of Caria Manor is a
      |   storied armament.
00707 |
00708 |   It is said that when the antecedents of the sorcerers first
      |   gazed upon the stars from the distant mountaintops so very
      |   close to the sky, they considered the fire giants their
      |   neighbours.</text>
00709 |   <text id="2150000">Sword fashioned from pure crystal; a deed
      |   impossible for a human. It is enwreathed with powerful
      |   magic. The inscrutable crystalians have but one clear
      |   purpose; to safeguard their crystals unto the end. One
      |   theory posits that they yearn for the return of their
      |   creator who will carve for them new companions.</text>
00710 |   <text id="2180000">Straight sword embedded with a blue
      |   glintstone.
00711 |   Weapon of knights sworn to Carian royalty.
00712 |
00713 |   These knights' swords could serve as catalysts, letting them
      |   wield sorcerous battle arts. Despite numbering fewer than
      |   twenty, this power made them a match for even the champions
      |   of gold in battle.</text>
00714 |   <text id="2190000">Silver sword carried by clerics of St.
      |   Trina.
00715 |   Inflicts sleep ailment upon foes.
00716 |
00717 |   St. Trina is an enigmatic figure. Some say she is a comely
      |   young girl, others are sure he is a boy. The only certainty
      |   is that their appearance was as sudden as their
      |   disappearance.</text>
00718 |   <text id="2200000">Sword forged by servants of Miquella of
      |   the Haligtree, with a design modelled after those carried by
      |   Carian knights. Instead of glintstone however, amber from
      |   the Haligtree is embedded in the blade.
00719 |
00720 |   A sumptuous piece, yet it has never been offered to any
      |   knight—an ill-stared sword with no master.</text>
00721 |   <text id="2210000">Beloved sword of an aged knight whose
      |   last quest was long behind him, repurposed into a walking
      |   stick. The tip is severely worn.
00722 |
00723 |   Though bent of back and without the brawn required even to
      |   raise the sword aloft, still he wished to meet his end with
      |   weapon in hand. </text>
00724 |   <text id="2210100">Beloved sword of an aged knight whose
      |   last quest was long behind him, repurposed into a walking
      |   stick. The tip is severely worn.
00725 |
00726 |   Though bent of back and without the brawn required even to
      |   raise the sword aloft, still he wished to meet his end with
      |   weapon in hand. </text>
00727 |   <text id="2210200">Beloved sword of an aged knight whose
      |   last quest was long behind him, repurposed into a walking
      |   stick. The tip is severely worn.
00728 |
00729 |   Though bent of back and without the brawn required even to
      |   raise the sword aloft, still he wished to meet his end with
      |   weapon in hand. </text>
00730 |   <text id="2210300">Beloved sword of an aged knight whose
      |   last quest was long behind him, repurposed into a walking
      |   stick. The tip is severely worn.
00731 |
00732 |   Though bent of back and without the brawn required even to
      |   raise the sword aloft, still he wished to meet his end with
      |   weapon in hand. </text>
00733 |   <text id="2210400">Beloved sword of an aged knight whose
      |   last quest was long behind him, repurposed into a walking
      |   stick. The tip is severely worn.
00734 |
00735 |   Though bent of back and without the brawn required even to
      |   raise the sword aloft, still he wished to meet his end with
      |   weapon in hand. </text>
00736 |   <text id="2210500">Beloved sword of an aged knight whose
      |   last quest was long behind him, repurposed into a walking
      |   stick. The tip is severely worn.
00737 |
00738 |   Though bent of back and without the brawn required even to
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0750 |   The blade was forged with a mix of silver and brass.</text>
0751 |   <text id="2090300">Sharp sword used by D, Knight of the
     |   Golden Order.
0752 |   The blade was forged with a mix of silver and brass.</text>
0753 |   <text id="2090400">Sharp sword used by D, Knight of the
     |   Golden Order.
0754 |   The blade was forged with a mix of silver and brass.</text>
0755 |   <text id="2090500">Sharp sword used by D, Knight of the
     |   Golden Order.
0756 |   The blade was forged with a mix of silver and brass.</text>
0757 |   <text id="2090600">Sharp sword used by D, Knight of the
     |   Golden Order.
0758 |   The blade was forged with a mix of silver and brass.</text>
0759 |   <text id="2090700">Sharp sword used by D, Knight of the
     |   Golden Order.
0760 |   The blade was forged with a mix of silver and brass.</text>
0761 |   <text id="2090800">Sharp sword used by D, Knight of the
     |   Golden Order.
0762 |   The blade was forged with a mix of silver and brass.</text>
0763 |   <text id="2090900">Sharp sword used by D, Knight of the
     |   Golden Order.
0764 |   The blade was forged with a mix of silver and brass.</text>
0765 |   <text id="2091000">Sharp sword used by D, Knight of the
     |   Golden Order.
0766 |   The blade was forged with a mix of silver and brass.</text>
0767 |   <text id="2091100">Sharp sword used by D, Knight of the
     |   Golden Order.
0768 |   The blade was forged with a mix of silver and brass.</text>
0769 |   <text id="2091200">Sharp sword used by D, Knight of the
     |   Golden Order.
0770 |   The blade was forged with a mix of silver and brass.</text>
0771 |   <text id="2110000">Hidden sword once granted to the Tarnished
     |   of the Roundtable by the Two Fingers. A formless cipher
     |   comprises its blade, which deals holy damage no shield can
     |   repel. Champions would gather at the Roundtable Hold in days
     |   long past, when the Two Fingers were masters of oration,
     |   their flesh yet full of vigor.</text>
0772 |   <text id="2140000">Storied sword and treasure of Caria Manor.
0773 |   One of the legendary armaments.
0774 |
0775 |   Astrologers, who preceded the sorcerers, established
     |   themselves in mountaintops that nearly touched the sky, and
     |   considered the Fire Giants their neighbors.</text>
0776 |   <text id="2150000">Sword fashioned from pure crystal; a deed
     |   impossible for a human. Enwreathed with powerful magic, its
     |   attack scales with intelligence. The inscrutable Crystalians
     |   have but one clear purpose; to safeguard their crystals unto
     |   the end. One theory posits that they yearn for the return of
     |   their creator who will carve for them new brethren.</text>
0777 |   <text id="2180000">Straight sword embedded with a blue
     |   glintstone.
0778 |   Weapon of knights sworn to Carian royalty.
0779 |
0780 |   These knights' swords could serve as catalysts, letting them
     |   wield sorcerous battle skills. Despite numbering fewer than
     |   twenty, this power made them a match for even the champions
     |   of gold in battle.</text>
0781 |   <text id="2190000">Silver sword carried by clerics of St.
     |   Trina.
0782 |   Inflicts sleep ailment upon foes.
0783 |
0784 |   St. Trina is an enigmatic figure. Some say she is a comely
     |   young girl, others are sure he is a boy. The only certainty
     |   is that their appearance was as sudden as their
     |   disappearance.</text>
0785 |   <text id="2200000">Sword forged by servants of Miquella of
     |   the Haligtree, with a design modeled after those carried by
     |   Carian knights. Instead of glintstone however, amber from the
     |   Haligtree is embedded in the blade.
0786 |
0787 |   A sumptuous piece, yet it has never been offered to any
     |   knight—an ill-starred sword with no master.</text>
0788 |   <text id="2210000">Beloved sword of an aged knight whose last
     |   quest was long behind him, repurposed into a walking stick.
     |   The tip is rather worn.
0789 |
0790 |   Though bent of back and without the brawn required even to
     |   raise the sword aloft, still he wished to meet his end with
     |   weapon in hand. </text>
0791 |   <text id="2210100">Beloved sword of an aged knight whose last
     |   quest was long behind him, repurposed into a walking stick.
     |   The tip is rather worn.
0792 |
0793 |   Though bent of back and without the brawn required even to
     |   raise the sword aloft, still he wished to meet his end with
     |   weapon in hand. </text>
0794 |   <text id="2210200">Beloved sword of an aged knight whose last
     |   quest was long behind him, repurposed into a walking stick.
     |   The tip is rather worn.
0795 |
0796 |   Though bent of back and without the brawn required even to
     |   raise the sword aloft, still he wished to meet his end with
     |   weapon in hand. </text>
0797 |   <text id="2210300">Beloved sword of an aged knight whose last
     |   quest was long behind him, repurposed into a walking stick.
     |   The tip is rather worn.
0798 |
0799 |   Though bent of back and without the brawn required even to
     |   raise the sword aloft, still he wished to meet his end with
     |   weapon in hand. </text>
0800 |   <text id="2210400">Beloved sword of an aged knight whose last
     |   quest was long behind him, repurposed into a walking stick.
     |   The tip is rather worn.
0801 |
0802 |   Though bent of back and without the brawn required even to
     |   raise the sword aloft, still he wished to meet his end with
     |   weapon in hand. </text>
0803 |   <text id="2210500">Beloved sword of an aged knight whose last
     |   quest was long behind him, repurposed into a walking stick.
     |   The tip is rather worn.
0804 |
0805 |   Though bent of back and without the brawn required even to
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raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
00739 <text id="2210600">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is severely worn.
00740
00741 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
00742 <text id="2210700">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is severely worn.
00743
00744 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
00745 <text id="2210800">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is severely worn.
00746
00747 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
00748 <text id="2210900">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is severely worn.
00749
00750 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
00751 <text id="2211000">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is severely worn.
00752
00753 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
00754 <text id="2211100">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is severely worn.
00755
00756 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
00757 <text id="2211200">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is severely worn.
00758
00759 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
00760 <text id="2220000">Treasured sword of Eochaid, a lesser state now vanished.
00761 The copper coloration is not to be confused for rust, but is a conduit for its wielder to freely conduct their intent.
00762
00763 Swords of Eochaid dance through the skies.</text>
00764 <text id="2230000">Narrow blade carried by wandering nobles.
00765 Made to be easy to wield.
00766
00767 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00768 <text id="2230100">Narrow blade carried by wandering nobles.
00769 Made to be easy to wield.
00770
00771 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00772 <text id="2230200">Narrow blade carried by wandering nobles.
00773 Made to be easy to wield.
00774
00775 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00776 <text id="2230300">Narrow blade carried by wandering nobles.
00777 Made to be easy to wield.
00778
00779 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00780 <text id="2230400">Narrow blade carried by wandering nobles.
00781 Made to be easy to wield.
00782
00783 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00784 <text id="2230500">Narrow blade carried by wandering nobles.
00785 Made to be easy to wield.
00786
00787 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00788 <text id="2230600">Narrow blade carried by wandering nobles.
00789 Made to be easy to wield.
00790
00791 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00792 <text id="2230700">Narrow blade carried by wandering nobles.
00793 Made to be easy to wield.
00794
00795 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00796 <text id="2230800">Narrow blade carried by wandering nobles.
00797 Made to be easy to wield.
00798
00799 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00800 <text id="2230900">Narrow blade carried by wandering nobles.
00801 Made to be easy to wield.
00802
00803 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00804 <text id="2231000">Narrow blade carried by wandering nobles.
00805 Made to be easy to wield.
00806
00807 Daubed with gold from tip to tail, it should fetch a good sum.</text>
00808 <text id="2231100">Narrow blade carried by wandering nobles.
00809 Made to be easy to wield.
00810
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raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
0806 <text id="2210600">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is rather worn.
0807
0808 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
0809 <text id="2210700">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is rather worn.
0810
0811 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
0812 <text id="2210800">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is rather worn.
0813
0814 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
0815 <text id="2210900">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is rather worn.
0816
0817 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
0818 <text id="2211000">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is rather worn.
0819
0820 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
0821 <text id="2211100">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is rather worn.
0822
0823 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
0824 <text id="2211200">Beloved sword of an aged knight whose last quest was long behind him, repurposed into a walking stick. The tip is rather worn.
0825
0826 Though bent of back and without the brawn required even to raise the sword aloft, still he wished to meet his end with weapon in hand. </text>
0827 <text id="2220000">Treasured sword of Eochaid, a lesser, long-vanished domain.
0828 The copper coloration is not to be confused for rust, but is a conduit for its wielder to move it by their will alone.
0829
0830 Swords of Eochaid dance through the skies.</text>
0831 <text id="2230000">Narrow blade carried by wandering nobles.
0832 Made to be easy to wield.
0833
0834 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0835 <text id="2230100">Narrow blade carried by wandering nobles.
0836 Made to be easy to wield.
0837
0838 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0839 <text id="2230200">Narrow blade carried by wandering nobles.
0840 Made to be easy to wield.
0841
0842 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0843 <text id="2230300">Narrow blade carried by wandering nobles.
0844 Made to be easy to wield.
0845
0846 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0847 <text id="2230400">Narrow blade carried by wandering nobles.
0848 Made to be easy to wield.
0849
0850 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0851 <text id="2230500">Narrow blade carried by wandering nobles.
0852 Made to be easy to wield.
0853
0854 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0855 <text id="2230600">Narrow blade carried by wandering nobles.
0856 Made to be easy to wield.
0857
0858 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0859 <text id="2230700">Narrow blade carried by wandering nobles.
0860 Made to be easy to wield.
0861
0862 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0863 <text id="2230800">Narrow blade carried by wandering nobles.
0864 Made to be easy to wield.
0865
0866 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0867 <text id="2230900">Narrow blade carried by wandering nobles.
0868 Made to be easy to wield.
0869
0870 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0871 <text id="2231000">Narrow blade carried by wandering nobles.
0872 Made to be easy to wield.
0873
0874 Daubed with gold from tip to tail, it should fetch a good sum.</text>
0875 <text id="2231100">Narrow blade carried by wandering nobles.
0876 Made to be easy to wield.
0877
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00811 | Daubed with gold from tip to tail, it should fetch a good sum.</text>
00812 | <text id="2231200">Narrow blade carried by wandering nobles.
00813 | Made to be easy to wield.
00814 |
00815 | Daubed with gold from tip to tail, it should fetch a good sum.</text>
00816 | <text id="2240000">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00817 |
00818 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00819 | <text id="2240100">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00820 |
00821 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00822 | <text id="2240200">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00823 |
00824 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00825 | <text id="2240300">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00826 |
00827 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00828 | <text id="2240400">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00829 |
00830 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00831 | <text id="2240500">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00832 |
00833 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00834 | <text id="2240600">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00835 |
00836 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00837 | <text id="2240700">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00838 |
00839 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00840 | <text id="2240800">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00841 |
00842 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00843 | <text id="2240900">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00844 |
00845 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00846 | <text id="2241000">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00847 |
00848 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00849 | <text id="2241100">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00850 |
00851 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00852 | <text id="2241200">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
00853 |
00854 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
00855 | <text id="2250000">Sword used by Raya Lucaria Academy fencers.
00856 | Glintstone is embedded in the sheath,
00857 | lending its attacks a magical strength.</text>
00858 | <text id="2260000">Sword fashioned from pure crystal; a deed impossible for a human.
00859 |
00860 | Though physically decayed by scarlet rot, its magic remains potent.</text>
00861 | <text id="3000000">A large sword with a straight blade.
00862 | While this heavy sword is wielded with two hands,
00863 | with enough strength it can be held with only one.
00864 |
00865 | The hefty blade can be swung into multiple foes
00866 | at once thanks to the broad, sweeping attack,
00867 | making fending off crowds all the easier.</text>
00868 | <text id="3000100">A large sword with a straight blade.
00869 | While this heavy sword is wielded with two hands,
00870 | with enough strength it can be held with only one.
00871 |
00872 | The hefty blade can be swung into multiple foes
00873 | at once thanks to the broad, sweeping attack,
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0878 | Daubed with gold from tip to tail, it should fetch a good sum.</text>
0879 | <text id="2231200">Narrow blade carried by wandering nobles.
0880 | Made to be easy to wield.
0881 |
0882 | Daubed with gold from tip to tail, it should fetch a good sum.</text>
0883 | <text id="2240000">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0884 |
0885 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0886 | <text id="2240100">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0887 |
0888 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0889 | <text id="2240200">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0890 |
0891 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0892 | <text id="2240300">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0893 |
0894 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0895 | <text id="2240400">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0896 |
0897 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0898 | <text id="2240500">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0899 |
0900 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0901 | <text id="2240600">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0902 |
0903 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0904 | <text id="2240700">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0905 |
0906 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0907 | <text id="2240800">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0908 |
0909 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0910 | <text id="2240900">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0911 |
0912 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0913 | <text id="2241000">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0914 |
0915 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0916 | <text id="2241100">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0917 |
0918 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0919 | <text id="2241200">Talon-swords are affixed to the legs of Stormveil's warhawks, but this one has been repurposed for human use.
0920 |
0921 | The blade is thin and lightweight so as not to obstruct the hawk's mobility.</text>
0922 | <text id="2250000">A sword with a glintstone in its handguards. Wielded by scholars of the Lazuli Conspectus who seek to master Carian sorcery.
0923 | Deals magic damage.
0924 |
0925 | Apparently once used as a staff of sorcery, this sword is made of wood.</text>
0926 | <text id="2260000">Sword fashioned from pure crystal; a deed impossible for a human.
0927 | It festers with scarlet rot.
0928 |
0929 | Enwreathed with powerful magic, its attack scales with intelligence.</text>
0930 | <text id="3000000">A large sword with a straight blade. This heavy sword is usually wielded with two hands, but for those with enough strength, one is sufficient.
0931 |
0932 | The hefty blade can be swung into multiple foes
0933 | at once thanks to the broad, sweeping attack,
0934 | making fending off crowds all the easier.</text>
0935 | <text id="3000100">A large sword with a straight blade. This heavy sword is usually wielded with two hands, but for those with enough strength, one is sufficient.
0936 |
0937 | The hefty blade can be swung into multiple foes
0938 | at once thanks to the broad, sweeping attack,
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00874   making fending off crowds all the easier.</text>
00875   <text id="3000200">A large sword with a straight blade.

00876   While this heavy sword is wielded with two hands,
00877   with enough strength it can be held with only one.
00878
00879   The hefty blade can be swung into multiple foes
00880   at once thanks to the broad, sweeping attack,
00881   making fending off crowds all the easier.</text>
00882   <text id="3000300">A large sword with a straight blade.

00883   While this heavy sword is wielded with two hands,
00884   with enough strength it can be held with only one.
00885
00886   The hefty blade can be swung into multiple foes
00887   at once thanks to the broad, sweeping attack,
00888   making fending off crowds all the easier.</text>
00889   <text id="3000400">A large sword with a straight blade.

00890   While this heavy sword is wielded with two hands,
00891   with enough strength it can be held with only one.
00892
00893   The hefty blade can be swung into multiple foes
00894   at once thanks to the broad, sweeping attack,
00895   making fending off crowds all the easier.</text>
00896   <text id="3000500">A large sword with a straight blade.

00897   While this heavy sword is wielded with two hands,
00898   with enough strength it can be held with only one.
00899
00900   The hefty blade can be swung into multiple foes
00901   at once thanks to the broad, sweeping attack,
00902   making fending off crowds all the easier.</text>
00903   <text id="3000600">A large sword with a straight blade.

00904   While this heavy sword is wielded with two hands,
00905   with enough strength it can be held with only one.
00906
00907   The hefty blade can be swung into multiple foes
00908   at once thanks to the broad, sweeping attack,
00909   making fending off crowds all the easier.</text>
00910   <text id="3000700">A large sword with a straight blade.

00911   While this heavy sword is wielded with two hands,
00912   with enough strength it can be held with only one.
00913
00914   The hefty blade can be swung into multiple foes
00915   at once thanks to the broad, sweeping attack,
00916   making fending off crowds all the easier.</text>
00917   <text id="3000800">A large sword with a straight blade.

00918   While this heavy sword is wielded with two hands,
00919   with enough strength it can be held with only one.
00920
00921   The hefty blade can be swung into multiple foes
00922   at once thanks to the broad, sweeping attack,
00923   making fending off crowds all the easier.</text>
00924   <text id="3000900">A large sword with a straight blade.

00925   While this heavy sword is wielded with two hands,
00926   with enough strength it can be held with only one.
00927
00928   The hefty blade can be swung into multiple foes
00929   at once thanks to the broad, sweeping attack,
00930   making fending off crowds all the easier.</text>
00931   <text id="3001000">A large sword with a straight blade.

00932   While this heavy sword is wielded with two hands,
00933   with enough strength it can be held with only one.
00934
00935   The hefty blade can be swung into multiple foes
00936   at once thanks to the broad, sweeping attack,
00937   making fending off crowds all the easier.</text>
00938   <text id="3001100">A large sword with a straight blade.

00939   While this heavy sword is wielded with two hands,
00940   with enough strength it can be held with only one.
00941
00942   The hefty blade can be swung into multiple foes
00943   at once thanks to the broad, sweeping attack,
00944   making fending off crowds all the easier.</text>
00945   <text id="3001200">A large sword with a straight blade.

00946   While this heavy sword is wielded with two hands,
00947   with enough strength it can be held with only one.
00948
00949   The hefty blade can be swung into multiple foes
00950   at once thanks to the broad, sweeping attack,
00951   making fending off crowds all the easier.</text>
00952   <text id="3010000">Oddly shaped greatsword wielded by imps.
00953   Its forked, undulating blade resembles a serpent's tongue.
00954
00955   Inflicts blood loss upon its victims.</text>

00956   <text id="3010100">Oddly shaped greatsword wielded by imps.
00957   Its forked, undulating blade resembles a serpent's tongue.
00958
00959   Inflicts blood loss upon its victims.</text>

00960   <text id="3010200">Oddly shaped greatsword wielded by imps.
00961   Its forked, undulating blade resembles a serpent's tongue.
00962
00963   Inflicts blood loss upon its victims.</text>
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0939   making fending off crowds all the easier.</text>
0940   <text id="3000200">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0941
0942   The hefty blade can be swung into multiple foes
0943   at once thanks to the broad, sweeping attack,
0944   making fending off crowds all the easier.</text>
0945   <text id="3000300">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0946
0947   The hefty blade can be swung into multiple foes
0948   at once thanks to the broad, sweeping attack,
0949   making fending off crowds all the easier.</text>
0950   <text id="3000400">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0951
0952   The hefty blade can be swung into multiple foes
0953   at once thanks to the broad, sweeping attack,
0954   making fending off crowds all the easier.</text>
0955   <text id="3000500">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0956
0957   The hefty blade can be swung into multiple foes
0958   at once thanks to the broad, sweeping attack,
0959   making fending off crowds all the easier.</text>
0960   <text id="3000600">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0961
0962   The hefty blade can be swung into multiple foes
0963   at once thanks to the broad, sweeping attack,
0964   making fending off crowds all the easier.</text>
0965   <text id="3000700">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0966
0967   The hefty blade can be swung into multiple foes
0968   at once thanks to the broad, sweeping attack,
0969   making fending off crowds all the easier.</text>
0970   <text id="3000800">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0971
0972   The hefty blade can be swung into multiple foes
0973   at once thanks to the broad, sweeping attack,
0974   making fending off crowds all the easier.</text>
0975   <text id="3000900">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0976
0977   The hefty blade can be swung into multiple foes
0978   at once thanks to the broad, sweeping attack,
0979   making fending off crowds all the easier.</text>
0980   <text id="3001000">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0981
0982   The hefty blade can be swung into multiple foes
0983   at once thanks to the broad, sweeping attack,
0984   making fending off crowds all the easier.</text>
0985   <text id="3001100">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0986
0987   The hefty blade can be swung into multiple foes
0988   at once thanks to the broad, sweeping attack,
0989   making fending off crowds all the easier.</text>
0990   <text id="3001200">A large sword with a straight blade. This
       heavy sword is usually wielded with two hands, but for those
       with enough strength, one is sufficient.
0991
0992   The hefty blade can be swung into multiple foes
0993   at once thanks to the broad, sweeping attack,
0994   making fending off crowds all the easier.</text>
0995   <text id="3010000">Oddly shaped greatsword wielded by imps.
0996
0997   The gently undulating forked blade is known as an "imp's
       tongue" and causes blood loss.</text>
0998   <text id="3010100">Oddly shaped greatsword wielded by imps.
0999
1000   The gently undulating forked blade is known as an "imp's
       tongue" and causes blood loss.</text>
1001   <text id="3010200">Oddly shaped greatsword wielded by imps.
1002
1003   The gently undulating forked blade is known as an "imp's
       tongue" and causes blood loss.</text>
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00964     <text id="3010300">Oddly shaped greatsword wielded by imps.
00965     Its forked, undulating blade resembles a serpent's tongue.
00966
00967     Inflicts blood loss upon its victims.</text>
00968     <text id="3010400">Oddly shaped greatsword wielded by imps.
00969     Its forked, undulating blade resembles a serpent's tongue.
00970
00971     Inflicts blood loss upon its victims.</text>
00972     <text id="3010500">Oddly shaped greatsword wielded by imps.
00973     Its forked, undulating blade resembles a serpent's tongue.
00974
00975     Inflicts blood loss upon its victims.</text>
00976     <text id="3010600">Oddly shaped greatsword wielded by imps.
00977     Its forked, undulating blade resembles a serpent's tongue.
00978
00979     Inflicts blood loss upon its victims.</text>
00980     <text id="3010700">Oddly shaped greatsword wielded by imps.
00981     Its forked, undulating blade resembles a serpent's tongue.
00982
00983     Inflicts blood loss upon its victims.</text>
00984     <text id="3010800">Oddly shaped greatsword wielded by imps.
00985     Its forked, undulating blade resembles a serpent's tongue.
00986
00987     Inflicts blood loss upon its victims.</text>
00988     <text id="3010900">Oddly shaped greatsword wielded by imps.
00989     Its forked, undulating blade resembles a serpent's tongue.
00990
00991     Inflicts blood loss upon its victims.</text>
00992     <text id="3011000">Oddly shaped greatsword wielded by imps.
00993     Its forked, undulating blade resembles a serpent's tongue.
00994
00995     Inflicts blood loss upon its victims.</text>
00996     <text id="3011100">Oddly shaped greatsword wielded by imps.
00997     Its forked, undulating blade resembles a serpent's tongue.
00998
00999     Inflicts blood loss upon its victims.</text>
01000     <text id="3011200">Oddly shaped greatsword wielded by imps.
01001     Its forked, undulating blade resembles a serpent's tongue.
01002
01003     Inflicts blood loss upon its victims.</text>
01004     <text id="3020000">Greatsword with a blade of unusually
          thick steel.
01005     A coarse weapon to which polishing is a foreign concept.
01006
01007     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01008     <text id="3020100">Greatsword with a blade of unusually
          thick steel.
01009     A coarse weapon to which polishing is a foreign concept.
01010
01011     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01012     <text id="3020200">Greatsword with a blade of unusually
          thick steel.
01013     A coarse weapon to which polishing is a foreign concept.
01014
01015     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01016     <text id="3020300">Greatsword with a blade of unusually
          thick steel.
01017     A coarse weapon to which polishing is a foreign concept.
01018
01019     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01020     <text id="3020400">Greatsword with a blade of unusually
          thick steel.
01021     A coarse weapon to which polishing is a foreign concept.
01022
01023     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01024     <text id="3020500">Greatsword with a blade of unusually
          thick steel.
01025     A coarse weapon to which polishing is a foreign concept.
01026
01027     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01028     <text id="3020600">Greatsword with a blade of unusually
          thick steel.
01029     A coarse weapon to which polishing is a foreign concept.
01030
01031     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01032     <text id="3020700">Greatsword with a blade of unusually
          thick steel.
01033     A coarse weapon to which polishing is a foreign concept.
01034
01035     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01036     <text id="3020800">Greatsword with a blade of unusually
          thick steel.
01037     A coarse weapon to which polishing is a foreign concept.
01038
01039     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01040     <text id="3020900">Greatsword with a blade of unusually
          thick steel.
01041     A coarse weapon to which polishing is a foreign concept.
01042
01043     Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
01044     <text id="3021000">Greatsword with a blade of unusually
          thick steel.
01045     A coarse weapon to which polishing is a foreign concept.
01046
01047     Weighty even among others of its class, the impact of each
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1004      <text id="3010300">Oddly shaped greatsword wielded by imps.
1005
1006      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1007      <text id="3010400">Oddly shaped greatsword wielded by imps.
1008
1009      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1010      <text id="3010500">Oddly shaped greatsword wielded by imps.
1011
1012      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1013      <text id="3010600">Oddly shaped greatsword wielded by imps.
1014
1015      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1016      <text id="3010700">Oddly shaped greatsword wielded by imps.
1017
1018      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1019      <text id="3010800">Oddly shaped greatsword wielded by imps.
1020
1021      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1022      <text id="3010900">Oddly shaped greatsword wielded by imps.
1023
1024      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1025      <text id="3011000">Oddly shaped greatsword wielded by imps.
1026
1027      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1028      <text id="3011100">Oddly shaped greatsword wielded by imps.
1029
1030      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1031      <text id="3011200">Oddly shaped greatsword wielded by imps.
1032
1033      The gently undulating forked blade is known as an "imp's
          tongue" and causes blood loss.</text>
1034      <text id="3020000">Greatsword with a blade of unusually thick
          steel.
1035      A coarse weapon to which polishing is a foreign concept.
1036
1037      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1038      <text id="3020100">Greatsword with a blade of unusually thick
          steel.
1039      A coarse weapon to which polishing is a foreign concept.
1040
1041      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1042      <text id="3020200">Greatsword with a blade of unusually thick
          steel.
1043      A coarse weapon to which polishing is a foreign concept.
1044
1045      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1046      <text id="3020300">Greatsword with a blade of unusually thick
          steel.
1047      A coarse weapon to which polishing is a foreign concept.
1048
1049      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1050      <text id="3020400">Greatsword with a blade of unusually thick
          steel.
1051      A coarse weapon to which polishing is a foreign concept.
1052
1053      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1054      <text id="3020500">Greatsword with a blade of unusually thick
          steel.
1055      A coarse weapon to which polishing is a foreign concept.
1056
1057      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1058      <text id="3020600">Greatsword with a blade of unusually thick
          steel.
1059      A coarse weapon to which polishing is a foreign concept.
1060
1061      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1062      <text id="3020700">Greatsword with a blade of unusually thick
          steel.
1063      A coarse weapon to which polishing is a foreign concept.
1064
1065      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1066      <text id="3020800">Greatsword with a blade of unusually thick
          steel.
1067      A coarse weapon to which polishing is a foreign concept.
1068
1069      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1070      <text id="3020900">Greatsword with a blade of unusually thick
          steel.
1071      A coarse weapon to which polishing is a foreign concept.
1072
1073      Weighty even among others of its class, the impact of each
          strike is sure to be felt.</text>
1074      <text id="3021000">Greatsword with a blade of unusually thick
          steel.
1075      A coarse weapon to which polishing is a foreign concept.
1076
1077      Weighty even among others of its class, the impact of each
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strike is sure to be felt.</text>
01048 <text id="3021100">Greatsword with a blade of unusually thick steel.
01049 A coarse weapon to which polishing is a foreign concept.
01050
01051 Weighty even among others of its class, the impact of each strike is sure to be felt.</text>
01052 <text id="3021200">Greatsword with a blade of unusually thick steel.
01053 A coarse weapon to which polishing is a foreign concept.
01054
01055 Weighty even among others of its class, the impact of each strike is sure to be felt.</text>
01056 <text id="3030000">Greatsword that saw use during the Shattering.
01057 Well-crafted for what was a commonplace weapon.
01058
01059 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01060 <text id="3030100">Greatsword that saw use during the Shattering.
01061 Well-crafted for what was a commonplace weapon.
01062
01063 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01064 <text id="3030200">Greatsword that saw use during the Shattering.
01065 Well-crafted for what was a commonplace weapon.
01066
01067 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01068 <text id="3030300">Greatsword that saw use during the Shattering.
01069 Well-crafted for what was a commonplace weapon.
01070
01071 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01072 <text id="3030400">Greatsword that saw use during the Shattering.
01073 Well-crafted for what was a commonplace weapon.
01074
01075 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01076 <text id="3030500">Greatsword that saw use during the Shattering.
01077 Well-crafted for what was a commonplace weapon.
01078
01079 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01080 <text id="3030600">Greatsword that saw use during the Shattering.
01081 Well-crafted for what was a commonplace weapon.
01082
01083 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01084 <text id="3030700">Greatsword that saw use during the Shattering.
01085 Well-crafted for what was a commonplace weapon.
01086
01087 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01088 <text id="3030800">Greatsword that saw use during the Shattering.
01089 Well-crafted for what was a commonplace weapon.
01090
01091 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01092 <text id="3030900">Greatsword that saw use during the Shattering.
01093 Well-crafted for what was a commonplace weapon.
01094
01095 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01096 <text id="3031000">Greatsword that saw use during the Shattering.
01097 Well-crafted for what was a commonplace weapon.
01098
01099 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01100 <text id="3031100">Greatsword that saw use during the Shattering.
01101 Well-crafted for what was a commonplace weapon.
01102
01103 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01104 <text id="3031200">Greatsword that saw use during the Shattering.
01105 Well-crafted for what was a commonplace weapon.
01106
01107 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
01108 <text id="3040000">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.
01109
01110 Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01111 <text id="3040100">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.
01112
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strike is sure to be felt.</text>
1078 <text id="3021100">Greatsword with a blade of unusually thick steel.
1079 A coarse weapon to which polishing is a foreign concept.
1080
1081 Weighty even among others of its class, the impact of each strike is sure to be felt.</text>
1082 <text id="3021200">Greatsword with a blade of unusually thick steel.
1083 A coarse weapon to which polishing is a foreign concept.
1084
1085 Weighty even among others of its class, the impact of each strike is sure to be felt.</text>
1086 <text id="3030000">Well-crafted straight sword with an illustrious
1087 design, wielded by regulars of a lord's army.
1088
1089 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1090 <text id="3030100">Well-crafted straight sword with an illustrious
1091 design, wielded by regulars of a lord's army.
1092
1093 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1094 <text id="3030200">Well-crafted straight sword with an illustrious
1095 design, wielded by regulars of a lord's army.
1096
1097 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1098 <text id="3030300">Well-crafted straight sword with an illustrious
1099 design, wielded by regulars of a lord's army.
1100
1101 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1102 <text id="3030400">Well-crafted straight sword with an illustrious
1103 design, wielded by regulars of a lord's army.
1104
1105 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1106 <text id="3030500">Well-crafted straight sword with an illustrious
1107 design, wielded by regulars of a lord's army.
1108
1109 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1110 <text id="3030600">Well-crafted straight sword with an illustrious
1111 design, wielded by regulars of a lord's army.
1112
1113 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1114 <text id="3030700">Well-crafted straight sword with an illustrious
1115 design, wielded by regulars of a lord's army.
1116
1117 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1118 <text id="3030800">Well-crafted straight sword with an illustrious
1119 design, wielded by regulars of a lord's army.
1120
1121 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1122 <text id="3030900">Well-crafted straight sword with an illustrious
1123 design, wielded by regulars of a lord's army.
1124
1125 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1126 <text id="3031000">Well-crafted straight sword with an illustrious
1127 design, wielded by regulars of a lord's army.
1128
1129 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1130 <text id="3031100">Well-crafted straight sword with an illustrious
1131 design, wielded by regulars of a lord's army.
1132
1133 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1134 <text id="3031200">Well-crafted straight sword with an illustrious
1135 design, wielded by regulars of a lord's army.
1136
1137 Though blackened and damaged by years of use, it appears to have otherwise been kept in a serviceable condition, despite the soldiers having long since lost their minds.</text>
1138 <text id="3040000">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
1139
1140 Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
1141 <text id="3040100">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
1142
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01113	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1143	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01114	<text id="3040200">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1144	<text id="3040200">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01115		1145	
01116	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1146	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01117	<text id="3040300">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1147	<text id="3040300">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01118		1148	
01119	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1149	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01120	<text id="3040400">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1150	<text id="3040400">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01121		1151	
01122	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1152	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01123	<text id="3040500">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1153	<text id="3040500">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01124		1154	
01125	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1155	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01126	<text id="3040600">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1156	<text id="3040600">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01127		1157	
01128	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1158	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01129	<text id="3040700">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1159	<text id="3040700">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01130		1160	
01131	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1161	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01132	<text id="3040800">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1162	<text id="3040800">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01133		1163	
01134	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1164	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01135	<text id="3040900">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1165	<text id="3040900">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01136		1166	
01137	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1167	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01138	<text id="3041000">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1168	<text id="3041000">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01139		1169	
01140	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1170	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01141	<text id="3041100">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1171	<text id="3041100">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01142		1172	
01143	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1173	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01144	<text id="3041200">Greatsword bestowed upon skilled swordsmen in the demigods' service, regardless of rank or title.	1174	<text id="3041200">Greatsword bestowed upon skilled swordsmen in the demigods' service, and yet had no rank or title.
01145		1175	
01146	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>	1176	Featuring a long grip enabling dual-handed use, this weapon was designed to dispatch larger foes. Being charged with such a duty was undoubtedly a great honor.</text>
01147	<text id="3050000">Greatsword featuring a flame-like undulation.	1177	<text id="3050000">Greatsword featuring a flame-like undulation.
01148	Shreds enemy flesh, inducing blood loss.	1178	Shreds enemy flesh, inducing blood loss.
01149		1179	
01150	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>	1180	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01151	<text id="3050100">Greatsword featuring a flame-like undulation.	1181	<text id="3050100">Greatsword featuring a flame-like undulation.
01152	Shreds enemy flesh, inducing blood loss.	1182	Shreds enemy flesh, inducing blood loss.
01153		1183	
01154	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>	1184	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01155	<text id="3050200">Greatsword featuring a flame-like undulation.	1185	<text id="3050200">Greatsword featuring a flame-like undulation.
01156	Shreds enemy flesh, inducing blood loss.	1186	Shreds enemy flesh, inducing blood loss.
01157		1187	
01158	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>	1188	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01159	<text id="3050300">Greatsword featuring a flame-like undulation.	1189	<text id="3050300">Greatsword featuring a flame-like undulation.
01160	Shreds enemy flesh, inducing blood loss.	1190	Shreds enemy flesh, inducing blood loss.
01161		1191	
01162	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>	1192	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01163	<text id="3050400">Greatsword featuring a flame-like undulation.	1193	<text id="3050400">Greatsword featuring a flame-like undulation.
01164	Shreds enemy flesh, inducing blood loss.	1194	Shreds enemy flesh, inducing blood loss.
01165		1195	
01166	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>	1196	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>

01167	<text id="3050500">Greatsword featuring a flame-like undulation.
01168	Shreds enemy flesh, inducing blood loss.
01169	
01170	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01171	<text id="3050600">Greatsword featuring a flame-like undulation.
01172	Shreds enemy flesh, inducing blood loss.
01173	
01174	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01175	<text id="3050700">Greatsword featuring a flame-like undulation.
01176	Shreds enemy flesh, inducing blood loss.
01177	
01178	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01179	<text id="3050800">Greatsword featuring a flame-like undulation.
01180	Shreds enemy flesh, inducing blood loss.
01181	
01182	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01183	<text id="3050900">Greatsword featuring a flame-like undulation.
01184	Shreds enemy flesh, inducing blood loss.
01185	
01186	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01187	<text id="3051000">Greatsword featuring a flame-like undulation.
01188	Shreds enemy flesh, inducing blood loss.
01189	
01190	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01191	<text id="3051100">Greatsword featuring a flame-like undulation.
01192	Shreds enemy flesh, inducing blood loss.
01193	
01194	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01195	<text id="3051200">Greatsword featuring a flame-like undulation.
01196	Shreds enemy flesh, inducing blood loss.
01197	
01198	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
01199	<text id="3060000">Greatsword of Ordovis, one of the two honored as foremost among the knights of the Crucible.
01200	
01201	This sword is imbued with an ancient holiness.
01202	Its scarlet tint exemplifies the nature of primordial gold, said to be close in nature to life itself.</text>
01203	<text id="3070000">Greatsword forged from a pale-white meteoric ore.
01204	Its blade holds power over gravitational forces.
01205	
01206	A weapon unique to the Alabaster Lords, a race of ancients with skin of stone who were said to have risen to life in an age when meteor strikes were common.</text>
01207	<text id="3080000">Greatsword with a resilient fullered blade.
01208	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
01209	
01210	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
01211	<text id="3080100">Greatsword with a resilient fullered blade.
01212	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
01213	
01214	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
01215	<text id="3080200">Greatsword with a resilient fullered blade.
01216	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
01217	
01218	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
01219	<text id="3080300">Greatsword with a resilient fullered blade.
01220	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
01221	
01222	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
01223	<text id="3080400">Greatsword with a resilient fullered blade.
01224	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
01225	
01226	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
01227	<text id="3080500">Greatsword with a resilient fullered blade.
01228	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
01229	
01230	Most of these knights were sent to the fringes, where they

1197	<text id="3050500">Greatsword featuring a flame-like undulation.
1198	Shreds enemy flesh, inducing blood loss.
1199	
1200	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
1201	<text id="3050600">Greatsword featuring a flame-like undulation.
1202	Shreds enemy flesh, inducing blood loss.
1203	
1204	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
1205	<text id="3050700">Greatsword featuring a flame-like undulation.
1206	Shreds enemy flesh, inducing blood loss.
1207	
1208	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
1209	<text id="3050800">Greatsword featuring a flame-like undulation.
1210	Shreds enemy flesh, inducing blood loss.
1211	
1212	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
1213	<text id="3050900">Greatsword featuring a flame-like undulation.
1214	Shreds enemy flesh, inducing blood loss.
1215	
1216	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
1217	<text id="3051000">Greatsword featuring a flame-like undulation.
1218	Shreds enemy flesh, inducing blood loss.
1219	
1220	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
1221	<text id="3051100">Greatsword featuring a flame-like undulation.
1222	Shreds enemy flesh, inducing blood loss.
1223	
1224	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
1225	<text id="3051200">Greatsword featuring a flame-like undulation.
1226	Shreds enemy flesh, inducing blood loss.
1227	
1228	Scarlet rot is kept at bay with flame at Redmane Castle, and as such, this beloved sword of Jerren's eventually became the symbol of the castle itself.</text>
1229	<text id="3060000">Greatsword of Ordovis, one of the two honored as foremost among the Crucible Knights.
1230	
1231	This sword is imbued with an ancient holy essence.
1232	Its red tint exemplifies the nature of primordial gold, said to be close in nature to life itself.</text>
1233	<text id="3070000">Greatsword forged from a blue-white meteoric ore.
1234	The blade conceals gravity-manipulating magic.
1235	
1236	A weapon unique to the Alabaster Lords, a race of ancients with skin of stone who were said to have risen to life when a meteor struck long ago.</text>
1237	<text id="3080000">A finely-crafted greatsword intricately engraved with an ancient motif.
1238	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
1239	
1240	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
1241	<text id="3080100">A finely-crafted greatsword intricately engraved with an ancient motif.
1242	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
1243	
1244	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
1245	<text id="3080200">A finely-crafted greatsword intricately engraved with an ancient motif.
1246	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
1247	
1248	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
1249	<text id="3080300">A finely-crafted greatsword intricately engraved with an ancient motif.
1250	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
1251	
1252	Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
1253	<text id="3080400">A finely-crafted greatsword intricately engraved with an ancient motif.
1254	Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
	Most of these knights were sent to the fringes, where they

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were forced to start anew with only despair for company.</
text>
01231 <text id="3080600">Greatsword with a resilient fullered
blade.
01232 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
01233
01234 Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
01235 <text id="3080700">Greatsword with a resilient fullered
blade.
01236 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
01237
01238 Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
01239 <text id="3080800">Greatsword with a resilient fullered
blade.
01240 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
01241
01242 Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
01243 <text id="3080900">Greatsword with a resilient fullered
blade.
01244 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
01245
01246 Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
01247 <text id="3081000">Greatsword with a resilient fullered
blade.
01248 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
01249
01250 Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
01251 <text id="3081100">Greatsword with a resilient fullered
blade.
01252 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
01253
01254 Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
01255 <text id="3081200">Greatsword with a resilient fullered
blade.
01256 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
01257
01258 Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
01259 <text id="3090000">It is a longstanding tradition for Carian
Queens to furnish their spouses with a Moon Greatsword.
01260
01261 Ranni's sigil is a full moon, cold and leaden, and this
sword is but a beam of its light.</text>
01262 <text id="3100000">Sword wrought from the remains of a god
who should have lived a life eternal.
01263
01264 Opinions on what the weapon portends are many and varied.
Some consider it the mark of a great sin, or a sign of great
devastation. Some think it as the end of an age, while
others; the beginning.</text>
01265 <text id="3130000">Greatsword patterned after the black
steeple of the Helphen, the lampwood which guides the dead
of the spirit world.
01266
01267 The lamplight is similar to grace in appearance, but it is
said that only those who died in battle can see it.</text>

01268 <text id="3140000">Sacred sword of Rykard, the blasphemous
Shardbearer.
01269 Remains of the countless heroes he has devoured writhe upon
the surface of this blade.
01270
01271 Now they share his blood, bound together as family.
01272 Let us devour the gods, together!</text>
01273 <text id="3150000">Storied sword of the House Marais, the
family of executioners who presided over the Shaded Castle.
01274
01275 After suffering defeat, Elemer of the Briar snatched this
weapon from the site of his looming execution. He made the
sword his own by furnishing it with battle skills from his
home of Eochaid.</text>
01276 <text id="3160000">Sinister greatsword fashioned from a
giant's backbone. The spines along each side of the blade
have been tapered to a fine point and mete out wounds like a
lopsided saw-blade.
01277 After being entrusted with it, the Dung Eater came to favor
the weapon for its ability to inflict the most glorious pain
he ever experienced.</text>


01278 <text id="3160100">Greatsword fashioned from the strong
spine of
01279 a dragon. The fine, serrated blade lacerates
01280 its prey, causing severe hemorrhaging.</text>
01281 <text id="3160200">Greatsword fashioned from the strong
spine of
01282 a dragon. The fine, serrated blade lacerates
01283 its prey, causing severe hemorrhaging.</text>
01284 <text id="3160300">Greatsword fashioned from the strong
spine of
01285 a dragon. The fine, serrated blade lacerates
01286 its prey, causing severe hemorrhaging.</text>
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were forced to start anew with only despair for company.</
text>
1255 <text id="3080600">A finely-crafted greatsword intricately
engraved with an ancient motif.
1256 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
1257
Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
1258 <text id="3080700">A finely-crafted greatsword intricately
engraved with an ancient motif.
1259 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
1260
Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
1261 <text id="3080800">A finely-crafted greatsword intricately
engraved with an ancient motif.
1262 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
1263
Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
1264 <text id="3080900">A finely-crafted greatsword intricately
engraved with an ancient motif.
1265 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
1266
Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
1267 <text id="3081000">A finely-crafted greatsword intricately
engraved with an ancient motif.
1268 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
1269
Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
1270 <text id="3081100">A finely-crafted greatsword intricately
engraved with an ancient motif.
1271 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
1272
Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
1273 <text id="3081200">A finely-crafted greatsword intricately
engraved with an ancient motif.
1274 Given to knights who, whether by misfortune or misdeed, were
forced to abandon their homes.
1275
Most of these knights were sent to the fringes, where they
were forced to start anew with only despair for company.</
text>
1276 <text id="3090000">A Moon Greatsword, bestowed by a Carian
queen upon her spouse to honor long-standing tradition.
1277 One of the legendary armaments.
1278
1279 Ranni's sigil is a full moon, cold and leaden, and this sword
is but a beam of its light.</text>
1280 <text id="3100000">Sword wrought from the remains of a god
who should have lived a life eternal.
1281
1282 Thoughts on what the weapon portends are many and varied.
Some consider it the mark of a great sin, or a sign of great
devastation. Some think it as the end of an age, while
others; the beginning.</text>
1283 <text id="3130000">Greatsword patterned after the black
steeple of the Helphen, the lampwood which guides the dead of
the spirit world.
1284
1285 The lamplight is similar to grace in appearance, only it is
said that it can only be seen by those who met their death in
battle.</text>
1286 <text id="3140000">Sacred sword of Rykard, Lord of Blasphemy.
1287 Remains of the countless heroes he has devoured writhe upon
the surface of this blade.
1288
1289 Now they share the same blood, bound together as family.
1290 Some HP is restored upon defeating an enemy.</text>
1291 <text id="3150000">Storied sword of House Marais, the family
of executioners who presided over the Shaded Castle.
1292 One of the legendary armaments.
1293
1294 Elemer of the Briar, the Bell Bearing Hunter, snatched the
sword from the site of his looming execution, and furnished
it with battle skills from his home of Eochaid.</text>

1295 <text id="3160000">Sinister greatsword fashioned from a
giant's backbone.


1296 Metes out wounds like a lopsided saw-blade, and restores some
FP upon defeating an enemy.

1297
1298 Milos was undersized for a giant, and was viewed as sullied
and terribly grotesque.</text>
1299 <text id="3160100">Greatsword fashioned from the strong spine
of
1300 a dragon. The fine, serrated blade lacerates
1301 its prey, causing severe hemorrhaging.</text>
1302 <text id="3160200">Greatsword fashioned from the strong spine
of
1303 a dragon. The fine, serrated blade lacerates
1304 its prey, causing severe hemorrhaging.</text>
1305 <text id="3160300">Greatsword fashioned from the strong spine
of
1306 a dragon. The fine, serrated blade lacerates
1307 its prey, causing severe hemorrhaging.</text>
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01287 |   <text id="3160400">Greatsword fashioned from the strong spine of
01288 |   a dragon. The fine, serrated blade lacerates
01289 |   its prey, causing severe hemorrhaging.</text>
01290 |   <text id="3160500">Greatsword fashioned from the strong spine of
01291 |   a dragon. The fine, serrated blade lacerates
01292 |   its prey, causing severe hemorrhaging.</text>
01293 |   <text id="3160600">Greatsword fashioned from the strong spine of
01294 |   a dragon. The fine, serrated blade lacerates
01295 |   its prey, causing severe hemorrhaging.</text>
01296 |   <text id="3160700">Greatsword fashioned from the strong spine of
01297 |   a dragon. The fine, serrated blade lacerates
01298 |   its prey, causing severe hemorrhaging.</text>
01299 |   <text id="3160800">Greatsword fashioned from the strong spine of
01300 |   a dragon. The fine, serrated blade lacerates
01301 |   its prey, causing severe hemorrhaging.</text>
01302 |   <text id="3160900">Greatsword fashioned from the strong spine of
01303 |   a dragon. The fine, serrated blade lacerates
01304 |   its prey, causing severe hemorrhaging.</text>
01305 |   <text id="3161000">Greatsword fashioned from the strong spine of
01306 |   a dragon. The fine, serrated blade lacerates
01307 |   its prey, causing severe hemorrhaging.</text>
01308 |   <text id="3161100">Greatsword fashioned from the strong spine of
01309 |   a dragon. The fine, serrated blade lacerates
01310 |   its prey, causing severe hemorrhaging.</text>
01311 |   <text id="3161200">Greatsword fashioned from the strong spine of
01312 |   a dragon. The fine, serrated blade lacerates
01313 |   its prey, causing severe hemorrhaging.</text>
01314 |   <text id="3170000">Greatsword made of light, modelled after
      |   the Elden Ring itself.
01315 |
      |   Forged by King Consort Radagon to proudly symbolize the
      |   tenets of the Golden Order.
01316 |
01317 |   Telltale signs betray that this was once the greatsword
      |   bequeathed to him by his first wife, Rennala, or so it is
      |   said.</text>
01318 |   <text id="3180000">A large sword with a long, straight
      |   blade.
01319 |
      |   This heavy sword is normally wielded with two hands, but
      |   those with sufficient strength can wield it in one alone.
01320 |
01321 |   In addition to the large sweeping attacks that take
      |   advantage of this weapon's heavy blade, it can also be used
      |   to effect a heavy piercing thrust, making its use on the
      |   battlefield rather versatile.</text>
01322 |   <text id="3180100">A large sword with a long, straight
      |   blade.
01323 |
      |   This heavy sword is normally wielded with two hands, but
      |   those with sufficient strength can wield it in one alone.
01324 |
01325 |   In addition to the large sweeping attacks that take
      |   advantage of this weapon's heavy blade, it can also be used
      |   to effect a heavy piercing thrust, making its use on the
      |   battlefield rather versatile.</text>
01326 |   <text id="3180200">A large sword with a long, straight
      |   blade.
01327 |
      |   This heavy sword is normally wielded with two hands, but
      |   those with sufficient strength can wield it in one alone.
01328 |
01329 |   In addition to the large sweeping attacks that take
      |   advantage of this weapon's heavy blade, it can also be used
      |   to effect a heavy piercing thrust, making its use on the
      |   battlefield rather versatile.</text>
01330 |   <text id="3180300">A large sword with a long, straight
      |   blade.
01331 |
      |   This heavy sword is normally wielded with two hands, but
      |   those with sufficient strength can wield it in one alone.
01332 |
01333 |   In addition to the large sweeping attacks that take
      |   advantage of this weapon's heavy blade, it can also be used
      |   to effect a heavy piercing thrust, making its use on the
      |   battlefield rather versatile.</text>
01334 |   <text id="3180400">A large sword with a long, straight
      |   blade.
01335 |
      |   This heavy sword is normally wielded with two hands, but
      |   those with sufficient strength can wield it in one alone.
01336 |
01337 |   In addition to the large sweeping attacks that take
      |   advantage of this weapon's heavy blade, it can also be used
      |   to effect a heavy piercing thrust, making its use on the
      |   battlefield rather versatile.</text>
01338 |   <text id="3180500">A large sword with a long, straight
      |   blade.
01339 |
      |   This heavy sword is normally wielded with two hands, but
      |   those with sufficient strength can wield it in one alone.
01340 |
01341 |   In addition to the large sweeping attacks that take
      |   advantage of this weapon's heavy blade, it can also be used
      |   to effect a heavy piercing thrust, making its use on the
      |   battlefield rather versatile.</text>
01342 |   <text id="3180600">A large sword with a long, straight
      |   blade.
01343 |
      |   This heavy sword is normally wielded with two hands, but
      |   those with sufficient strength can wield it in one alone.
01344 |
01345 |   In addition to the large sweeping attacks that take
      |   advantage of this weapon's heavy blade, it can also be used
      |   to effect a heavy piercing thrust, making its use on the
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1308 |   <text id="3160400">Greatsword fashioned from the strong spine
     |   of
1309 |   a dragon. The fine, serrated blade lacerates
1310 |   its prey, causing severe hemorrhaging.</text>
1311 |   <text id="3160500">Greatsword fashioned from the strong spine
     |   of
1312 |   a dragon. The fine, serrated blade lacerates
1313 |   its prey, causing severe hemorrhaging.</text>
1314 |   <text id="3160600">Greatsword fashioned from the strong spine
     |   of
1315 |   a dragon. The fine, serrated blade lacerates
1316 |   its prey, causing severe hemorrhaging.</text>
1317 |   <text id="3160700">Greatsword fashioned from the strong spine
     |   of
1318 |   a dragon. The fine, serrated blade lacerates
1319 |   its prey, causing severe hemorrhaging.</text>
1320 |   <text id="3160800">Greatsword fashioned from the strong spine
     |   of
1321 |   a dragon. The fine, serrated blade lacerates
1322 |   its prey, causing severe hemorrhaging.</text>
1323 |   <text id="3160900">Greatsword fashioned from the strong spine
     |   of
1324 |   a dragon. The fine, serrated blade lacerates
1325 |   its prey, causing severe hemorrhaging.</text>
1326 |   <text id="3161000">Greatsword fashioned from the strong spine
     |   of
1327 |   a dragon. The fine, serrated blade lacerates
1328 |   its prey, causing severe hemorrhaging.</text>
1329 |   <text id="3161100">Greatsword fashioned from the strong spine
     |   of
1330 |   a dragon. The fine, serrated blade lacerates
1331 |   its prey, causing severe hemorrhaging.</text>
1332 |   <text id="3161200">Greatsword fashioned from the strong spine
     |   of
1333 |   a dragon. The fine, serrated blade lacerates
1334 |   its prey, causing severe hemorrhaging.</text>
1335 |   <text id="3170000">Greatsword made of light, modeled after
     |   the Elden Ring itself. Forged by King Consort Radagon to
     |   proudly
1336 |   symbolize the tenets of the Golden Order.
1337 |
     |   One of the legendary armaments.
1338 |
1339 |   Telltale signs betray that this was once the greatsword
     |   bequeathed to him by his first wife, Rennala.</text>
1340 |
     |   <text id="3180000">A large sword with a long, straight blade.
     |   This heavy sword is usually wielded with two hands, but for
     |   those with enough strength, one is sufficient.
1341 |
1342 |   In addition to the heavy sweeping attacks, it can also make a
     |   heavy piercing thrust, making this a versatile weapon.</text>
1343 |
     |   <text id="3180100">A large sword with a long, straight blade.
     |   This heavy sword is usually wielded with two hands, but for
     |   those with enough strength, one is sufficient.
1344 |
1345 |   In addition to the heavy sweeping attacks, it can also make a
     |   heavy piercing thrust, making this a versatile weapon.</text>
1346 |
     |   <text id="3180200">A large sword with a long, straight blade.
     |   This heavy sword is usually wielded with two hands, but for
     |   those with enough strength, one is sufficient.
1347 |
1348 |   In addition to the heavy sweeping attacks, it can also make a
     |   heavy piercing thrust, making this a versatile weapon.</text>
1349 |
     |   <text id="3180300">A large sword with a long, straight blade.
     |   This heavy sword is usually wielded with two hands, but for
     |   those with enough strength, one is sufficient.
1350 |
1351 |   In addition to the heavy sweeping attacks, it can also make a
     |   heavy piercing thrust, making this a versatile weapon.</text>
1352 |
     |   <text id="3180400">A large sword with a long, straight blade.
     |   This heavy sword is usually wielded with two hands, but for
     |   those with enough strength, one is sufficient.
1353 |
1354 |   In addition to the heavy sweeping attacks, it can also make a
     |   heavy piercing thrust, making this a versatile weapon.</text>
1355 |
     |   <text id="3180500">A large sword with a long, straight blade.
     |   This heavy sword is usually wielded with two hands, but for
     |   those with enough strength, one is sufficient.
1356 |
1357 |   In addition to the heavy sweeping attacks, it can also make a
     |   heavy piercing thrust, making this a versatile weapon.</text>
1358 |
     |   <text id="3180600">A large sword with a long, straight blade.
     |   This heavy sword is usually wielded with two hands, but for
     |   those with enough strength, one is sufficient.
1359 |
1360 |   In addition to the heavy sweeping attacks, it can also make a
     |   heavy piercing thrust, making this a versatile weapon.</text>
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01346  battlefield rather versatile.</text>
       <text id="3180700">A large sword with a long, straight
       blade.

01347  This heavy sword is normally wielded with two hands, but
       those with sufficient strength can wield it in one alone.
01348
01349  In addition to the large sweeping attacks that take
       advantage of this weapon's heavy blade, it can also be used
       to effect a heavy piercing thrust, making its use on the
       battlefield rather versatile.</text>
01350  <text id="3180800">A large sword with a long, straight
       blade.

01351  This heavy sword is normally wielded with two hands, but
       those with sufficient strength can wield it in one alone.
01352
01353  In addition to the large sweeping attacks that take
       advantage of this weapon's heavy blade, it can also be used
       to effect a heavy piercing thrust, making its use on the
       battlefield rather versatile.</text>
01354  <text id="3180900">A large sword with a long, straight
       blade.

01355  This heavy sword is normally wielded with two hands, but
       those with sufficient strength can wield it in one alone.
01356
01357  In addition to the large sweeping attacks that take
       advantage of this weapon's heavy blade, it can also be used
       to effect a heavy piercing thrust, making its use on the
       battlefield rather versatile.</text>
01358  <text id="3181000">A large sword with a long, straight
       blade.

01359  This heavy sword is normally wielded with two hands, but
       those with sufficient strength can wield it in one alone.
01360
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1361   <text id="3180700">A large sword with a long, straight blade.
       This heavy sword is usually wielded with two hands, but for
       those with enough strength, one is sufficient.


1362
1363   In addition to the heavy sweeping attacks, it can also make a
       heavy piercing thrust, making this a versatile weapon.</text>

1364   <text id="3180800">A large sword with a long, straight blade.
       This heavy sword is usually wielded with two hands, but for
       those with enough strength, one is sufficient.


1365
1366   In addition to the heavy sweeping attacks, it can also make a
       heavy piercing thrust, making this a versatile weapon.</text>

1367   <text id="3180900">A large sword with a long, straight blade.
       This heavy sword is usually wielded with two hands, but for
       those with enough strength, one is sufficient.


1368
1369   In addition to the heavy sweeping attacks, it can also make a
       heavy piercing thrust, making this a versatile weapon.</text>

1370   <text id="3181000">A large sword with a long, straight blade.
       This heavy sword is usually wielded with two hands, but for
       those with enough strength, one is sufficient.


1371
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01361  In addition to the large sweeping attacks that take
       advantage of this weapon's heavy blade, it can also be used
       to effect a heavy piercing thrust, making its use on the
       battlefield rather versatile.</text>
01362  <text id="3181100">A large sword with a long, straight
       blade.

01363  This heavy sword is normally wielded with two hands, but
       those with sufficient strength can wield it in one alone.
01364
01365  In addition to the large sweeping attacks that take
       advantage of this weapon's heavy blade, it can also be used
       to effect a heavy piercing thrust, making its use on the
       battlefield rather versatile.</text>
01366  <text id="3181200">A large sword with a long, straight
       blade.

01367  This heavy sword is normally wielded with two hands, but
       those with sufficient strength can wield it in one alone.
01368
01369  In addition to the large sweeping attacks that take
       advantage of this weapon's heavy blade, it can also be used
       to effect a heavy piercing thrust, making its use on the
       battlefield rather versatile.</text>
01370  <text id="3190000">Bronze greatsword wielded by a gargoyle
       champion.
01371
01372  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01373  <text id="3190100">Bronze greatsword wielded by a gargoyle
       champion.
01374
01375  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01376  <text id="3190200">Bronze greatsword wielded by a gargoyle
       champion.
01377
01378  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01379  <text id="3190300">Bronze greatsword wielded by a gargoyle
       champion.
01380
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1372   In addition to the heavy sweeping attacks, it can also make a
       heavy piercing thrust, making this a versatile weapon.</text>

1373   <text id="3181100">A large sword with a long, straight blade.
       This heavy sword is usually wielded with two hands, but for
       those with enough strength, one is sufficient.


1374
1375   In addition to the heavy sweeping attacks, it can also make a
       heavy piercing thrust, making this a versatile weapon.</text>

1376   <text id="3181200">A large sword with a long, straight blade.
       This heavy sword is usually wielded with two hands, but for
       those with enough strength, one is sufficient.


1377
1378   In addition to the heavy sweeping attacks, it can also make a
       heavy piercing thrust, making this a versatile weapon.</text>

1379   <text id="3190000">Bronze greatsword wielded by Valiant
       Gargoyles.
1380
1381   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1382   <text id="3190100">Bronze greatsword wielded by Valiant
       Gargoyles.
1383
1384   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1385   <text id="3190200">Bronze greatsword wielded by Valiant
       Gargoyles.
1386
1387   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1388   <text id="3190300">Bronze greatsword wielded by Valiant
       Gargoyles.
1389
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01381  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01382  <text id="3190400">Bronze greatsword wielded by a gargoyle
       champion.
01383
01384  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01385  <text id="3190500">Bronze greatsword wielded by a gargoyle
       champion.
01386
01387  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01388  <text id="3190600">Bronze greatsword wielded by a gargoyle
       champion.
01389
01390  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01391  <text id="3190700">Bronze greatsword wielded by a gargoyle
       champion.
01392
01393  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01394  <text id="3190800">Bronze greatsword wielded by a gargoyle
       champion.
01395
01396  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01397  <text id="3190900">Bronze greatsword wielded by a gargoyle
       champion.
01398
01399  Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
01400  <text id="3191000">Bronze greatsword wielded by a gargoyle
       champion.
01401
01402  Just like the wielder, the missing parts have been mended
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1390   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1391   <text id="3190400">Bronze greatsword wielded by Valiant
       Gargoyles.
1392
1393   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1394   <text id="3190500">Bronze greatsword wielded by Valiant
       Gargoyles.
1395
1396   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1397   <text id="3190600">Bronze greatsword wielded by Valiant
       Gargoyles.
1398
1399   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1400   <text id="3190700">Bronze greatsword wielded by Valiant
       Gargoyles.
1401
1402   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1403   <text id="3190800">Bronze greatsword wielded by Valiant
       Gargoyles.
1404
1405   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1406   <text id="3190900">Bronze greatsword wielded by Valiant
       Gargoyles.
1407
1408   Just like the wielder, the missing parts have been mended
       with corpse wax; a patchwork of champions.</text>
1409   <text id="3191000">Bronze greatsword wielded by Valiant
       Gargoyles.
1410
1411   Just like the wielder, the missing parts have been mended
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with corpse wax; a patchwork of champions.</text>
<text id="3191100">Bronze greatsword wielded by a gargoyle champion.

Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
<text id="3191200">Bronze greatsword wielded by a gargoyle champion.

Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
<text id="3200000">Barbed rod carried by deathraptors.

Crows serve as the guardians of graveyard fires. It is said that ashen remains are raked out from the brightly burning spirit flames while still alight.</text>
<text id="3210000">Bronze greatsword wielded by a gargoyle champion, mended with blackened corpse wax.

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="3210100">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210200">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210300">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210400">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210500">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210600">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210700">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210800">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210900">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3211000">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3211100">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3211200">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="4000000">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
<text id="4000100">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
<text id="4000200">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
<text id="4000300">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
<text id="4000400">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
<text id="4000500">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
<text id="4000600">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
<text id="4000700">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
<text id="4000800">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have
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with corpse wax; a patchwork of champions.</text>
<text id="3191100">Bronze greatsword wielded by Valiant Gargoyles.

Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
<text id="3191200">Bronze greatsword wielded by Valiant Gargoyles.

Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
<text id="3200000">Barbed rod carried by Deathbirds.

The birds are graveyard fire keepers; it is said they rake out the ashen remains of the dead from their kilns.</text>

<text id="3210000">Bronze greatsword wielded by Valiant Gargoyles, mended with blackened corpse wax.
Deals holy damage.

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="3210100">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210200">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210300">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210400">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210500">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210600">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210700">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210800">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3210900">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3211000">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3211100">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="3211200">Greatsword wielded by the gargoyles serving under Maliketh.</text>
<text id="4000000">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
<text id="4000100">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
<text id="4000200">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
<text id="4000300">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
<text id="4000400">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
<text id="4000500">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
<text id="4000600">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
<text id="4000700">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
<text id="4000800">A coarse iron lump of an ultra greatsword.
Mows down foes by utilizing its incredible weight.

Though handling it likely requires the wielder to have
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surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
01475 <text id="4000900">A coarse iron lump of an ultra greatsword.
01476 Mows down foes by utilizing its incredible weight.
01477
01478 Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
01479 <text id="4001000">A coarse iron lump of an ultra greatsword.
01480 Mows down foes by utilizing its incredible weight.
01481
01482 Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
01483 <text id="4001100">A coarse iron lump of an ultra greatsword.
01484 Mows down foes by utilizing its incredible weight.
01485
01486 Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
01487 <text id="4001200">A coarse iron lump of an ultra greatsword.
01488 Mows down foes by utilizing its incredible weight.
01489
01490 Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is effective against inhuman foes.</text>
01491 <text id="4010000">Stone greatsword wielded by burial tree watchdogs.
01492
01493 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01494 <text id="4010100">Stone greatsword wielded by burial tree watchdogs.
01495
01496 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01497 <text id="4010200">Stone greatsword wielded by burial tree watchdogs.
01498
01499 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01500 <text id="4010300">Stone greatsword wielded by burial tree watchdogs.
01501
01502 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01503 <text id="4010400">Stone greatsword wielded by burial tree watchdogs.
01504
01505 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01506 <text id="4010500">Stone greatsword wielded by burial tree watchdogs.
01507
01508 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01509 <text id="4010600">Stone greatsword wielded by burial tree watchdogs.
01510
01511 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01512 <text id="4010700">Stone greatsword wielded by burial tree watchdogs.
01513
01514 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01515 <text id="4010800">Stone greatsword wielded by burial tree watchdogs.
01516
01517 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01518 <text id="4010900">Stone greatsword wielded by burial tree watchdogs.
01519
01520 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01521 <text id="4011000">Stone greatsword wielded by burial tree watchdogs.
01522
01523 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01524 <text id="4011100">Stone greatsword wielded by burial tree watchdogs.
01525
01526 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01527 <text id="4011200">Stone greatsword wielded by burial tree watchdogs.
01528
01529 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
01530 <text id="4020000">Maliketh's black blade which once harbored the power of the rune of Death. A sad shadow of its

surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
1485 <text id="4000900">A coarse iron lump of an ultra greatsword.
1486 Mows down foes by utilizing its incredible weight.
1487
1488 Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
1489 <text id="4001000">A coarse iron lump of an ultra greatsword.
1490 Mows down foes by utilizing its incredible weight.
1491
1492 Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
1493 <text id="4001100">A coarse iron lump of an ultra greatsword.
1494 Mows down foes by utilizing its incredible weight.
1495
1496 Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
1497 <text id="4001200">A coarse iron lump of an ultra greatsword.
1498 Mows down foes by utilizing its incredible weight.
1499
1500 Though handling it likely requires the wielder to have surpassed the realm of the merely human, it is precisely for this reason the weapon is used to slaughter even inhuman foes.</text>
1501 <text id="4010000">Stone greatsword wielded by Erdtree Burial Watchdogs.
1502
1503 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1504 <text id="4010100">Stone greatsword wielded by Erdtree Burial Watchdogs.
1505
1506 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1507 <text id="4010200">Stone greatsword wielded by Erdtree Burial Watchdogs.
1508
1509 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1510 <text id="4010300">Stone greatsword wielded by Erdtree Burial Watchdogs.
1511
1512 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1513 <text id="4010400">Stone greatsword wielded by Erdtree Burial Watchdogs.
1514
1515 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1516 <text id="4010500">Stone greatsword wielded by Erdtree Burial Watchdogs.
1517
1518 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1519 <text id="4010600">Stone greatsword wielded by Erdtree Burial Watchdogs.
1520
1521 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1522 <text id="4010700">Stone greatsword wielded by Erdtree Burial Watchdogs.
1523
1524 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1525 <text id="4010800">Stone greatsword wielded by Erdtree Burial Watchdogs.
1526
1527 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1528 <text id="4010900">Stone greatsword wielded by Erdtree Burial Watchdogs.
1529
1530 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1531 <text id="4011000">Stone greatsword wielded by Erdtree Burial Watchdogs.
1532
1533 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1534 <text id="4011100">Stone greatsword wielded by Erdtree Burial Watchdogs.
1535
1536 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1537 <text id="4011200">Stone greatsword wielded by Erdtree Burial Watchdogs.
1538
1539 Though decorated with the watchman's eye, the pupil was taken by graverobbers and is now hollow, leaving this sword a mere lump of stone.</text>
1540 <text id="4020000">Maliketh's black blade which once harbored the power of the Rune of Death. A sad shadow of its former
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former glory.	glory.
After a fragment of Death was stolen on that fateful night, Maliketh bound the blade within his own flesh, such that none might ever purloin Death again.</text>	After a fragment of Death was stolen on that fateful night, Maliketh bound the blade within his own flesh, such that none might ever rob Death again.</text>
<text id="4030000">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030000">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030100">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030100">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030200">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030200">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030300">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030300">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since	Though they have lost their minds, they stay inseparable from
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030400">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030400">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030500">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030500">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030600">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030600">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030700">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030700">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030800">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030800">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4030900">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4030900">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4031000">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4031000">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4031100">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4031100">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4031200">Sword given to the giants who fought for the Erdtree during the War of the Giants long ago.	<text id="4031200">Sword given to the lesser giants who fought for the Erdtree during the War against the Giants long ago.
The gold plating that adorned these swords has long since flaked away, leaving them in rather sad shape. Though their giant owners' minds are long lost, they remain inseparable from their swords.</text>	Though they have lost their minds, they stay inseparable from their swords that are in sad shape—such that the gold plating had flaked away.</text>
<text id="4040000">Just about the largest sword a mere man is capable of swinging.	<text id="4040000">Just about the largest sword a mere man is capable of swinging.
As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.

01575	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1585	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01576	<text id="4040100">Just about the largest sword a mere man is capable of swinging.	1586	<text id="4040100">Just about the largest sword a mere man is capable of swinging.
01577	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1587	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01578		1588	
01579	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1589	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01580	<text id="4040200">Just about the largest sword a mere man is capable of swinging.	1590	<text id="4040200">Just about the largest sword a mere man is capable of swinging.
01581	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1591	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01582		1592	
01583	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1593	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01584	<text id="4040300">Just about the largest sword a mere man is capable of swinging.	1594	<text id="4040300">Just about the largest sword a mere man is capable of swinging.
01585	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1595	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01586		1596	
01587	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1597	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01588	<text id="4040400">Just about the largest sword a mere man is capable of swinging.	1598	<text id="4040400">Just about the largest sword a mere man is capable of swinging.
01589	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1599	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01590		1600	
01591	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1601	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01592	<text id="4040500">Just about the largest sword a mere man is capable of swinging.	1602	<text id="4040500">Just about the largest sword a mere man is capable of swinging.
01593	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1603	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01594		1604	
01595	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1605	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01596	<text id="4040600">Just about the largest sword a mere man is capable of swinging.	1606	<text id="4040600">Just about the largest sword a mere man is capable of swinging.
01597	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1607	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01598		1608	
01599	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1609	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01600	<text id="4040700">Just about the largest sword a mere man is capable of swinging.	1610	<text id="4040700">Just about the largest sword a mere man is capable of swinging.
01601	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1611	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01602		1612	
01603	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1613	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01604	<text id="4040800">Just about the largest sword a mere man is capable of swinging.	1614	<text id="4040800">Just about the largest sword a mere man is capable of swinging.
01605	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1615	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01606		1616	
01607	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1617	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01608	<text id="4040900">Just about the largest sword a mere man is capable of swinging.	1618	<text id="4040900">Just about the largest sword a mere man is capable of swinging.
01609	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1619	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01610		1620	
01611	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1621	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01612	<text id="4041000">Just about the largest sword a mere man is capable of swinging.	1622	<text id="4041000">Just about the largest sword a mere man is capable of swinging.
01613	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1623	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01614		1624	
01615	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1625	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01616	<text id="4041100">Just about the largest sword a mere man is capable of swinging.	1626	<text id="4041100">Just about the largest sword a mere man is capable of swinging.
01617	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1627	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01618		1628	
01619	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1629	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01620	<text id="4041200">Just about the largest sword a mere man is capable of swinging.	1630	<text id="4041200">Just about the largest sword a mere man is capable of swinging.
01621	As the name suggests, this weapon is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.	1631	True to its name, it is designed to be wielded in both hands, but those of merely ordinary strength will still struggle to do so.
01622		1632	
01623	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>	1633	The long blade is heavy and sharp, sending foes reeling back with its broader strokes, while also capable of a devastating piercing thrust.</text>
01624	<text id="4050000">Curved ultra greatsword of black steel wielded by General Radahn.	1634	<text id="4050000">Curved greatswords of black steel wielded by General Radahn.
01625	Part of a pair with Lionmane, his other signature weapon.	1635	A pair of weapons decorated with a lion mane motif.
01626		1636	

01627	Radahn earned considerable renown as the "starscourge" in his youth, and it is said that it was during this time he adopted gravity as the motif for his sigil.</text>
1637	Radahn earned considerable renown as the Starscourge in his youth, and it is said that it was during this time he engraved the gravity crest upon these blades.</text>
01628	<text id="4060000">Greatsword decorated in royal Carian style.
1638	<text id="4060000">Greatsword decorated in royal Carian style.
01629	Favored weapon of Blaidd, the half-wolven.
1639	Favored weapon of Blaidd the Half-Wolf.
01630	
1640	
01631	In defiance of the fate he was born to, Blaidd swore to serve no master but Ranni. This sword is ample proof of his oath, enwreathed as it is in a cold magic.</text>
1641	In defiance of the fate he was born to, Blaidd swore to serve no master but Ranni. As proof, the sword was imbued with a cold magic at the moment the oath was sworn.</text>
01632	<text id="4070000">Sacred sword of the Queen in Black who controlled the godskin apostles before her defeat at the hands of Maliketh.
1642	<text id="4070000">Sacred sword of the Gloam-Eyed Queen who controlled the Godskin Apostles before her defeat at the hands of Maliketh.
01633	
1643	
01634	The black flames wielded by the apostles are channeled from this sword.</text>
1644	The black flames wielded by the apostles are channeled from this sword.</text>
01635	<text id="4080000">Originally rubble from a ruin which fell from the sky, this surviving fragment was honed into a weapon.
1645	<text id="4080000">Originally rubble from a ruin which fell from the sky, this surviving fragment was honed into a weapon.
1646	One of the legendary armaments.
01636	
1647	
01637	The ruin it came from crumbled when struck by a meteorite, as such this weapon harbors its destructive power.</text>
1648	The ruin it came from crumbled when struck by a meteorite, as such this weapon harbors its destructive power.</text>
01638	<text id="4100000">The storied sword of Castle Morne.
1649	<text id="4100000">The storied sword of Castle Morne. A revenger's weapon, it is burdened with oceans of anger and regret.
01639	A revenger's weapon, it is burdened with oceans of anger and regret.
1650	One of the legendary armaments.
01640	
1651	
01641	A lone surviving champion from a country now long gone once took every single sword from a clan of warriors in their quest to continue their fight.</text>
1652	A lone surviving champion from a country now vanished was so determined to continue fighting that he claimed the swords of an entire clan of warriors.</text>
01642	<text id="4110000">Greatsword embedded with a blue glintstone.
1653	<text id="4110000">Greatsword embedded with a blue glintstone.
01643	Weapon of the trolls in service to the royal family of Caria.
1654	Weapon of the trolls in service to the royal family of Caria. Called into service when the Queen invoked an oath they swore, the trolls are treated as true knights of Caria, and fight arm in arm with their human comrades.</text>
01644	
01645	The trolls were called into service when the Queen invoked an oath sworn long ago, are treated as true knights of Caria, and fight alongside their human comrades as equals.</text>
01646	<text id="5000000">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1655	<text id="5000000">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01647	
1656	
01648	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1657	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01649	<text id="5000100">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1658	<text id="5000100">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01650	
1659	
01651	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1660	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01652	<text id="5000200">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1661	<text id="5000200">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01653	
1662	
01654	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1663	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01655	<text id="5000300">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1664	<text id="5000300">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01656	
1665	
01657	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1666	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01658	<text id="5000400">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1667	<text id="5000400">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01659	
1668	
01660	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1669	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01661	<text id="5000500">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1670	<text id="5000500">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01662	
1671	
01663	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1672	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01664	<text id="5000600">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1673	<text id="5000600">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01665	
1674	
01666	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1675	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01667	<text id="5000700">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1676	<text id="5000700">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01668	
1677	
01669	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1678	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01670	<text id="5000800">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1679	<text id="5000800">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01671	
1680	
01672	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1681	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01673	<text id="5000900">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1682	<text id="5000900">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01674	
1683	
01675	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1684	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01676	<text id="5001000">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1685	<text id="5001000">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01677	
1686	
01678	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1687	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01679	<text id="5001100">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1688	<text id="5001100">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01680	
1689	
01681	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1690	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01682	<text id="5001200">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
1691	<text id="5001200">Large piercing sword with a long, hard bladed edge which is also capable of slashing attacks.
01683	
1692	
01684	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
1693	For its large size, it can be wielded rather nimbly, leaving little opportunity for the enemy to counter.</text>
01685	<text id="5010000">Piercing sword honed to a fine point.
1694	<text id="5010000">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01686	Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01687	
1695	
01688	The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</
1696	Mainly used as a backup weapon, in combination with a long-handled armament.</text>

text>	
01689 <text id="5010100">Piercing sword honed to a fine point.	1697 <text id="5010100">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01690 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01691	1698
01692 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1699 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01693 <text id="5010200">Piercing sword honed to a fine point.	1700 <text id="5010200">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01694 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01695	1701
01696 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1702 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01697 <text id="5010300">Piercing sword honed to a fine point.	1703 <text id="5010300">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01698 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01699	1704
01700 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1705 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01701 <text id="5010400">Piercing sword honed to a fine point.	1706 <text id="5010400">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01702 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01703	1707
01704 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1708 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01705 <text id="5010500">Piercing sword honed to a fine point.	1709 <text id="5010500">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01706 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01707	1710
01708 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1711 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01709 <text id="5010600">Piercing sword honed to a fine point.	1712 <text id="5010600">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01710 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01711	1713
01712 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1714 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01713 <text id="5010700">Piercing sword honed to a fine point.	1715 <text id="5010700">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01714 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01715	1716
01716 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1717 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01717 <text id="5010800">Piercing sword honed to a fine point.	1718 <text id="5010800">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01718 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01719	1719
01720 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1720 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01721 <text id="5010900">Piercing sword honed to a fine point.	1721 <text id="5010900">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01722 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01723	1722
01724 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1723 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01725 <text id="5011000">Piercing sword honed to a fine point.	1724 <text id="5011000">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01726 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01727	1725
01728 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1726 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01729 <text id="5011100">Piercing sword honed to a fine point.	1727 <text id="5011100">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01730 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01731	1728
01732 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1729 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01733 <text id="5011200">Piercing sword honed to a fine point.	1730 <text id="5011200">Piercing sword of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
01734 Weapon of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.	
01735	1731
01736 The process of consecration tempers the blade by introducing it to rot, allowing it to withstand the effects of decay.</text>	1732 Mainly used as a backup weapon, in combination with a long-handled armament.</text>
01737 <text id="5020000">A piercing sword with a sharp, slender blade.	1733 <text id="5020000">A piercing sword with a sharp, slender blade.
01738 In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.	1734 In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01739	1735
01740 As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>	1736 As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01741 <text id="5020100">A piercing sword with a sharp, slender blade.	1737 <text id="5020100">A piercing sword with a sharp, slender blade.
01742 In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.	1738 In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01743	1739
01744 As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>	1740 As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>

01745	<text id="5020200">A piercing sword with a sharp, slender blade.
01746	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01747	
01748	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01749	<text id="5020300">A piercing sword with a sharp, slender blade.
01750	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01751	
01752	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01753	<text id="5020400">A piercing sword with a sharp, slender blade.
01754	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01755	
01756	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01757	<text id="5020500">A piercing sword with a sharp, slender blade.
01758	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01759	
01760	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01761	<text id="5020600">A piercing sword with a sharp, slender blade.
01762	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01763	
01764	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01765	<text id="5020700">A piercing sword with a sharp, slender blade.
01766	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01767	
01768	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01769	<text id="5020800">A piercing sword with a sharp, slender blade.
01770	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01771	
01772	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01773	<text id="5020900">A piercing sword with a sharp, slender blade.
01774	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01775	
01776	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01777	<text id="5021000">A piercing sword with a sharp, slender blade.
01778	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01779	
01780	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01781	<text id="5021100">A piercing sword with a sharp, slender blade.
01782	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01783	
01784	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01785	<text id="5021200">A piercing sword with a sharp, slender blade.
01786	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
01787	
01788	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
01789	<text id="5030000">Piercing sword of superior quality, featuring intricate ornamentation.
01790	Signature weapon of the sorcerer Rogier.
01791	
01792	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01793	<text id="5030100">Piercing sword of superior quality, featuring intricate ornamentation.
01794	Signature weapon of the sorcerer Rogier.
01795	
01796	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>

1741	<text id="5020200">A piercing sword with a sharp, slender blade.
1742	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1743	
1744	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1745	<text id="5020300">A piercing sword with a sharp, slender blade.
1746	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1747	
1748	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1749	<text id="5020400">A piercing sword with a sharp, slender blade.
1750	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1751	
1752	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1753	<text id="5020500">A piercing sword with a sharp, slender blade.
1754	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1755	
1756	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1757	<text id="5020600">A piercing sword with a sharp, slender blade.
1758	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1759	
1760	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1761	<text id="5020700">A piercing sword with a sharp, slender blade.
1762	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1763	
1764	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1765	<text id="5020800">A piercing sword with a sharp, slender blade.
1766	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1767	
1768	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1769	<text id="5020900">A piercing sword with a sharp, slender blade.
1770	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1771	
1772	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1773	<text id="5021000">A piercing sword with a sharp, slender blade.
1774	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1775	
1776	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1777	<text id="5021100">A piercing sword with a sharp, slender blade.
1778	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1779	
1780	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1781	<text id="5021200">A piercing sword with a sharp, slender blade.
1782	In addition to this weapon's thrusting attack prowess, it also boasts the ability to be used while guarding with a shield.
1783	
1784	As one of the smaller piercing swords, quick successive thrusts are easy to perform, but without a cutting edge, it cannot be used for slashing attacks.</text>
1785	<text id="5030000">Piercing sword of superior quality, featuring intricate ornamentation.
1786	Signature weapon of the sorcerer Rogier.
1787	
1788	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1789	<text id="5030100">Piercing sword of superior quality, featuring intricate ornamentation.
1790	Signature weapon of the sorcerer Rogier.
1791	
1792	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>

01797	<text id="5030200">Piercing sword of superior quality, featuring intricate ornamentation.
01798	Signature weapon of the sorcerer Rogier.
01799	
01800	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01801	<text id="5030300">Piercing sword of superior quality, featuring intricate ornamentation.
01802	Signature weapon of the sorcerer Rogier.
01803	
01804	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01805	<text id="5030400">Piercing sword of superior quality, featuring intricate ornamentation.
01806	Signature weapon of the sorcerer Rogier.
01807	
01808	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01809	<text id="5030500">Piercing sword of superior quality, featuring intricate ornamentation.
01810	Signature weapon of the sorcerer Rogier.
01811	
01812	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01813	<text id="5030600">Piercing sword of superior quality, featuring intricate ornamentation.
01814	Signature weapon of the sorcerer Rogier.
01815	
01816	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01817	<text id="5030700">Piercing sword of superior quality, featuring intricate ornamentation.
01818	Signature weapon of the sorcerer Rogier.
01819	
01820	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01821	<text id="5030800">Piercing sword of superior quality, featuring intricate ornamentation.
01822	Signature weapon of the sorcerer Rogier.
01823	
01824	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01825	<text id="5030900">Piercing sword of superior quality, featuring intricate ornamentation.
01826	Signature weapon of the sorcerer Rogier.
01827	
01828	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01829	<text id="5031000">Piercing sword of superior quality, featuring intricate ornamentation.
01830	Signature weapon of the sorcerer Rogier.
01831	
01832	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01833	<text id="5031100">Piercing sword of superior quality, featuring intricate ornamentation.
01834	Signature weapon of the sorcerer Rogier.
01835	
01836	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01837	<text id="5031200">Piercing sword of superior quality, featuring intricate ornamentation.
01838	Signature weapon of the sorcerer Rogier.
01839	
01840	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
01841	<text id="5040000">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
01842	
01843	Scarlet rot is an old legend, of which Maleigh Marais of the Shaded Castle was a private believer. And indeed, he eventually found his own personal goddess.</text>
01844	<text id="5040100">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
01845	
01846	Scarlet rot is an old legend, of which Maleigh Marais of the Shaded Castle was a private believer. And indeed, he eventually found his own personal goddess.</text>
01847	<text id="5040200">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
01848	
01849	Scarlet rot is an old legend, of which Maleigh Marais of the Shaded Castle was a private believer. And indeed, he eventually found his own personal goddess.</text>
01850	<text id="5040300">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
01851	
01852	Scarlet rot is an old legend, of which Maleigh Marais of the Shaded Castle was a private believer. And indeed, he eventually found his own personal goddess.</text>
01853	<text id="5040400">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
01854	

1793	<text id="5030200">Piercing sword of superior quality, featuring intricate ornamentation.
1794	Signature weapon of the sorcerer Rogier.
1795	
1796	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1797	<text id="5030300">Piercing sword of superior quality, featuring intricate ornamentation.
1798	Signature weapon of the sorcerer Rogier.
1799	
1800	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1801	<text id="5030400">Piercing sword of superior quality, featuring intricate ornamentation.
1802	Signature weapon of the sorcerer Rogier.
1803	
1804	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1805	<text id="5030500">Piercing sword of superior quality, featuring intricate ornamentation.
1806	Signature weapon of the sorcerer Rogier.
1807	
1808	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1809	<text id="5030600">Piercing sword of superior quality, featuring intricate ornamentation.
1810	Signature weapon of the sorcerer Rogier.
1811	
1812	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1813	<text id="5030700">Piercing sword of superior quality, featuring intricate ornamentation.
1814	Signature weapon of the sorcerer Rogier.
1815	
1816	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1817	<text id="5030800">Piercing sword of superior quality, featuring intricate ornamentation.
1818	Signature weapon of the sorcerer Rogier.
1819	
1820	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1821	<text id="5030900">Piercing sword of superior quality, featuring intricate ornamentation.
1822	Signature weapon of the sorcerer Rogier.
1823	
1824	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1825	<text id="5031000">Piercing sword of superior quality, featuring intricate ornamentation.
1826	Signature weapon of the sorcerer Rogier.
1827	
1828	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1829	<text id="5031100">Piercing sword of superior quality, featuring intricate ornamentation.
1830	Signature weapon of the sorcerer Rogier.
1831	
1832	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1833	<text id="5031200">Piercing sword of superior quality, featuring intricate ornamentation.
1834	Signature weapon of the sorcerer Rogier.
1835	
1836	High dexterity is required to wield the blade to its full potential, but mastery is a sight to behold, characterized by a flowing style which excels in successive attacks.</text>
1837	<text id="5040000">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
1838	
1839	Scarlet rot is an old legend, of which Maleigh Marais of the Shaded Castle was a private believer. And indeed, he eventually found his own personal goddess.</text>
1840	<text id="5040100">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
1841	
1842	Scarlet rot is an old legend, of which Maleigh Marais of the Shaded Castle was a private believer. And indeed, he eventually found his own personal goddess.</text>
1843	<text id="5040200">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
1844	
1845	Scarlet rot is an old legend, of which Maleigh Marais of the Shaded Castle was a private believer. And indeed, he eventually found his own personal goddess.</text>
1846	<text id="5040300">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
1847	
1848	Scarlet rot is an old legend, of which Maleigh Marais of the Shaded Castle was a private believer. And indeed, he eventually found his own personal goddess.</text>
1849	<text id="5040400">Spur of a giant ant which has been fashioned into a rapier. The blade drips with scarlet rot.
1850	

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01855 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01856 |   <text id="5040500">Spur of a giant ant which has been
      |   fashioned into a rapier. The blade drips with scarlet rot.
01857 |
01858 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01859 |   <text id="5040600">Spur of a giant ant which has been
      |   fashioned into a rapier. The blade drips with scarlet rot.
01860 |
01861 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01862 |   <text id="5040700">Spur of a giant ant which has been
      |   fashioned into a rapier. The blade drips with scarlet rot.
01863 |
01864 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01865 |   <text id="5040800">Spur of a giant ant which has been
      |   fashioned into a rapier. The blade drips with scarlet rot.
01866 |
01867 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01868 |   <text id="5040900">Spur of a giant ant which has been
      |   fashioned into a rapier. The blade drips with scarlet rot.
01869 |
01870 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01871 |   <text id="5041000">Spur of a giant ant which has been
      |   fashioned into a rapier. The blade drips with scarlet rot.
01872 |
01873 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01874 |   <text id="5041100">Spur of a giant ant which has been
      |   fashioned into a rapier. The blade drips with scarlet rot.
01875 |
01876 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01877 |   <text id="5041200">Spur of a giant ant which has been
      |   fashioned into a rapier. The blade drips with scarlet rot.
01878 |
01879 |   Scarlet rot is an old legend, of which Maleigh Marais of the
      |   Shaded Castle was a private believer. And indeed, he
      |   eventually found his own personal goddess.</text>
01880 |   <text id="5050000">Piercing sword with a frozen-tipped
      |   blade.
01881 |   Forged by Iji, blacksmith of the Carian royal family.
01882 |
01883 |   Inflicts frostbite ailment upon foes,
      |
01884 |   Strong attack releases an icy blade.</text>
01885 |   <text id="5060000">Estoc carried by wandering nobles.
01886 |   Made to be easy to wield.
01887 |
01888 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01889 |   <text id="5060100">Estoc carried by wandering nobles.
01890 |   Made to be easy to wield.
01891 |
01892 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01893 |   <text id="5060200">Estoc carried by wandering nobles.
01894 |   Made to be easy to wield.
01895 |
01896 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01897 |   <text id="5060300">Estoc carried by wandering nobles.
01898 |   Made to be easy to wield.
01899 |
01900 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01901 |   <text id="5060400">Estoc carried by wandering nobles.
01902 |   Made to be easy to wield.
01903 |
01904 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01905 |   <text id="5060500">Estoc carried by wandering nobles.
01906 |   Made to be easy to wield.
01907 |
01908 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01909 |   <text id="5060600">Estoc carried by wandering nobles.
01910 |   Made to be easy to wield.
01911 |
01912 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01913 |   <text id="5060700">Estoc carried by wandering nobles.
01914 |   Made to be easy to wield.
01915 |
01916 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01917 |   <text id="5060800">Estoc carried by wandering nobles.
01918 |   Made to be easy to wield.
01919 |
01920 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01921 |   <text id="5060900">Estoc carried by wandering nobles.
01922 |   Made to be easy to wield.
01923 |
01924 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01925 |   <text id="5061000">Estoc carried by wandering nobles.
01926 |   Made to be easy to wield.
01927 |
01928 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01929 |   <text id="5061100">Estoc carried by wandering nobles.
01930 |   Made to be easy to wield.
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1851 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1852 |   <text id="5040500">Spur of a giant ant which has been
     |   fashioned into a rapier. The blade drips with scarlet rot.
1853 |
1854 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1855 |   <text id="5040600">Spur of a giant ant which has been
     |   fashioned into a rapier. The blade drips with scarlet rot.
1856 |
1857 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1858 |   <text id="5040700">Spur of a giant ant which has been
     |   fashioned into a rapier. The blade drips with scarlet rot.
1859 |
1860 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1861 |   <text id="5040800">Spur of a giant ant which has been
     |   fashioned into a rapier. The blade drips with scarlet rot.
1862 |
1863 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1864 |   <text id="5040900">Spur of a giant ant which has been
     |   fashioned into a rapier. The blade drips with scarlet rot.
1865 |
1866 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1867 |   <text id="5041000">Spur of a giant ant which has been
     |   fashioned into a rapier. The blade drips with scarlet rot.
1868 |
1869 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1870 |   <text id="5041100">Spur of a giant ant which has been
     |   fashioned into a rapier. The blade drips with scarlet rot.
1871 |
1872 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1873 |   <text id="5041200">Spur of a giant ant which has been
     |   fashioned into a rapier. The blade drips with scarlet rot.
1874 |
1875 |   Scarlet rot is an old legend, of which Maleigh Marais of the
     |   Shaded Castle was a private believer. And indeed, he
     |   eventually found his own personal goddess.</text>
1876 |   <text id="5050000">A razor-thin piercing blade of ice.
1877 |   Forged by Iji, the Carian Royal Blacksmith.
1878 |
1879 |   Can inflict frost upon enemies, and launch its blade with a
     |   strong attack. The blade immediately regenerates.</text>
1880 |   <text id="5060000">Estoc carried by wandering nobles.
1881 |   Made to be easy to wield.
1882 |
1883 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1884 |   <text id="5060100">Estoc carried by wandering nobles.
1885 |   Made to be easy to wield.
1886 |
1887 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1888 |   <text id="5060200">Estoc carried by wandering nobles.
1889 |   Made to be easy to wield.
1890 |
1891 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1892 |   <text id="5060300">Estoc carried by wandering nobles.
1893 |   Made to be easy to wield.
1894 |
1895 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1896 |   <text id="5060400">Estoc carried by wandering nobles.
1897 |   Made to be easy to wield.
1898 |
1899 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1900 |   <text id="5060500">Estoc carried by wandering nobles.
1901 |   Made to be easy to wield.
1902 |
1903 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1904 |   <text id="5060600">Estoc carried by wandering nobles.
1905 |   Made to be easy to wield.
1906 |
1907 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1908 |   <text id="5060700">Estoc carried by wandering nobles.
1909 |   Made to be easy to wield.
1910 |
1911 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1912 |   <text id="5060800">Estoc carried by wandering nobles.
1913 |   Made to be easy to wield.
1914 |
1915 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1916 |   <text id="5060900">Estoc carried by wandering nobles.
1917 |   Made to be easy to wield.
1918 |
1919 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1920 |   <text id="5061000">Estoc carried by wandering nobles.
1921 |   Made to be easy to wield.
1922 |
1923 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1924 |   <text id="5061100">Estoc carried by wandering nobles.
1925 |   Made to be easy to wield.
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01931 |
01932 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01933 |   <text id="5061200">Estoc carried by wandering nobles.
01934 |   Made to be easy to wield.
01935 |
01936 |   Daubed with gold from tip to tail, it should fetch a good
      |   sum.</text>
01937 |   <text id="6000000">Ominous piercing sword with a winding
      |   blade.
01938 |   Carried by the noble servants of the Lord of Blood.
01939 |
01940 |   Designed to bore into flesh, causing severe blood loss at
      |   the wound. The extracted blood trickles gracefully down the
      |   length of the blade.</text>
01941 +   <text id="6010000">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01942 |
01943 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01944 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01945 +   <text id="6010100">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01946 |
01947 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01948 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01949 +   <text id="6010200">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01950 |
01951 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01952 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01953 +   <text id="6010300">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01954 |
01955 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01956 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01957 +   <text id="6010400">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01958 |
01959 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01960 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01961 +   <text id="6010500">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01962 |
01963 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01964 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01965 +   <text id="6010600">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01966 |
01967 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01968 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01969 +   <text id="6010700">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01970 |
01971 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01972 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01973 +   <text id="6010800">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01974 |
01975 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01976 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01977 +   <text id="6010900">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01978 |
01979 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01980 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01981 +   <text id="6011000">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01982 |
01983 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01984 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01985 +   <text id="6011100">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01986 |
01987 +   The nobles possess skill with the sword unmatched by any
      |   lowborn.
      |
01988 +   Despite its size, consecutive attacks from this weapon are
      |   swifter than the eye can follow.</text>
01989 +   <text id="6011200">Elegant piercing sword with a celadon
      |   colored blade wielded by godskin nobles.
01990 |
01991 +   The nobles possess skill with the sword unmatched by any
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1926 |
1927 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1928 |   <text id="5061200">Estoc carried by wandering nobles.
1929 |   Made to be easy to wield.
1930 |
1931 |   Daubed with gold from tip to tail, it should fetch a good
     |   sum.</text>
1932 |   <text id="6000000">Ominous piercing sword with a winding
     |   blade.
1933 |   Carried by the noble servants of the Lord of Blood.
1934 |
1935 |   Designed to bore into flesh, causing severe blood loss at the
     |   wound. The extracted blood trickles gracefully down the
     |   length of the blade.</text>
1936 +   <text id="6010000">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1937 |
1938 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1939 +   <text id="6010100">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1940 |
1941 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1942 +   <text id="6010200">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1943 |
1944 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1945 +   <text id="6010300">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1946 |
1947 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1948 +   <text id="6010400">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1949 |
1950 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1951 +   <text id="6010500">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1952 |
1953 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1954 +   <text id="6010600">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1955 |
1956 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1957 +   <text id="6010700">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1958 |
1959 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1960 +   <text id="6010800">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1961 |
1962 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1963 +   <text id="6010900">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1964 |
1965 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1966 +   <text id="6011000">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1967 |
1968 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1969 +   <text id="6011100">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1970 |
1971 +   The nobles possess skill with the sword unmatched by any
     |   lowborn. Despite its size, successive attacks from this
     |   weapon are swifter than the eye can follow.</text>
1972 +   <text id="6011200">Elegant piercing sword with a celadon
     |   colored blade wielded by Godskin Nobles.
1973 |
1974 +   The nobles possess skill with the sword unmatched by any
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lowborn.

Despite its size, consecutive attacks from this weapon are swifter than the eye can follow.</text>
<text id="6020000">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020100">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020200">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020300">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020400">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020500">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020600">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020700">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020800">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020900">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6021000">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6021100">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6021200">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6040000">Piercing sword containing primeval lightning.
A portion of the Dragonlord's power, gained from a remembrance.

This weapon holds great power over the paltry, mortal dragons of today.</text>
<text id="7000000">A curved sword with a single-sided blade. Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.

Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
<text id="7000100">A curved sword with a single-sided blade. Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.

Wielders of the weapon employ a unique style that enhances
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lowborn. Despite its size, successive attacks from this weapon are swifter than the eye can follow.</text>

<text id="6020000">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020100">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020200">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020300">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020400">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020500">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020600">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020700">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020800">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6020900">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6021000">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6021100">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6021200">Large rapier featuring a thin, sharp blade.
Commonly used in life or death duels.

Like its smaller counterparts, it is made for thrusting attacks, and can be used while guarding with a shield.</text>
<text id="6040000">Piercing Gravel Stone sword containing primeval lightning.
A portion of the Dragonlord's power, gained from a remembrance.

This weapon commands great power over the paltry, mortal dragons of today.</text>
<text id="7000000">A curved sword with a single-sided blade. Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.

Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
<text id="7000100">A curved sword with a single-sided blade. Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.

Wielders of the weapon employ a unique style that enhances
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attacks with spinning motions.</text>	attacks with spinning motions.</text>
02057 <text id="7000200">A curved sword with a single-sided blade.	2039 <text id="7000200">A curved sword with a single-sided blade.
02058 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2040 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02059	2041
02060 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2042 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02061 <text id="7000300">A curved sword with a single-sided blade.	2043 <text id="7000300">A curved sword with a single-sided blade.
02062 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2044 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02063	2045
02064 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2046 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02065 <text id="7000400">A curved sword with a single-sided blade.	2047 <text id="7000400">A curved sword with a single-sided blade.
02066 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2048 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02067	2049
02068 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2050 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02069 <text id="7000500">A curved sword with a single-sided blade.	2051 <text id="7000500">A curved sword with a single-sided blade.
02070 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2052 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02071	2053
02072 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2054 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02073 <text id="7000600">A curved sword with a single-sided blade.	2055 <text id="7000600">A curved sword with a single-sided blade.
02074 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2056 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02075	2057
02076 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2058 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02077 <text id="7000700">A curved sword with a single-sided blade.	2059 <text id="7000700">A curved sword with a single-sided blade.
02078 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2060 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02079	2061
02080 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2062 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02081 <text id="7000800">A curved sword with a single-sided blade.	2063 <text id="7000800">A curved sword with a single-sided blade.
02082 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2064 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02083	2065
02084 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2066 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02085 <text id="7000900">A curved sword with a single-sided blade.	2067 <text id="7000900">A curved sword with a single-sided blade.
02086 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2068 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02087	2069
02088 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2070 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02089 <text id="7001000">A curved sword with a single-sided blade.	2071 <text id="7001000">A curved sword with a single-sided blade.
02090 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2072 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02091	2073
02092 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2074 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02093 <text id="7001100">A curved sword with a single-sided blade.	2075 <text id="7001100">A curved sword with a single-sided blade.
02094 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2076 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02095	2077
02096 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2078 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02097 <text id="7001200">A curved sword with a single-sided blade.	2079 <text id="7001200">A curved sword with a single-sided blade.
02098 Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.	2080 Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
02099	2081
02100 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>	2082 Wielders of the weapon employ a unique style that enhances attacks with spinning motions.</text>
02101 <text id="7010000">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.	2083 <text id="7010000">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.
02102	2084
02103 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>	2085 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02104 <text id="7010100">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.	2086 <text id="7010100">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.
02105	2087
02106 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>	2088 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02107 <text id="7010200">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.	2089 <text id="7010200">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.
02108	2090
02109 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>	2091 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02110 <text id="7010300">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.	2092 <text id="7010300">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.
02111	2093
02112 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>	2094 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02113 <text id="7010400">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.	2095 <text id="7010400">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.
02114	2096
02115 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>	2097 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02116 <text id="7010500">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.	2098 <text id="7010500">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.
02117	2099
02118 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>	2100 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02119 <text id="7010600">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.	2101 <text id="7010600">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.
02120	2102
02121 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>	2103 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02122 <text id="7010700">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.	2104 <text id="7010700">Curved sword forged of dull iron wielded by the beastmen of Farum Azula.

02123	2105
02124	2106 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02125	<text id="7010800">Curved sword forged of dull iron wielded by the beastmen of Farum Azula. 2107
02126	2108
02127	2109 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02128	<text id="7010900">Curved sword forged of dull iron wielded by the beastmen of Farum Azula. 2110
02129	2111
02130	2112 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02131	<text id="7011000">Curved sword forged of dull iron wielded by the beastmen of Farum Azula. 2113
02132	2114
02133	2115 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02134	<text id="7011100">Curved sword forged of dull iron wielded by the beastmen of Farum Azula. 2116
02135	2117
02136	2118 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02137	<text id="7011200">Curved sword forged of dull iron wielded by the beastmen of Farum Azula. 2119
02138	2120
02139	2121 The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.</text>
02140	<text id="7020000">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2122 <text id="7020000">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02141	2123
02142	2124 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02143	<text id="7020100">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2125 <text id="7020100">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02144	2126
02145	2127 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02146	<text id="7020200">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2128 <text id="7020200">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02147	2129
02148	2130 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02149	<text id="7020300">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2131 <text id="7020300">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02150	2132
02151	2133 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02152	<text id="7020400">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2134 <text id="7020400">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02153	2135
02154	2136 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02155	<text id="7020500">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2137 <text id="7020500">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02156	2138
02157	2139 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02158	<text id="7020600">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2140 <text id="7020600">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02159	2141
02160	2142 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02161	<text id="7020700">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2143 <text id="7020700">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02162	2144
02163	2145 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02164	<text id="7020800">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2146 <text id="7020800">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02165	2147
02166	2148 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02167	<text id="7020900">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2149 <text id="7020900">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02168	2150
02169	2151 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02170	<text id="7021000">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2152 <text id="7021000">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02171	2153
02172	2154 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02173	<text id="7021100">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2155 <text id="7021100">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02174	2156
02175	2157 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02176	<text id="7021200">Curved sword with a severely hooked blade, designed to bypass shielded defense.	2158 <text id="7021200">Curved sword with a severely hooked blade. Its attacks can slip through an enemy's guard.
02177	2159
02178	2160 Made to hunt down humans, this weapon requires high dexterity to wield effectively.</text>
02179	<text id="7030000">Curved sword with a thin blade of ample length.	2161 <text id="7030000">Curved sword with a thin blade of ample length.
02180	Light of weight despite its larger size, its slicing attacks come in rapid succession.	2162 Light of weight despite its larger size, its slicing attacks come in rapid succession.
02181	2163
02182	2164 A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
02183	<text id="7030100">Curved sword with a thin blade of ample length.	2165 <text id="7030100">Curved sword with a thin blade of ample length.
02184	Light of weight despite its larger size, its slicing attacks come in rapid succession.	2166 Light of weight despite its larger size, its slicing attacks come in rapid succession.
02185	2167
02186	2168 A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
02187	<text id="7030200">Curved sword with a thin blade of ample length.	2169 <text id="7030200">Curved sword with a thin blade of ample length.
02188	Light of weight despite its larger size, its slicing attacks come in rapid succession.	2170 Light of weight despite its larger size, its slicing attacks come in rapid succession.
02189	2171
02190	2172 A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
02191	<text id="7030300">Curved sword with a thin blade of ample	2173 <text id="7030300">Curved sword with a thin blade of ample

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length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030400">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030500">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030600">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030700">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030800">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030900">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7031000">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7031100">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7031200">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7040000">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>

<text id="7040100">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>

<text id="7040200">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>

<text id="7040300">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>

<text id="7040400">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>

<text id="7040500">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now covered in rust, but with enough
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length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030400">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030500">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030600">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030700">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030800">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7030900">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7031000">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7031100">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7031200">Curved sword with a thin blade of ample length.
Light of weight despite its larger size, its slicing attacks come in rapid succession.

A devastatingly powerful weapon in the hands of a skilled swordsman.</text>
<text id="7040000">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
<text id="7040100">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
<text id="7040200">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
<text id="7040300">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
<text id="7040400">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
<text id="7040500">Curved sword with a light, crescent-shaped blade.
Used by the bandits who ran rampant in the wake of the Shattering.

Most of the blade is now darkened and covered in rust, but
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dexterity this weapon may still stand up to some use.</text>	with enough dexterity this weapon may still stand up to some use.</text>
02255 <text id="7040600">Curved sword with a light, crescent-shaped blade.	2237 <text id="7040600">Curved sword with a light, crescent-shaped blade.
02256 Used by the bandits who ran rampant in the wake of the Shattering.	2238 Used by the bandits who ran rampant in the wake of the Shattering.
02257	2239
02258 Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>	2240 Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
02259 <text id="7040700">Curved sword with a light, crescent-shaped blade.	2241 <text id="7040700">Curved sword with a light, crescent-shaped blade.
02260 Used by the bandits who ran rampant in the wake of the Shattering.	2242 Used by the bandits who ran rampant in the wake of the Shattering.
02261	2243
02262 Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>	2244 Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
02263 <text id="7040800">Curved sword with a light, crescent-shaped blade.	2245 <text id="7040800">Curved sword with a light, crescent-shaped blade.
02264 Used by the bandits who ran rampant in the wake of the Shattering.	2246 Used by the bandits who ran rampant in the wake of the Shattering.
02265	2247
02266 Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>	2248 Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
02267 <text id="7040900">Curved sword with a light, crescent-shaped blade.	2249 <text id="7040900">Curved sword with a light, crescent-shaped blade.
02268 Used by the bandits who ran rampant in the wake of the Shattering.	2250 Used by the bandits who ran rampant in the wake of the Shattering.
02269	2251
02270 Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>	2252 Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
02271 <text id="7041000">Curved sword with a light, crescent-shaped blade.	2253 <text id="7041000">Curved sword with a light, crescent-shaped blade.
02272 Used by the bandits who ran rampant in the wake of the Shattering.	2254 Used by the bandits who ran rampant in the wake of the Shattering.
02273	2255
02274 Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>	2256 Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
02275 <text id="7041100">Curved sword with a light, crescent-shaped blade.	2257 <text id="7041100">Curved sword with a light, crescent-shaped blade.
02276 Used by the bandits who ran rampant in the wake of the Shattering.	2258 Used by the bandits who ran rampant in the wake of the Shattering.
02277	2259
02278 Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>	2260 Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
02279 <text id="7041200">Curved sword with a light, crescent-shaped blade.	2261 <text id="7041200">Curved sword with a light, crescent-shaped blade.
02280 Used by the bandits who ran rampant in the wake of the Shattering.	2262 Used by the bandits who ran rampant in the wake of the Shattering.
02281	2263
02282 Most of the blade is now covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>	2264 Most of the blade is now darkened and covered in rust, but with enough dexterity this weapon may still stand up to some use.</text>
02283 <text id="7050000">Curved sword with a blade fashioned from the lava of Mt. Gelmir.	2265 <text id="7050000">Curved sword with a blade fashioned from the lava of Mt. Gelmir.
02284 An armament of the serpent people, impossible for a human to have made.	2266 An armament of the man-serpents, impossible for a human to have made.
02285	2267
02286 Deals fire damage.</text>	2268 Deals fire damage.</text>
02287 <text id="7060000">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2269 <text id="7060000">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02288	2270
02289 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2271 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02290 <text id="7060100">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2272 <text id="7060100">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02291	2273
02292 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2274 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02293 <text id="7060200">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2275 <text id="7060200">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02294	2276
02295 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2277 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02296 <text id="7060300">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2278 <text id="7060300">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02297	2279
02298 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2280 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02299 <text id="7060400">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2281 <text id="7060400">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02300	2282
02301 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2283 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02302 <text id="7060500">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2284 <text id="7060500">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02303	2285
02304 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2286 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02305 <text id="7060600">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2287 <text id="7060600">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02306	2288
02307 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2289 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02308 <text id="7060700">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2290 <text id="7060700">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02309	2291
02310 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2292 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02311 <text id="7060800">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2293 <text id="7060800">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.

02312	2294
02313 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2295 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02314 <text id="7060900">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2296 <text id="7060900">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02315	2297
02316 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2298 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02317 <text id="7061000">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2299 <text id="7061000">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02318	2300
02319 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2301 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02320 <text id="7061100">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2302 <text id="7061100">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02321	2303
02322 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2304 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02323 <text id="7061200">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.	2305 <text id="7061200">Legends speak of a master of the sword garbed in blue, and his curved blade that was patterned after flowing water.
02324	2306
02325 Heavy attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>	2307 Strong attack unleashes a series of strikes akin to a dance, offering a glimpse into the legend.</text>
02326 <text id="7070000">Sword fashioned from a delicate wing, suffused with the magic of the stars.	2308 <text id="7070000">Sword fashioned from a delicate wing, suffused with the magic of the stars.
02327 Heavy attack unleashes a wave of enchanted light.	2309 Strong attack unleashes a wave of enchanted light.
02328	2310
02329 Said to be taken from the remains of a being born of the dark that assailed an Eternal City.</text>	2311 Crafted from a relic of the Naturalborn of the Void who is said to have assailed the Eternal City.</text>
02330 <text id="7080000">Unique curved sword, notched like shark's teeth.	2312 <text id="7080000">Unique curved sword, notched like shark's teeth.
02331 Weapon carried by corpse pillagers who prowl the sites of old battles.	2313 Weapon carried by corpse pillagers who prowl the sites of old battles.
02332	2314
02333 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2315 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02334 <text id="7080100">Unique curved sword, notched like shark's teeth.	2316 <text id="7080100">Unique curved sword, notched like shark's teeth.
02335 Weapon carried by corpse pillagers who prowl the sites of old battles.	2317 Weapon carried by corpse pillagers who prowl the sites of old battles.
02336	2318
02337 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2319 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02338 <text id="7080200">Unique curved sword, notched like shark's teeth.	2320 <text id="7080200">Unique curved sword, notched like shark's teeth.
02339 Weapon carried by corpse pillagers who prowl the sites of old battles.	2321 Weapon carried by corpse pillagers who prowl the sites of old battles.
02340	2322
02341 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2323 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02342 <text id="7080300">Unique curved sword, notched like shark's teeth.	2324 <text id="7080300">Unique curved sword, notched like shark's teeth.
02343 Weapon carried by corpse pillagers who prowl the sites of old battles.	2325 Weapon carried by corpse pillagers who prowl the sites of old battles.
02344	2326
02345 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2327 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02346 <text id="7080400">Unique curved sword, notched like shark's teeth.	2328 <text id="7080400">Unique curved sword, notched like shark's teeth.
02347 Weapon carried by corpse pillagers who prowl the sites of old battles.	2329 Weapon carried by corpse pillagers who prowl the sites of old battles.
02348	2330
02349 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2331 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02350 <text id="7080500">Unique curved sword, notched like shark's teeth.	2332 <text id="7080500">Unique curved sword, notched like shark's teeth.
02351 Weapon carried by corpse pillagers who prowl the sites of old battles.	2333 Weapon carried by corpse pillagers who prowl the sites of old battles.
02352	2334
02353 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2335 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02354 <text id="7080600">Unique curved sword, notched like shark's teeth.	2336 <text id="7080600">Unique curved sword, notched like shark's teeth.
02355 Weapon carried by corpse pillagers who prowl the sites of old battles.	2337 Weapon carried by corpse pillagers who prowl the sites of old battles.
02356	2338
02357 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2339 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02358 <text id="7080700">Unique curved sword, notched like shark's teeth.	2340 <text id="7080700">Unique curved sword, notched like shark's teeth.
02359 Weapon carried by corpse pillagers who prowl the sites of old battles.	2341 Weapon carried by corpse pillagers who prowl the sites of old battles.
02360	2342
02361 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2343 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02362 <text id="7080800">Unique curved sword, notched like shark's teeth.	2344 <text id="7080800">Unique curved sword, notched like shark's teeth.
02363 Weapon carried by corpse pillagers who prowl the sites of old battles.	2345 Weapon carried by corpse pillagers who prowl the sites of old battles.
02364	2346
02365 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2347 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02366 <text id="7080900">Unique curved sword, notched like shark's teeth.	2348 <text id="7080900">Unique curved sword, notched like shark's teeth.
02367 Weapon carried by corpse pillagers who prowl the sites of old battles.	2349 Weapon carried by corpse pillagers who prowl the sites of old battles.
02368	2350
02369 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>	2351 The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
02370 <text id="7081000">Unique curved sword, notched like shark's teeth.	2352 <text id="7081000">Unique curved sword, notched like shark's teeth.

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02371 | Weapon carried by corpse pillagers who prowl the sites of old battles.
02372 |
02373 | The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>
02374 | <text id="7081100">Unique curved sword, notched like shark's teeth.
02375 | Weapon carried by corpse pillagers who prowl the sites of old battles.
02376 |
02377 | The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>
02378 | <text id="7081200">Unique curved sword, notched like shark's teeth.
02379 | Weapon carried by corpse pillagers who prowl the sites of old battles.
02380 |
02381 | The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Is life truly as sinister as this weapon suggests?</text>
02382 | <text id="7090000">Unique curved sword, notched like a shark's tooth.
02383 | Stubborn bloodstains cling to the blade, which was
02384 | once used to cut the horns from countless Omen.</text>
02385 | <text id="7090100">Unique curved sword, notched like a shark's tooth.
02386 | Stubborn bloodstains cling to the blade, which was
02387 | once used to cut the horns from countless Omen.</text>
02388 | <text id="7090200">Unique curved sword, notched like a shark's tooth.
02389 | Stubborn bloodstains cling to the blade, which was
02390 | once used to cut the horns from countless Omen.</text>
02391 | <text id="7090300">Unique curved sword, notched like a shark's tooth.
02392 | Stubborn bloodstains cling to the blade, which was
02393 | once used to cut the horns from countless Omen.</text>
02394 | <text id="7090400">Unique curved sword, notched like a shark's tooth.
02395 | Stubborn bloodstains cling to the blade, which was
02396 | once used to cut the horns from countless Omen.</text>
02397 | <text id="7090500">Unique curved sword, notched like a shark's tooth.
02398 | Stubborn bloodstains cling to the blade, which was
02399 | once used to cut the horns from countless Omen.</text>
02400 | <text id="7090600">Unique curved sword, notched like a shark's tooth.
02401 | Stubborn bloodstains cling to the blade, which was
02402 | once used to cut the horns from countless Omen.</text>
02403 | <text id="7090700">Unique curved sword, notched like a shark's tooth.
02404 | Stubborn bloodstains cling to the blade, which was
02405 | once used to cut the horns from countless Omen.</text>
02406 | <text id="7090800">Unique curved sword, notched like a shark's tooth.
02407 | Stubborn bloodstains cling to the blade, which was
02408 | once used to cut the horns from countless Omen.</text>
02409 | <text id="7090900">Unique curved sword, notched like a shark's tooth.
02410 | Stubborn bloodstains cling to the blade, which was
02411 | once used to cut the horns from countless Omen.</text>
02412 | <text id="7091000">Unique curved sword, notched like a shark's tooth.
02413 | Stubborn bloodstains cling to the blade, which was
02414 | once used to cut the horns from countless Omen.</text>
02415 | <text id="7091100">Unique curved sword, notched like a shark's tooth.
02416 | Stubborn bloodstains cling to the blade, which was
02417 | once used to cut the horns from countless Omen.</text>
02418 | <text id="7091200">Unique curved sword, notched like a shark's tooth.
02419 | Stubborn bloodstains cling to the blade, which was
02420 | once used to cut the horns from countless Omen.</text>
02421 | <text id="7100000">Storied sword and treasure of Castle Sol.
02422 |
02423 | An object of worship and sigil of Castle Sol, an eclipsed sun drained of color decorates this sword. Though the eclipse strikes great fear in the hearts of men, it is a sight from which they dare not avert their gaze.</text>
02424 | <text id="7110000">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02425 |
02426 | Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>
02427 | <text id="7110100">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02428 |
02429 | Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>
02430 | <text id="7110200">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02431 |
02432 | Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>
02433 | <text id="7110300">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02434 |
02435 | Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>
02436 | <text id="7110400">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02437 |
02438 | Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>
02439 | <text id="7110500">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
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2353 | Weapon carried by corpse pillagers who prowl the sites of old battles.
2354 |
2355 | The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
2356 | <text id="7081100">Unique curved sword, notched like shark's teeth.
2357 | Weapon carried by corpse pillagers who prowl the sites of old battles.
2358 |
2359 | The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
2360 | <text id="7081200">Unique curved sword, notched like shark's teeth.
2361 | Weapon carried by corpse pillagers who prowl the sites of old battles.
2362 |
2363 | The blade is tacky with blood and covered in hefty nicks, making it totally uneven. Life can be sinister indeed.</text>
2364 | <text id="7090000">Unique curved sword, notched like a shark's tooth.
2365 | Stubborn bloodstains cling to the blade, which was
2366 | once used to cut the horns from countless Omen.</text>
2367 | <text id="7090100">Unique curved sword, notched like a shark's tooth.
2368 | Stubborn bloodstains cling to the blade, which was
2369 | once used to cut the horns from countless Omen.</text>
2370 | <text id="7090200">Unique curved sword, notched like a shark's tooth.
2371 | Stubborn bloodstains cling to the blade, which was
2372 | once used to cut the horns from countless Omen.</text>
2373 | <text id="7090300">Unique curved sword, notched like a shark's tooth.
2374 | Stubborn bloodstains cling to the blade, which was
2375 | once used to cut the horns from countless Omen.</text>
2376 | <text id="7090400">Unique curved sword, notched like a shark's tooth.
2377 | Stubborn bloodstains cling to the blade, which was
2378 | once used to cut the horns from countless Omen.</text>
2379 | <text id="7090500">Unique curved sword, notched like a shark's tooth.
2380 | Stubborn bloodstains cling to the blade, which was
2381 | once used to cut the horns from countless Omen.</text>
2382 | <text id="7090600">Unique curved sword, notched like a shark's tooth.
2383 | Stubborn bloodstains cling to the blade, which was
2384 | once used to cut the horns from countless Omen.</text>
2385 | <text id="7090700">Unique curved sword, notched like a shark's tooth.
2386 | Stubborn bloodstains cling to the blade, which was
2387 | once used to cut the horns from countless Omen.</text>
2388 | <text id="7090800">Unique curved sword, notched like a shark's tooth.
2389 | Stubborn bloodstains cling to the blade, which was
2390 | once used to cut the horns from countless Omen.</text>
2391 | <text id="7090900">Unique curved sword, notched like a shark's tooth.
2392 | Stubborn bloodstains cling to the blade, which was
2393 | once used to cut the horns from countless Omen.</text>
2394 | <text id="7091000">Unique curved sword, notched like a shark's tooth.
2395 | Stubborn bloodstains cling to the blade, which was
2396 | once used to cut the horns from countless Omen.</text>
2397 | <text id="7091100">Unique curved sword, notched like a shark's tooth.
2398 | Stubborn bloodstains cling to the blade, which was
2399 | once used to cut the horns from countless Omen.</text>
2400 | <text id="7091200">Unique curved sword, notched like a shark's tooth.
2401 | Stubborn bloodstains cling to the blade, which was
2402 | once used to cut the horns from countless Omen.</text>
2403 | <text id="7100000">Storied sword and treasure of Castle Sol that depicts an eclipsed sun drained of color.
2404 | One of the legendary armaments.
2405 |
2406 | In Sol, the sight of an eclipse inspires a dreadful awe, preventing an onlooker from averting his gaze.</text>
2407 | <text id="7110000">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
2408 |
2409 | Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
2410 | <text id="7110100">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
2411 |
2412 | Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
2413 | <text id="7110200">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
2414 |
2415 | Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
2416 | <text id="7110300">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
2417 |
2418 | Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
2419 | <text id="7110400">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
2420 |
2421 | Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
2422 | <text id="7110500">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
```

02440	2423
02441 Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>	2424 Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
02442 <text id="7110600">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.	2425 <text id="7110600">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02443	2426
02444 Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>	2427 Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
02445 <text id="7110700">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.	2428 <text id="7110700">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02446	2429
02447 Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>	2430 Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
02448 <text id="7110800">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.	2431 <text id="7110800">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02449	2432
02450 Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>	2433 Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
02451 <text id="7110900">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.	2434 <text id="7110900">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02452	2435
02453 Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>	2436 Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
02454 <text id="7111000">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.	2437 <text id="7111000">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02455	2438
02456 Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>	2439 Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
02457 <text id="7111100">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.	2440 <text id="7111100">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02458	2441
02459 Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>	2442 Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
02460 <text id="7111200">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.	2443 <text id="7111200">Curved sword fashioned in the image of an ancient serpent deity and tool of a forgotten religion practiced on Mt. Gelmir.
02461	2444
02462 Formerly used to offer up sacrfices, this sword restores HP upon slaying an enemy.</text>	2445 Formerly used to offer up sacrifices, this sword restores HP upon slaying an enemy.</text>
02463 <text id="7120000">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2446 <text id="7120000">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02464	2447
02465 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2448 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02466 <text id="7120100">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2449 <text id="7120100">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02467	2450
02468 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2451 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02469 <text id="7120200">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2452 <text id="7120200">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02470	2453
02471 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2454 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02472 <text id="7120300">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2455 <text id="7120300">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02473	2456
02474 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2457 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02475 <text id="7120400">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2458 <text id="7120400">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02476	2459
02477 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2460 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02478 <text id="7120500">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2461 <text id="7120500">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02479	2462
02480 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2463 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02481 <text id="7120600">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2464 <text id="7120600">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02482	2465
02483 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2466 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02484 <text id="7120700">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2467 <text id="7120700">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02485	2468
02486 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2469 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02487 <text id="7120800">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2470 <text id="7120800">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02488	2471
02489 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2472 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02490 <text id="7120900">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2473 <text id="7120900">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02491	2474
02492 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2475 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02493 <text id="7121000">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2476 <text id="7121000">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02494	2477
02495 The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>	2478 The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
02496 <text id="7121100">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.	2479 <text id="7121100">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
02497	2480

02498	The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>
02499	<text id="7121200">A curved sword with a blade at both ends wielded by the cemetery shades, the insect-ridden grave keepers.
02500	
02501	The blade is thin and sharp, and heavy attack unleashes a far-reaching slash.</text>
02502	<text id="7140000">A curved sword with a single-sided blade.
02503	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02504	
02505	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02506	<text id="7140100">A curved sword with a single-sided blade.
02507	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02508	
02509	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02510	<text id="7140200">A curved sword with a single-sided blade.
02511	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02512	
02513	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02514	<text id="7140300">A curved sword with a single-sided blade.
02515	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02516	
02517	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02518	<text id="7140400">A curved sword with a single-sided blade.
02519	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02520	
02521	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02522	<text id="7140500">A curved sword with a single-sided blade.
02523	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02524	
02525	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02526	<text id="7140600">A curved sword with a single-sided blade.
02527	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02528	
02529	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02530	<text id="7140700">A curved sword with a single-sided blade.
02531	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02532	
02533	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02534	<text id="7140800">A curved sword with a single-sided blade.
02535	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02536	
02537	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02538	<text id="7140900">A curved sword with a single-sided blade.
02539	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02540	
02541	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02542	<text id="7141000">A curved sword with a single-sided blade.
02543	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02544	
02545	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02546	<text id="7141100">A curved sword with a single-sided blade.
02547	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02548	
02549	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02550	<text id="7141200">A curved sword with a single-sided blade.
02551	Delivers slashing attacks with its sharp blade, but is ineffective against armor and hides covered in tough scales.
02552	
02553	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
02554	<text id="7150000">Curved sword boasting a large blade.
02555	This weapon is designed to make use of its weight in combination with its sharp cutting edge.
02556	
02557	A thoroughly reliable choice of weapon for those who can master its particulars.</text>
02558	<text id="7150100">Curved sword boasting a large blade.
02559	This weapon is designed to make use of its weight in combination with its sharp cutting edge.
02560	
02561	A thoroughly reliable choice of weapon for those who can master its particulars.</text>
02562	<text id="7150200">Curved sword boasting a large blade.
02563	This weapon is designed to make use of its weight in combination with its sharp cutting edge.
02564	

2481	The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
2482	<text id="7121200">A curved sword with a blade at both ends wielded by the Cemetery Shades, the insect-ridden grave keepers.
2483	
2484	The blade is thin and sharp, and strong attack unleashes a far-reaching slash.</text>
2485	<text id="7140000">A curved sword with a single-sided blade.
2486	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2487	
2488	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2489	<text id="7140100">A curved sword with a single-sided blade.
2490	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2491	
2492	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2493	<text id="7140200">A curved sword with a single-sided blade.
2494	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2495	
2496	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2497	<text id="7140300">A curved sword with a single-sided blade.
2498	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2499	
2500	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2501	<text id="7140400">A curved sword with a single-sided blade.
2502	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2503	
2504	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2505	<text id="7140500">A curved sword with a single-sided blade.
2506	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2507	
2508	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2509	<text id="7140600">A curved sword with a single-sided blade.
2510	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2511	
2512	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2513	<text id="7140700">A curved sword with a single-sided blade.
2514	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2515	
2516	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2517	<text id="7140800">A curved sword with a single-sided blade.
2518	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2519	
2520	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2521	<text id="7140900">A curved sword with a single-sided blade.
2522	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2523	
2524	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2525	<text id="7141000">A curved sword with a single-sided blade.
2526	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2527	
2528	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2529	<text id="7141100">A curved sword with a single-sided blade.
2530	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2531	
2532	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2533	<text id="7141200">A curved sword with a single-sided blade.
2534	Delivers slashing attacks with its sharp blade, but is ineffective against thick armor and hides covered in tough scales.
2535	
2536	Smaller in size than most curved swords, it carves into enemies with quick, sharp cuts.</text>
2537	<text id="7150000">Curved sword boasting a large blade.
2538	This weapon is designed to make use of its weight in combination with its sharp cutting edge.
2539	
2540	A thoroughly reliable choice of weapon for those who can master its particulars.</text>
2541	<text id="7150100">Curved sword boasting a large blade.
2542	This weapon is designed to make use of its weight in combination with its sharp cutting edge.
2543	
2544	A thoroughly reliable choice of weapon for those who can master its particulars.</text>
2545	<text id="7150200">Curved sword boasting a large blade.
2546	This weapon is designed to make use of its weight in combination with its sharp cutting edge.
2547	

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02565 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02566 |   <text id="7150300">Curved sword boasting a large blade.
02567 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02568 |
02569 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02570 |   <text id="7150400">Curved sword boasting a large blade.
02571 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02572 |
02573 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02574 |   <text id="7150500">Curved sword boasting a large blade.
02575 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02576 |
02577 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02578 |   <text id="7150600">Curved sword boasting a large blade.
02579 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02580 |
02581 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02582 |   <text id="7150700">Curved sword boasting a large blade.
02583 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02584 |
02585 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02586 |   <text id="7150800">Curved sword boasting a large blade.
02587 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02588 |
02589 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02590 |   <text id="7150900">Curved sword boasting a large blade.
02591 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02592 |
02593 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02594 |   <text id="7151000">Curved sword boasting a large blade.
02595 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02596 |
02597 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02598 |   <text id="7151100">Curved sword boasting a large blade.
02599 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02600 |
02601 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02602 |   <text id="7151200">Curved sword boasting a large blade.
02603 |   This weapon is designed to make use of its weight in
      |   combination with its sharp cutting edge.
02604 |
02605 |   A thoroughly reliable choice of weapon for those who can
      |   master its particulars.</text>
02606 +   <text id="8010000">Greatsword froged from golden-hued
      +   meteoric ore.
02607 |   The blade conceals gravity-manipulating magic.
02608 |
02609 +   A weapon unique to the Onyx Lords, a race of ancients with
      +   skin of stone who were said to have risen to life in an age
      +   when meteor strikes were common.</text>
02610 |   <text id="8020000">This curved greatsword wielded by the
      |   brawny sellswords of Kaiden combines the blade of a scimitar
      |   with the heft of a hatchet.
02611 |
02612 |   A difficult to handle weapon that demands much of the
      |   wielder's strength and dexterity, but with practice and
      |   ability, it can serve as a versatile weapon even on
      |   horseback.</text>
02613 |   <text id="8020100">This curved greatsword wielded by the
      |   brawny sellswords of Kaiden combines the blade of a scimitar
      |   with the heft of a hatchet.
02614 |
02615 |   A difficult to handle weapon that demands much of the
      |   wielder's strength and dexterity, but with practice and
      |   ability, it can serve as a versatile weapon even on
      |   horseback.</text>
02616 |   <text id="8020200">This curved greatsword wielded by the
      |   brawny sellswords of Kaiden combines the blade of a scimitar
      |   with the heft of a hatchet.
02617 |
02618 |   A difficult to handle weapon that demands much of the
      |   wielder's strength and dexterity, but with practice and
      |   ability, it can serve as a versatile weapon even on
      |   horseback.</text>
02619 |   <text id="8020300">This curved greatsword wielded by the
      |   brawny sellswords of Kaiden combines the blade of a scimitar
      |   with the heft of a hatchet.
02620 |
02621 |   A difficult to handle weapon that demands much of the
      |   wielder's strength and dexterity, but with practice and
      |   ability, it can serve as a versatile weapon even on
      |   horseback.</text>
02622 |   <text id="8020400">This curved greatsword wielded by the
      |   brawny sellswords of Kaiden combines the blade of a scimitar
      |   with the heft of a hatchet.
02623 |
02624 |   A difficult to handle weapon that demands much of the
      |   wielder's strength and dexterity, but with practice and
      |   ability, it can serve as a versatile weapon even on
      |   horseback.</text>
02625 |   <text id="8020500">This curved greatsword wielded by the
      |   brawny sellswords of Kaiden combines the blade of a scimitar
      |   with the heft of a hatchet.
02626 |
02627 |   A difficult to handle weapon that demands much of the
      |   wielder's strength and dexterity, but with practice and
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2548 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2549 |   <text id="7150300">Curved sword boasting a large blade.
2550 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2551 |
2552 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2553 |   <text id="7150400">Curved sword boasting a large blade.
2554 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2555 |
2556 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2557 |   <text id="7150500">Curved sword boasting a large blade.
2558 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2559 |
2560 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2561 |   <text id="7150600">Curved sword boasting a large blade.
2562 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2563 |
2564 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2565 |   <text id="7150700">Curved sword boasting a large blade.
2566 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2567 |
2568 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2569 |   <text id="7150800">Curved sword boasting a large blade.
2570 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2571 |
2572 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2573 |   <text id="7150900">Curved sword boasting a large blade.
2574 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2575 |
2576 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2577 |   <text id="7151000">Curved sword boasting a large blade.
2578 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2579 |
2580 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2581 |   <text id="7151100">Curved sword boasting a large blade.
2582 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2583 |
2584 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2585 |   <text id="7151200">Curved sword boasting a large blade.
2586 |   This weapon is designed to make use of its weight in
     |   combination with its sharp cutting edge.
2587 |
2588 |   A thoroughly reliable choice of weapon for those who can
     |   master its particulars.</text>
2589 +   <text id="8010000">Greatsword forged from golden-hued
     +   meteoric ore.
2590 |   The blade conceals gravity-manipulating magic.
2591 |
2592 +   A weapon unique to the Onyx Lords, a race of ancients with
     +   skin of stone who were said to have risen to life when a
     +   meteor struck long ago.</text>
2593 |   <text id="8020000">This curved greatsword wielded by the
     |   brawny sellswords of Kaiden combines the blade of a scimitar
     |   with the heft of a hatchet.
2594 |
2595 |   A difficult to handle weapon that demands much of the
     |   wielder's strength and dexterity, but with practice and
     |   ability, it can serve as a versatile weapon even on
     |   horseback.</text>
2596 |   <text id="8020100">This curved greatsword wielded by the
     |   brawny sellswords of Kaiden combines the blade of a scimitar
     |   with the heft of a hatchet.
2597 |
2598 |   A difficult to handle weapon that demands much of the
     |   wielder's strength and dexterity, but with practice and
     |   ability, it can serve as a versatile weapon even on
     |   horseback.</text>
2599 |   <text id="8020200">This curved greatsword wielded by the
     |   brawny sellswords of Kaiden combines the blade of a scimitar
     |   with the heft of a hatchet.
2600 |
2601 |   A difficult to handle weapon that demands much of the
     |   wielder's strength and dexterity, but with practice and
     |   ability, it can serve as a versatile weapon even on
     |   horseback.</text>
2602 |   <text id="8020300">This curved greatsword wielded by the
     |   brawny sellswords of Kaiden combines the blade of a scimitar
     |   with the heft of a hatchet.
2603 |
2604 |   A difficult to handle weapon that demands much of the
     |   wielder's strength and dexterity, but with practice and
     |   ability, it can serve as a versatile weapon even on
     |   horseback.</text>
2605 |   <text id="8020400">This curved greatsword wielded by the
     |   brawny sellswords of Kaiden combines the blade of a scimitar
     |   with the heft of a hatchet.
2606 |
2607 |   A difficult to handle weapon that demands much of the
     |   wielder's strength and dexterity, but with practice and
     |   ability, it can serve as a versatile weapon even on
     |   horseback.</text>
2608 |   <text id="8020500">This curved greatsword wielded by the
     |   brawny sellswords of Kaiden combines the blade of a scimitar
     |   with the heft of a hatchet.
2609 |
2610 |   A difficult to handle weapon that demands much of the
     |   wielder's strength and dexterity, but with practice and
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ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8020600">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8020700">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8020800">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8020900">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8021000">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8021100">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8021200">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8030000">Curved greatsword with a gently
undulating blade wielded by Bloodhound Knights.

A fearsome blade capable of brutal airborne attacks.</text>
<text id="8030100">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8030200">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8030300">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8030400">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8030500">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8030600">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8030700">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8030800">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8030900">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8031000">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8031100">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8031200">Curved greatsword with a unique,
undulating shape.
Owing to its form, it has low air resistance and
is easy to handle even from mid-air.</text>
<text id="8040000">Curved greatsword wielded by magma wyrms.
The shape resembles a dragon's jaw and is covered in hard
scales.

It's said these land-bound dragons were once humans heroes
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ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8020600">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8020700">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8020800">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8020900">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8021000">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8021100">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8021200">This curved greatsword wielded by the
brawny sellswords of Kaiden combines the blade of a scimitar
with the heft of a hatchet.

A difficult to handle weapon that demands much of the
wielder's strength and dexterity, but with practice and
ability, it can serve as a versatile weapon even on
horseback.</text>
<text id="8030000">Curved greatsword with a gently undulating
blade wielded by Bloodhound Knights.

A fearsome blade capable of brutal airborne attacks.</text>
<text id="8030100">Curved greatsword with a gently undulating
blade wielded by Bloodhound Knights.

A fearsome blade capable of brutal airborne attacks.</text>
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for taking it back.</text>	
02719 <text id="8060600">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.	2695 <text id="8060600">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.
02720	2696
02721 The worn pattern etched upon the blade is the remnant of a foul malediction.	2697 The pattern etched upon the blade is the remnant of a deteriorative malediction. Indeed, when bestowing a weapon, preparations must be made for taking it away.</text>
02722 Indeed, when bestowing a weapon, preparations must be made for taking it back.</text>	
02723 <text id="8060700">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.	2698 <text id="8060700">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.
02724	2699
02725 The worn pattern etched upon the blade is the remnant of a foul malediction.	2700 The pattern etched upon the blade is the remnant of a deteriorative malediction. Indeed, when bestowing a weapon, preparations must be made for taking it away.</text>
02726 Indeed, when bestowing a weapon, preparations must be made for taking it back.</text>	
02727 <text id="8060800">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.	2701 <text id="8060800">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.
02728	2702
02729 The worn pattern etched upon the blade is the remnant of a foul malediction.	2703 The pattern etched upon the blade is the remnant of a deteriorative malediction. Indeed, when bestowing a weapon, preparations must be made for taking it away.</text>
02730 Indeed, when bestowing a weapon, preparations must be made for taking it back.</text>	
02731 <text id="8060900">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.	2704 <text id="8060900">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.
02732	2705
02733 The worn pattern etched upon the blade is the remnant of a foul malediction.	2706 The pattern etched upon the blade is the remnant of a deteriorative malediction. Indeed, when bestowing a weapon, preparations must be made for taking it away.</text>
02734 Indeed, when bestowing a weapon, preparations must be made for taking it back.</text>	
02735 <text id="8061000">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.	2707 <text id="8061000">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.
02736	2708
02737 The worn pattern etched upon the blade is the remnant of a foul malediction.	2709 The pattern etched upon the blade is the remnant of a deteriorative malediction. Indeed, when bestowing a weapon, preparations must be made for taking it away.</text>
02738 Indeed, when bestowing a weapon, preparations must be made for taking it back.</text>	
02739 <text id="8061100">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.	2710 <text id="8061100">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.
02740	2711
02741 The worn pattern etched upon the blade is the remnant of a foul malediction.	2712 The pattern etched upon the blade is the remnant of a deteriorative malediction. Indeed, when bestowing a weapon, preparations must be made for taking it away.</text>
02742 Indeed, when bestowing a weapon, preparations must be made for taking it back.</text>	
02743 <text id="8061200">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.	2713 <text id="8061200">Heavy-bladed curved sword of colossal size awarded to Omen as a tool of war. This weapon is made to take advantage of brute strength.
02744	2714
02745 The worn pattern etched upon the blade is the remnant of a foul malediction.	2715 The pattern etched upon the blade is the remnant of a deteriorative malediction. Indeed, when bestowing a weapon, preparations must be made for taking it away.</text>
02746 Indeed, when bestowing a weapon, preparations must be made for taking it back.</text>	
02747 <text id="8070000">Curved sword with a flickering flame motif.	2716 <text id="8070000">Curved sword with a flickering flame motif.
02748 Wielded by the fire monks who came from the mountaintops of the giants.	2717 Wielded by the Fire Monks who came from the Mountaintops of the Giants.
02749	2718
02750 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>	2719 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02751 <text id="8070100">Curved sword with a flickering flame motif.	2720 <text id="8070100">Curved sword with a flickering flame motif.
02752 Wielded by the fire monks who came from the mountaintops of the giants.	2721 Wielded by the Fire Monks who came from the Mountaintops of the Giants.
02753	2722
02754 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>	2723 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02755 <text id="8070200">Curved sword with a flickering flame motif.	2724 <text id="8070200">Curved sword with a flickering flame motif.
02756 Wielded by the fire monks who came from the mountaintops of the giants.	2725 Wielded by the Fire Monks who came from the Mountaintops of the Giants.
02757	2726
02758 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>	2727 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02759 <text id="8070300">Curved sword with a flickering flame motif.	2728 <text id="8070300">Curved sword with a flickering flame motif.
02760 Wielded by the fire monks who came from the mountaintops of the giants.	2729 Wielded by the Fire Monks who came from the Mountaintops of the Giants.
02761	2730
02762 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>	2731 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02763 <text id="8070400">Curved sword with a flickering flame motif.	2732 <text id="8070400">Curved sword with a flickering flame motif.
02764 Wielded by the fire monks who came from the mountaintops of the giants.	2733 Wielded by the Fire Monks who came from the Mountaintops of the Giants.
02765	2734
02766 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>	2735 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02767 <text id="8070500">Curved sword with a flickering flame motif.	2736 <text id="8070500">Curved sword with a flickering flame motif.
02768 Wielded by the fire monks who came from the mountaintops of the giants.	2737 Wielded by the Fire Monks who came from the Mountaintops of the Giants.
02769	2738
02770 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>	2739 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02771 <text id="8070600">Curved sword with a flickering flame motif.	2740 <text id="8070600">Curved sword with a flickering flame motif.
02772 Wielded by the fire monks who came from the mountaintops of the giants.	2741 Wielded by the Fire Monks who came from the Mountaintops of the Giants.
02773	2742
02774 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>	2743 The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02775 <text id="8070700">Curved sword with a flickering flame motif.	2744 <text id="8070700">Curved sword with a flickering flame motif.

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02776 | Wielded by the fire monks who came from the mountaintops of the giants.
02777 |
02778 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02779 | <text id="8070800">Curved sword with a flickering flame motif.
02780 | Wielded by the fire monks who came from the mountaintops of the giants.
02781 |
02782 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02783 | <text id="8070900">Curved sword with a flickering flame motif.
02784 | Wielded by the fire monks who came from the mountaintops of the giants.
02785 |
02786 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02787 | <text id="8071000">Curved sword with a flickering flame motif.
02788 | Wielded by the fire monks who came from the mountaintops of the giants.
02789 |
02790 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02791 | <text id="8071100">Curved sword with a flickering flame motif.
02792 | Wielded by the fire monks who came from the mountaintops of the giants.
02793 |
02794 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02795 | <text id="8071200">Curved sword with a flickering flame motif.
02796 | Wielded by the fire monks who came from the mountaintops of the giants.
02797 |
02798 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
02799 | <text id="8080000">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02800 |
02801 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02802 | It's clear the beastmen possess knowledge beyond human ken.</text>
02803 | <text id="8080100">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02804 |
02805 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02806 | It's clear the beastmen possess knowledge beyond human ken.</text>
02807 | <text id="8080200">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02808 |
02809 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02810 | It's clear the beastmen possess knowledge beyond human ken.</text>
02811 | <text id="8080300">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02812 |
02813 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02814 | It's clear the beastmen possess knowledge beyond human ken.</text>
02815 | <text id="8080400">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02816 |
02817 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02818 | It's clear the beastmen possess knowledge beyond human ken.</text>
02819 | <text id="8080500">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02820 |
02821 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02822 | It's clear the beastmen possess knowledge beyond human ken.</text>
02823 | <text id="8080600">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02824 |
02825 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02826 | It's clear the beastmen possess knowledge beyond human ken.</text>
02827 | <text id="8080700">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02828 |
02829 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02830 | It's clear the beastmen possess knowledge beyond human ken.</text>
02831 | <text id="8080800">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02832 |
02833 | The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02834 | It's clear the beastmen possess knowledge beyond human ken.</text>
02835 | <text id="8080900">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02836 |
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2745 | Wielded by the Fire Monks who came from the Mountaintops of the Giants.
2746 |
2747 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
2748 | <text id="8070800">Curved sword with a flickering flame motif.
2749 | Wielded by the Fire Monks who came from the Mountaintops of the Giants.
2750 |
2751 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
2752 | <text id="8070900">Curved sword with a flickering flame motif.
2753 | Wielded by the Fire Monks who came from the Mountaintops of the Giants.
2754 |
2755 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
2756 | <text id="8071000">Curved sword with a flickering flame motif.
2757 | Wielded by the Fire Monks who came from the Mountaintops of the Giants.
2758 |
2759 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
2760 | <text id="8071100">Curved sword with a flickering flame motif.
2761 | Wielded by the Fire Monks who came from the Mountaintops of the Giants.
2762 |
2763 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
2764 | <text id="8071200">Curved sword with a flickering flame motif.
2765 | Wielded by the Fire Monks who came from the Mountaintops of the Giants.
2766 |
2767 | The monks came to the land of Liurnia in pursuit of a fugitive who stole their fire.</text>
2768 | <text id="8080000">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2769 |
2770 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2771 | <text id="8080100">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2772 |
2773 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2774 | <text id="8080200">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2775 |
2776 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2777 | <text id="8080300">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2778 |
2779 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2780 | <text id="8080400">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2781 |
2782 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2783 | <text id="8080500">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2784 |
2785 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2786 | <text id="8080600">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2787 |
2788 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2789 | <text id="8080700">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2790 |
2791 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2792 | <text id="8080800">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2793 |
2794 | The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2795 | <text id="8080900">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2796 |
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02837	The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02838	It's clear the beastmen possess knowledge beyond human ken.</text>
02839	<text id="8081000">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02840	
02841	The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02842	It's clear the beastmen possess knowledge beyond human ken.</text>
02843	<text id="8081100">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02844	
02845	The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02846	It's clear the beastmen possess knowledge beyond human ken.</text>
02847	<text id="8081200">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
02848	
02849	The blade is heavy but well-balanced. Comparatively easy to wield for the damage it delivers.
02850	It's clear the beastmen possess knowledge beyond human ken.</text>
02851	<text id="8100000">Warped blade of shifting hue used by Morgott, Lord of the Omen.
02852	
02853	This blade appears to have been warped by his accursed blood, through his years of isolation and confinement.</text>
02854	<text id="8110000">Large katana used by Giant's Fire Monks.
02855	The characteristic blade has the motif
02856	of flickering flames.</text>
02857	<text id="8110100">Large katana used by Giant's Fire Monks.
02858	The characteristic blade has the motif
02859	of flickering flames.</text>
02860	<text id="8110200">Large katana used by Giant's Fire Monks.
02861	The characteristic blade has the motif
02862	of flickering flames.</text>
02863	<text id="8110300">Large katana used by Giant's Fire Monks.
02864	The characteristic blade has the motif
02865	of flickering flames.</text>
02866	<text id="8110400">Large katana used by Giant's Fire Monks.
02867	The characteristic blade has the motif
02868	of flickering flames.</text>
02869	<text id="8110500">Large katana used by Giant's Fire Monks.
02870	The characteristic blade has the motif
02871	of flickering flames.</text>
02872	<text id="8110600">Large katana used by Giant's Fire Monks.
02873	The characteristic blade has the motif
02874	of flickering flames.</text>
02875	<text id="8110700">Large katana used by Giant's Fire Monks.
02876	The characteristic blade has the motif
02877	of flickering flames.</text>
02878	<text id="8110800">Large katana used by Giant's Fire Monks.
02879	The characteristic blade has the motif
02880	of flickering flames.</text>
02881	<text id="8110900">Large katana used by Giant's Fire Monks.
02882	The characteristic blade has the motif
02883	of flickering flames.</text>
02884	<text id="8111000">Large katana used by Giant's Fire Monks.
02885	The characteristic blade has the motif
02886	of flickering flames.</text>
02887	<text id="8111100">Large katana used by Giant's Fire Monks.
02888	The characteristic blade has the motif
02889	of flickering flames.</text>
02890	<text id="8111200">Large katana used by Giant's Fire Monks.
02891	The characteristic blade has the motif
02892	of flickering flames.</text>
02893	<text id="9000000">A katana with a long single-edged curved blade.
02894	A unique weapon wielded by warriors from the Land of Reeds.
02895	
02896	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02897	<text id="9000100">A katana with a long single-edged curved blade.
02898	A unique weapon wielded by warriors from the Land of Reeds.
02899	
02900	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02901	<text id="9000200">A katana with a long single-edged curved blade.
02902	A unique weapon wielded by warriors from the Land of Reeds.
02903	
02904	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02905	<text id="9000300">A katana with a long single-edged curved blade.
02906	A unique weapon wielded by warriors from the Land of Reeds.
02907	
02908	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>

2797	The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2798	<text id="8081000">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2799	
2800	The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2801	<text id="8081100">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2802	
2803	The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2804	<text id="8081200">Curved greatsword of colossal size forged of dull iron and wielded by the beastmen of Farum Azula.
2805	
2806	The blade is incredibly heavy, but well-balanced. Comparatively easy to wield for the damage it delivers. It's clear the beastmen possess knowledge beyond human ken.</text>
2807	<text id="8100000">Warped blade of shifting hue used by Morgott, the Omen King.
2808	
2809	The accursed blood that Morgott recanted and sealed away reformed into this blade.</text>
2810	<text id="8110000">Large katana used by Monks of the Giants' Flame.
2811	The characteristic blade has the motif
2812	of flickering flames.</text>
2813	<text id="8110100">Large katana used by Monks of the Giants' Flame.
2814	The characteristic blade has the motif
2815	of flickering flames.</text>
2816	<text id="8110200">Large katana used by Monks of the Giants' Flame.
2817	The characteristic blade has the motif
2818	of flickering flames.</text>
2819	<text id="8110300">Large katana used by Monks of the Giants' Flame.
2820	The characteristic blade has the motif
2821	of flickering flames.</text>
2822	<text id="8110400">Large katana used by Monks of the Giants' Flame.
2823	The characteristic blade has the motif
2824	of flickering flames.</text>
2825	<text id="8110500">Large katana used by Monks of the Giants' Flame.
2826	The characteristic blade has the motif
2827	of flickering flames.</text>
2828	<text id="8110600">Large katana used by Monks of the Giants' Flame.
2829	The characteristic blade has the motif
2830	of flickering flames.</text>
2831	<text id="8110700">Large katana used by Monks of the Giants' Flame.
2832	The characteristic blade has the motif
2833	of flickering flames.</text>
2834	<text id="8110800">Large katana used by Monks of the Giants' Flame.
2835	The characteristic blade has the motif
2836	of flickering flames.</text>
2837	<text id="8110900">Large katana used by Monks of the Giants' Flame.
2838	The characteristic blade has the motif
2839	of flickering flames.</text>
2840	<text id="8111000">Large katana used by Monks of the Giants' Flame.
2841	The characteristic blade has the motif
2842	of flickering flames.</text>
2843	<text id="8111100">Large katana used by Monks of the Giants' Flame.
2844	The characteristic blade has the motif
2845	of flickering flames.</text>
2846	<text id="8111200">Large katana used by Monks of the Giants' Flame.
2847	The characteristic blade has the motif
2848	of flickering flames.</text>
2849	<text id="9000000">A katana with a long single-edged curved blade.
2850	A unique weapon wielded by the samurai from the Land of Reeds.
2851	
2852	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2853	<text id="9000100">A katana with a long single-edged curved blade.
2854	A unique weapon wielded by the samurai from the Land of Reeds.
2855	
2856	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2857	<text id="9000200">A katana with a long single-edged curved blade.
2858	A unique weapon wielded by the samurai from the Land of Reeds.
2859	
2860	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2861	<text id="9000300">A katana with a long single-edged curved blade.
2862	A unique weapon wielded by the samurai from the Land of Reeds.
2863	
2864	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>

02909	<text id="9000400">A katana with a long single-edged curved blade.
02910	A unique weapon wielded by warriors from the Land of Reeds.
02911	
02912	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02913	<text id="9000500">A katana with a long single-edged curved blade.
02914	A unique weapon wielded by warriors from the Land of Reeds.
02915	
02916	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02917	<text id="9000600">A katana with a long single-edged curved blade.
02918	A unique weapon wielded by warriors from the Land of Reeds.
02919	
02920	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02921	<text id="9000700">A katana with a long single-edged curved blade.
02922	A unique weapon wielded by warriors from the Land of Reeds.
02923	
02924	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02925	<text id="9000800">A katana with a long single-edged curved blade.
02926	A unique weapon wielded by warriors from the Land of Reeds.
02927	
02928	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02929	<text id="9000900">A katana with a long single-edged curved blade.
02930	A unique weapon wielded by warriors from the Land of Reeds.
02931	
02932	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02933	<text id="9001000">A katana with a long single-edged curved blade.
02934	A unique weapon wielded by warriors from the Land of Reeds.
02935	
02936	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02937	<text id="9001100">A katana with a long single-edged curved blade.
02938	A unique weapon wielded by warriors from the Land of Reeds.
02939	
02940	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02941	<text id="9001200">A katana with a long single-edged curved blade.
02942	A unique weapon wielded by warriors from the Land of Reeds.
02943	
02944	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause bleeding.</text>
02945	<text id="9010000">Katana with a ferociously long blade.
02946	Signature weapon of Yura, hunter of Bloody Fingers.
02947	
02948	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02949	<text id="9010100">Katana with a ferociously long blade.
02950	Signature weapon of Yura, hunter of Bloody Fingers.
02951	
02952	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02953	<text id="9010200">Katana with a ferociously long blade.
02954	Signature weapon of Yura, hunter of Bloody Fingers.
02955	
02956	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02957	<text id="9010300">Katana with a ferociously long blade.
02958	Signature weapon of Yura, hunter of Bloody Fingers.
02959	
02960	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02961	<text id="9010400">Katana with a ferociously long blade.
02962	Signature weapon of Yura, hunter of Bloody Fingers.
02963	
02964	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02965	<text id="9010500">Katana with a ferociously long blade.
02966	Signature weapon of Yura, hunter of Bloody Fingers.
02967	
02968	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02969	<text id="9010600">Katana with a ferociously long blade.
02970	Signature weapon of Yura, hunter of Bloody Fingers.
02971	
02972	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02973	<text id="9010700">Katana with a ferociously long blade.
02974	Signature weapon of Yura, hunter of Bloody Fingers.
02975	
02976	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02977	<text id="9010800">Katana with a ferociously long blade.
02978	Signature weapon of Yura, hunter of Bloody Fingers.
02979	
02980	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02981	<text id="9010900">Katana with a ferociously long blade.
02982	Signature weapon of Yura, hunter of Bloody Fingers.
02983	
02984	Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02985	<text id="9011000">Katana with a ferociously long blade.
02986	Signature weapon of Yura, hunter of Bloody Fingers.

2865	<text id="9000400">A katana with a long single-edged curved blade.
2866	A unique weapon wielded by the samurai from the Land of Reeds.
2867	
2868	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2869	<text id="9000500">A katana with a long single-edged curved blade.
2870	A unique weapon wielded by the samurai from the Land of Reeds.
2871	
2872	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2873	<text id="9000600">A katana with a long single-edged curved blade.
2874	A unique weapon wielded by the samurai from the Land of Reeds.
2875	
2876	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2877	<text id="9000700">A katana with a long single-edged curved blade.
2878	A unique weapon wielded by the samurai from the Land of Reeds.
2879	
2880	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2881	<text id="9000800">A katana with a long single-edged curved blade.
2882	A unique weapon wielded by the samurai from the Land of Reeds.
2883	
2884	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2885	<text id="9000900">A katana with a long single-edged curved blade.
2886	A unique weapon wielded by the samurai from the Land of Reeds.
2887	
2888	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2889	<text id="9001000">A katana with a long single-edged curved blade.
2890	A unique weapon wielded by the samurai from the Land of Reeds.
2891	
2892	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2893	<text id="9001100">A katana with a long single-edged curved blade.
2894	A unique weapon wielded by the samurai from the Land of Reeds.
2895	
2896	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2897	<text id="9001200">A katana with a long single-edged curved blade.
2898	A unique weapon wielded by the samurai from the Land of Reeds.
2899	
2900	The blade, with its undulating design, boasts extraordinary sharpness, and its slash attacks cause blood loss.</text>
2901	<text id="9010000">Katana with a ferociously long blade.
2902	Signature weapon of Yura, hunter of Bloody Fingers.
2903	
2904	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2905	<text id="9010100">Katana with a ferociously long blade.
2906	Signature weapon of Yura, hunter of Bloody Fingers.
2907	
2908	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2909	<text id="9010200">Katana with a ferociously long blade.
2910	Signature weapon of Yura, hunter of Bloody Fingers.
2911	
2912	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2913	<text id="9010300">Katana with a ferociously long blade.
2914	Signature weapon of Yura, hunter of Bloody Fingers.
2915	
2916	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2917	<text id="9010400">Katana with a ferociously long blade.
2918	Signature weapon of Yura, hunter of Bloody Fingers.
2919	
2920	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2921	<text id="9010500">Katana with a ferociously long blade.
2922	Signature weapon of Yura, hunter of Bloody Fingers.
2923	
2924	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2925	<text id="9010600">Katana with a ferociously long blade.
2926	Signature weapon of Yura, hunter of Bloody Fingers.
2927	
2928	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2929	<text id="9010700">Katana with a ferociously long blade.
2930	Signature weapon of Yura, hunter of Bloody Fingers.
2931	
2932	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2933	<text id="9010800">Katana with a ferociously long blade.
2934	Signature weapon of Yura, hunter of Bloody Fingers.
2935	
2936	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2937	<text id="9010900">Katana with a ferociously long blade.
2938	Signature weapon of Yura, hunter of Bloody Fingers.
2939	
2940	Reminiscent of a reinforced spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
2941	<text id="9011000">Katana with a ferociously long blade.
2942	Signature weapon of Yura, hunter of Bloody Fingers.

02987	2943
02988	2944 Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02989	2945 <text id="9011100">Katana with a ferociously long blade.
02990	2946 Signature weapon of Yura, hunter of Bloody Fingers.
02991	2947
02992	2948 Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02993	2949 <text id="9011200">Katana with a ferociously long blade.
02994	2950 Signature weapon of Yura, hunter of Bloody Fingers.
02995	2951
02996	2952 Resembling a reforged spear, its imposing length can be put to good use with powerful thrusting attacks.</text>
02997	2953 <text id="9020000">Blade fitted to Malenia's prosthetic arm.
02998	2954 Through consecration it is resistant to rot.
02999	2955
03000	2956 Malenia's war prosthesis symbolized her victories.
03001	2957 Some claim to have seen wings when the weapon was raised aloft; wings of fearsome determination that has never known defeat.</text>
03002	2958 <text id="9030000">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2959 Deals magic damage.
03003	2960
03004	2961 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03005	2962 <text id="9030100">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2963 Deals magic damage.
03006	2964
03007	2965 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03008	2966 <text id="9030200">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2967 Deals magic damage.
03009	2968
03010	2969 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03011	2970 <text id="9030300">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2971 Deals magic damage.
03012	2972
03013	2973 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03014	2974 <text id="9030400">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2975 Deals magic damage.
03015	2976
03016	2977 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03017	2978 <text id="9030500">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2979 Deals magic damage.
03018	2980
03019	2981 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03020	2982 <text id="9030600">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2983 Deals magic damage.
03021	2984
03022	2985 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03023	2986 <text id="9030700">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2987 Deals magic damage.
03024	2988
03025	2989 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03026	2990 <text id="9030800">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2991 Deals magic damage.
03027	2992
03028	2993 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03029	2994 <text id="9030900">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2995 Deals magic damage.
03030	2996
03031	2997 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03032	2998 <text id="9031000">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	2999 Deals magic damage.
03033	3000
03034	3001 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03035	3002 <text id="9031100">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	3003 Deals magic damage.
03036	3004
03037	3005 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03038	3006 <text id="9031200">Katana forged from meteoric ore to dispatch lifeforms born of falling stars.
	3007 Deals magic damage.
03039	3008
03040	3009 The blade is weighty, known to deliver slashes of such ferocity that the impact is said to resemble the crash of a falling meteor.</text>
03041	3010 <text id="9040000">Weapon of Okina, swordsman from the Land of Reeds.
03042	3011 A cursed weapon that has ended countless men.
03043	3012

03044	When Mohg, the Lord of Blood, first felt Okina's sword, and his madness, upon his flesh, he had a proposal, to offer him the life of a demon, whose thirst would never go unslaked.</text>
03045	<text id="9060000">Katana forged of glintstone.
03046	Masterpiece of an albinauric swordsmith.
03047	
03048	Light enwreathes the blade when sheathed, earning it the name "Moonveil"</text>
03049	<text id="9070000">A weapon forged from the remembrances of dragonkin soldiers, burnished with the essence of draconic immortality.
03050	
03051	Alas, the dragonkin never attained immortality, and perish as mere imitations of the ancient dragons.</text>
03052	<text id="9080000">Sinister katana with serpent bone ornamentation.
03053	
03054	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03055	<text id="9080100">Sinister katana with serpent bone ornamentation.
03056	
03057	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03058	<text id="9080200">Sinister katana with serpent bone ornamentation.
03059	
03060	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03061	<text id="9080300">Sinister katana with serpent bone ornamentation.
03062	
03063	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03064	<text id="9080400">Sinister katana with serpent bone ornamentation.
03065	
03066	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03067	<text id="9080500">Sinister katana with serpent bone ornamentation.
03068	
03069	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03070	<text id="9080600">Sinister katana with serpent bone ornamentation.
03071	
03072	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03073	<text id="9080700">Sinister katana with serpent bone ornamentation.
03074	
03075	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03076	<text id="9080800">Sinister katana with serpent bone ornamentation.
03077	
03078	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03079	<text id="9080900">Sinister katana with serpent bone ornamentation.
03080	
03081	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03082	<text id="9081000">Sinister katana with serpent bone ornamentation.
03083	
03084	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03085	<text id="9081100">Sinister katana with serpent bone ornamentation.
03086	
03087	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03088	<text id="9081200">Sinister katana with serpent bone ornamentation.
03089	
03090	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
03091	<text id="10000000">A sword with blades on both sides of the hilt.
03092	This weapon is difficult to wield and demands high dexterity.
03093	
03094	Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03095	<text id="10000100">A sword with blades on both sides of the hilt.
03096	This weapon is difficult to wield and demands high dexterity.
03097	
03098	Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03099	<text id="10000200">A sword with blades on both sides of the hilt.
03100	This weapon is difficult to wield and demands high dexterity.
03101	
03102	Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03103	<text id="10000300">A sword with blades on both sides of the hilt.
03104	This weapon is difficult to wield and demands high dexterity.
03105	
03106	Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03107	<text id="10000400">A sword with blades on both sides of the hilt.
03108	This weapon is difficult to wield and demands high dexterity.
03109	
03110	Can be wielded with a single hand, but its true strength is

3013	When Mohg, the Lord of Blood, first felt Okina's sword, and madness, upon his flesh, he had a proposal, to offer Okina the life of a demon, whose thirst would never go unsated.</text>
3014	<text id="9060000">Katana forged of glintstone.
3015	Masterpiece of a Sellian swordsmith.
3016	
3017	Light enwreathes the blade when sheathed, explaining its Moonveil moniker.</text>
3018	<text id="9070000">A weapon made by sharpening a Gravel Stone scale, thought to be the source of ancient dragon immortality, into an unclouded blade.
3019	
3020	Alas, the Dragonkin Soldiers never attained immortality, and perished as decrepit, pale imitations of their skyborn kin.</text>
3021	<text id="9080000">Sinister katana modeled after a serpent bone.
3022	
3023	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3024	<text id="9080100">Sinister katana modeled after a serpent bone.
3025	
3026	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3027	<text id="9080200">Sinister katana modeled after a serpent bone.
3028	
3029	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3030	<text id="9080300">Sinister katana modeled after a serpent bone.
3031	
3032	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3033	<text id="9080400">Sinister katana modeled after a serpent bone.
3034	
3035	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3036	<text id="9080500">Sinister katana modeled after a serpent bone.
3037	
3038	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3039	<text id="9080600">Sinister katana modeled after a serpent bone.
3040	
3041	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3042	<text id="9080700">Sinister katana modeled after a serpent bone.
3043	
3044	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3045	<text id="9080800">Sinister katana modeled after a serpent bone.
3046	
3047	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3048	<text id="9080900">Sinister katana modeled after a serpent bone.
3049	
3050	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3051	<text id="9081000">Sinister katana modeled after a serpent bone.
3052	
3053	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3054	<text id="9081100">Sinister katana modeled after a serpent bone.
3055	
3056	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3057	<text id="9081200">Sinister katana modeled after a serpent bone.
3058	
3059	The densely packed row of spines that jut away from the cutting edge are coated in a lethal poison.</text>
3060	<text id="10000000">A sword with blades on both sides of the hilt.
3061	This weapon is difficult to wield and demands high dexterity.
3062	
3063	Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
3064	<text id="10000100">A sword with blades on both sides of the hilt.
3065	This weapon is difficult to wield and demands high dexterity.
3066	
3067	Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
3068	<text id="10000200">A sword with blades on both sides of the hilt.
3069	This weapon is difficult to wield and demands high dexterity.
3070	
3071	Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
3072	<text id="10000300">A sword with blades on both sides of the hilt.
3073	This weapon is difficult to wield and demands high dexterity.
3074	
3075	Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
3076	<text id="10000400">A sword with blades on both sides of the hilt.
3077	This weapon is difficult to wield and demands high dexterity.
3078	
3079	Can be wielded with a single hand, but its true strength is

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unlocked with dual-handed spinning attacks.</text>
<text id="10000500">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10000600">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10000700">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10000800">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10000900">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10001000">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10001100">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10001200">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10010000">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010100">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010200">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010300">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010400">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010500">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010600">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010700">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010800">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end
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unlocked with dual-handed spinning attacks.</text>
<text id="10000500">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10000600">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10000700">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10000800">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10000900">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10001000">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10001100">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10001200">A sword with blades on both sides of the hilt.
This weapon is difficult to wield and demands high dexterity.

Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
<text id="10010000">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010100">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010200">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010300">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010400">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010500">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010600">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010700">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.

Much skill is required to wield this weapon due to its asymmetric nature.</text>
<text id="10010800">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end
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features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.	features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.
03168	3137
03169 Much skill is required to wield this weapon due to its asymmetric nature.</text>	3138 Much skill is required to wield this weapon due to its asymmetric nature.</text>
03170 <text id="10010900">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.	3139 <text id="10010900">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.
03171	3140
03172 Much skill is required to wield this weapon due to its asymmetric nature.</text>	3141 Much skill is required to wield this weapon due to its asymmetric nature.</text>
03173 <text id="10011000">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.	3142 <text id="10011000">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.
03174	3143
03175 Much skill is required to wield this weapon due to its asymmetric nature.</text>	3144 Much skill is required to wield this weapon due to its asymmetric nature.</text>
03176 <text id="10011100">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.	3145 <text id="10011100">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.
03177	3146
03178 Much skill is required to wield this weapon due to its asymmetric nature.</text>	3147 Much skill is required to wield this weapon due to its asymmetric nature.</text>
03179 <text id="10011200">Unique twinblade wielded by godskin apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.	3148 <text id="10011200">Unique twinblade wielded by Godskin Apostles characterized by its disturbing design. One end features a sickle for slicing attacks while the other boasts a winding spike for boring into flesh.
03180	3149
03181 Much skill is required to wield this weapon due to its asymmetric nature.</text>	3150 Much skill is required to wield this weapon due to its asymmetric nature.</text>
03182 <text id="10030000">An attractive twinblade of fine make that prizes the chivalric way.	3151 <text id="10030000">An attractive twinblade of fine make that prizes the chivalric way.
03183	3152
03184 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3153 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03185 <text id="10030100">An attractive twinblade of fine make that prizes the chivalric way.	3154 <text id="10030100">An attractive twinblade of fine make that prizes the chivalric way.
03186	3155
03187 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3156 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03188 <text id="10030200">An attractive twinblade of fine make that prizes the chivalric way.	3157 <text id="10030200">An attractive twinblade of fine make that prizes the chivalric way.
03189	3158
03190 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3159 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03191 <text id="10030300">An attractive twinblade of fine make that prizes the chivalric way.	3160 <text id="10030300">An attractive twinblade of fine make that prizes the chivalric way.
03192	3161
03193 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3162 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03194 <text id="10030400">An attractive twinblade of fine make that prizes the chivalric way.	3163 <text id="10030400">An attractive twinblade of fine make that prizes the chivalric way.
03195	3164
03196 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3165 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03197 <text id="10030500">An attractive twinblade of fine make that prizes the chivalric way.	3166 <text id="10030500">An attractive twinblade of fine make that prizes the chivalric way.
03198	3167
03199 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3168 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03200 <text id="10030600">An attractive twinblade of fine make that prizes the chivalric way.	3169 <text id="10030600">An attractive twinblade of fine make that prizes the chivalric way.
03201	3170
03202 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3171 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03203 <text id="10030700">An attractive twinblade of fine make that prizes the chivalric way.	3172 <text id="10030700">An attractive twinblade of fine make that prizes the chivalric way.
03204	3173
03205 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3174 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03206 <text id="10030800">An attractive twinblade of fine make that prizes the chivalric way.	3175 <text id="10030800">An attractive twinblade of fine make that prizes the chivalric way.
03207	3176
03208 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3177 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03209 <text id="10030900">An attractive twinblade of fine make that prizes the chivalric way.	3178 <text id="10030900">An attractive twinblade of fine make that prizes the chivalric way.
03210	3179
03211 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3180 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03212 <text id="10031000">An attractive twinblade of fine make that prizes the chivalric way.	3181 <text id="10031000">An attractive twinblade of fine make that prizes the chivalric way.
03213	3182
03214 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3183 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03215 <text id="10031100">An attractive twinblade of fine make that prizes the chivalric way.	3184 <text id="10031100">An attractive twinblade of fine make that prizes the chivalric way.
03216	3185
03217 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3186 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03218 <text id="10031200">An attractive twinblade of fine make that prizes the chivalric way.	3187 <text id="10031200">An attractive twinblade of fine make that prizes the chivalric way.
03219	3188
03220 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>	3189 Can be wielded with a single hand, but its true strength is unlocked with dual-handed spinning attacks.</text>
03221 <text id="10050000">Twinned naginata forged in the Land of Reeds.	3190 <text id="10050000">Twinned naginata forged in the Land of Reeds.
03222 Chosen weapon of Eleonora, violet bloody finger.	3191 Chosen weapon of Eleonora, Violet Bloody Finger.
03223	3192
03224 Her mastery of the sword was such that her onslaught was likened to a whirlwind, but now her legacy is stained by accursed blood.</text>	3193 Her mastery of the sword was such that her onslaught was likened to a whirlwind, but now her legacy is stained by accursed blood.</text>
03225 <text id="10060000">Twinblade symbolizing twins Miquella and Malenia.	3194 <text id="10060000">Twinblade symbolizing twins Miquella and Malenia.
03226 Miquella and his sister were born from an	3195 Miquella and his sister were born from an
03227 inseparable fate.	3196 inseparable fate.
03228	3197
03229 The blades contain the Runes of both	3198 The blades contain the Runes of both
03230 Abundance and Decay.</text>	3199 Abundance and Decay.</text>
03231 <text id="10070000">Twinblade that contain the power of the	3200 <text id="10070000">Twinblade that contain the power of the
03232 Rune of Abundance.	3201 Rune of Abundance.
03233 The holy power within the blade can	3202 The holy power within the blade can

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03234   call upon part of Miquella's own strength.</text>
03235   <text id="10080000">Bronze twinblade wielded by a gargoyle champion.
03236
03237   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03238   <text id="10080100">Bronze twinblade wielded by a gargoyle champion.
03239
03240   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03241   <text id="10080200">Bronze twinblade wielded by a gargoyle champion.
03242
03243   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03244   <text id="10080300">Bronze twinblade wielded by a gargoyle champion.
03245
03246   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03247   <text id="10080400">Bronze twinblade wielded by a gargoyle champion.
03248
03249   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03250   <text id="10080500">Bronze twinblade wielded by a gargoyle champion.
03251
03252   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03253   <text id="10080600">Bronze twinblade wielded by a gargoyle champion.
03254
03255   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03256   <text id="10080700">Bronze twinblade wielded by a gargoyle champion.
03257
03258   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03259   <text id="10080800">Bronze twinblade wielded by a gargoyle champion.
03260
03261   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03262   <text id="10080900">Bronze twinblade wielded by a gargoyle champion.
03263
03264   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03265   <text id="10081000">Bronze twinblade wielded by a gargoyle champion.
03266
03267   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03268   <text id="10081100">Bronze twinblade wielded by a gargoyle champion.
03269
03270   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03271   <text id="10081200">Bronze twinblade wielded by a gargoyle champion.
03272
03273   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
03274   <text id="10090000">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax
03275
03276   Such is the mark of those who serve Maliketh, the Black Blade.</text>
03277   <text id="10090100">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax
03278
03279   Such is the mark of those who serve Maliketh, the Black Blade.</text>
03280   <text id="10090200">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax
03281
03282   Such is the mark of those who serve Maliketh, the Black Blade.</text>
03283   <text id="10090300">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax
03284
03285   Such is the mark of those who serve Maliketh, the Black Blade.</text>
03286   <text id="10090400">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax
03287
03288   Such is the mark of those who serve Maliketh, the Black Blade.</text>
03289   <text id="10090500">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax
03290
03291   Such is the mark of those who serve Maliketh, the Black Blade.</text>
03292   <text id="10090600">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax
03293
03294   Such is the mark of those who serve Maliketh, the Black Blade.</text>
03295   <text id="10090700">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax
03296
03297   Such is the mark of those who serve Maliketh, the Black Blade.</text>
03298   <text id="10090800">Bronze twinsblade wielded by a gargoyle
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3203   call upon part of Miquella's own strength.</text>
3204   <text id="10080000">Bronze twinblade wielded by Valiant Gargoyles.
3205
3206   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3207   <text id="10080100">Bronze twinblade wielded by Valiant Gargoyles.
3208
3209   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3210   <text id="10080200">Bronze twinblade wielded by Valiant Gargoyles.
3211
3212   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3213   <text id="10080300">Bronze twinblade wielded by Valiant Gargoyles.
3214
3215   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3216   <text id="10080400">Bronze twinblade wielded by Valiant Gargoyles.
3217
3218   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3219   <text id="10080500">Bronze twinblade wielded by Valiant Gargoyles.
3220
3221   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3222   <text id="10080600">Bronze twinblade wielded by Valiant Gargoyles.
3223
3224   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3225   <text id="10080700">Bronze twinblade wielded by Valiant Gargoyles.
3226
3227   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3228   <text id="10080800">Bronze twinblade wielded by Valiant Gargoyles.
3229
3230   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3231   <text id="10080900">Bronze twinblade wielded by Valiant Gargoyles.
3232
3233   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3234   <text id="10081000">Bronze twinblade wielded by Valiant Gargoyles.
3235
3236   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3237   <text id="10081100">Bronze twinblade wielded by Valiant Gargoyles.
3238
3239   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3240   <text id="10081200">Bronze twinblade wielded by Valiant Gargoyles.
3241
3242   Just like the wielder, the missing parts have been mended with corpse wax; a patchwork of champions.</text>
3243   <text id="10090000">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
3244   Deals holy damage.
3245
3246   Such is the mark of those who serve Maliketh, the Black Blade.</text>
3247   <text id="10090100">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
3248   Deals holy damage.
3249
3250   Such is the mark of those who serve Maliketh, the Black Blade.</text>
3251   <text id="10090200">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
3252   Deals holy damage.
3253
3254   Such is the mark of those who serve Maliketh, the Black Blade.</text>
3255   <text id="10090300">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
3256   Deals holy damage.
3257
3258   Such is the mark of those who serve Maliketh, the Black Blade.</text>
3259   <text id="10090400">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
3260   Deals holy damage.
3261
3262   Such is the mark of those who serve Maliketh, the Black Blade.</text>
3263   <text id="10090500">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
3264   Deals holy damage.
3265
3266   Such is the mark of those who serve Maliketh, the Black Blade.</text>
3267   <text id="10090600">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
3268   Deals holy damage.
3269
3270   Such is the mark of those who serve Maliketh, the Black Blade.</text>
3271   <text id="10090700">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
3272   Deals holy damage.
3273
3274   Such is the mark of those who serve Maliketh, the Black Blade.</text>
3275   <text id="10090800">Bronze twinblade wielded by Valiant
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champion, patched with blackened grave wax

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="10090900">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="10091000">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="10091100">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="10091200">Bronze twinsblade wielded by a gargoyle champion, patched with blackened grave wax

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="11000000">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000100">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000200">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000300">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000400">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000500">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000600">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000700">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000800">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000900">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11001000">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11001100">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11001200">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11010000">A thick, solid slab of wood used as a bludgeon.
Wielding this striking weapon requires no skill.

A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
<text id="11010100">A thick, solid slab of wood used as a bludgeon.
Wielding this striking weapon requires no skill.

A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
<text id="11010200">A thick, solid slab of wood used as a bludgeon.
Wielding this striking weapon requires no skill.

A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
<text id="11010300">A thick, solid slab of wood used as a bludgeon.
Wielding this striking weapon requires no skill.
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Gargoyles, mended with blackened corpse wax.
Deals holy damage.

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="10090900">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
Deals holy damage.

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="10091000">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
Deals holy damage.

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="10091100">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
Deals holy damage.

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="10091200">Bronze twinblade wielded by Valiant Gargoyles, mended with blackened corpse wax.
Deals holy damage.

Such is the mark of those who serve Maliketh, the Black Blade.</text>
<text id="11000000">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000100">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000200">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000300">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000400">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000500">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000600">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000700">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000800">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11000900">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11001000">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11001100">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11001200">An iron bludgeon with sharp protrusions.

Striking attacks have few drawbacks, potent as they are at breaking through guards and stances. Most suited to head on slugging matches.</text>
<text id="11010000">A thick, solid lump of wood.
Wielding this striking weapon requires no skill.

A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
<text id="11010100">A thick, solid lump of wood.
Wielding this striking weapon requires no skill.

A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
<text id="11010200">A thick, solid lump of wood.
Wielding this striking weapon requires no skill.

A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
<text id="11010300">A thick, solid lump of wood.
Wielding this striking weapon requires no skill.
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03366	3348
03367 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3349 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03368 <text id="11010400">A thick, solid slab of wood used as a bludgeon.	3350 <text id="11010400">A thick, solid lump of wood.
03369 Wielding this striking weapon requires no skill.	3351 Wielding this striking weapon requires no skill.
03370	3352
03371 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3353 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03372 <text id="11010500">A thick, solid slab of wood used as a bludgeon.	3354 <text id="11010500">A thick, solid lump of wood.
03373 Wielding this striking weapon requires no skill.	3355 Wielding this striking weapon requires no skill.
03374	3356
03375 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3357 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03376 <text id="11010600">A thick, solid slab of wood used as a bludgeon.	3358 <text id="11010600">A thick, solid lump of wood.
03377 Wielding this striking weapon requires no skill.	3359 Wielding this striking weapon requires no skill.
03378	3360
03379 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3361 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03380 <text id="11010700">A thick, solid slab of wood used as a bludgeon.	3362 <text id="11010700">A thick, solid lump of wood.
03381 Wielding this striking weapon requires no skill.	3363 Wielding this striking weapon requires no skill.
03382	3364
03383 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3365 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03384 <text id="11010800">A thick, solid slab of wood used as a bludgeon.	3366 <text id="11010800">A thick, solid lump of wood.
03385 Wielding this striking weapon requires no skill.	3367 Wielding this striking weapon requires no skill.
03386	3368
03387 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3369 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03388 <text id="11010900">A thick, solid slab of wood used as a bludgeon.	3370 <text id="11010900">A thick, solid lump of wood.
03389 Wielding this striking weapon requires no skill.	3371 Wielding this striking weapon requires no skill.
03390	3372
03391 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3373 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03392 <text id="11011000">A thick, solid slab of wood used as a bludgeon.	3374 <text id="11011000">A thick, solid lump of wood.
03393 Wielding this striking weapon requires no skill.	3375 Wielding this striking weapon requires no skill.
03394	3376
03395 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3377 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03396 <text id="11011100">A thick, solid slab of wood used as a bludgeon.	3378 <text id="11011100">A thick, solid lump of wood.
03397 Wielding this striking weapon requires no skill.	3379 Wielding this striking weapon requires no skill.
03398	3380
03399 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3381 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03400 <text id="11011200">A thick, solid slab of wood used as a bludgeon.	3382 <text id="11011200">A thick, solid lump of wood.
03401 Wielding this striking weapon requires no skill.	3383 Wielding this striking weapon requires no skill.
03402	3384
03403 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>	3385 A simple, primitive weapon that requires only brute strength and persistence to hammer your foe into the ground.</text>
03404 <text id="11030000">Hard, curved club, shaped like a crescent moon.	3386 <text id="11030000">Hard, curved club, shaped like a crescent moon.
03405	3387
03406 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3388 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03407 <text id="11030100">Hard, curved club, shaped like a crescent moon.	3389 <text id="11030100">Hard, curved club, shaped like a crescent moon.
03408	3390
03409 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3391 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03410 <text id="11030200">Hard, curved club, shaped like a crescent moon.	3392 <text id="11030200">Hard, curved club, shaped like a crescent moon.
03411	3393
03412 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3394 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03413 <text id="11030300">Hard, curved club, shaped like a crescent moon.	3395 <text id="11030300">Hard, curved club, shaped like a crescent moon.
03414	3396
03415 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3397 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03416 <text id="11030400">Hard, curved club, shaped like a crescent moon.	3398 <text id="11030400">Hard, curved club, shaped like a crescent moon.
03417	3399
03418 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3400 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03419 <text id="11030500">Hard, curved club, shaped like a crescent moon.	3401 <text id="11030500">Hard, curved club, shaped like a crescent moon.
03420	3402
03421 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3403 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03422 <text id="11030600">Hard, curved club, shaped like a crescent moon.	3404 <text id="11030600">Hard, curved club, shaped like a crescent moon.
03423	3405
03424 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3406 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03425 <text id="11030700">Hard, curved club, shaped like a crescent moon.	3407 <text id="11030700">Hard, curved club, shaped like a crescent moon.
03426	3408
03427 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3409 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03428 <text id="11030800">Hard, curved club, shaped like a crescent moon.	3410 <text id="11030800">Hard, curved club, shaped like a crescent moon.
03429	3411
03430 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3412 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03431 <text id="11030900">Hard, curved club, shaped like a crescent moon.	3413 <text id="11030900">Hard, curved club, shaped like a crescent moon.
03432	3414
03433 Wielded instead of a curved sword by albinaurics lacking	3415 Wielded instead of a curved sword by Albinaurics lacking

dexterity. The only point of similarity between the two is the shape.</text>	dexterity. The only point of similarity between the two is the shape.</text>
03434 <text id="11031000">Hard, curved club, shaped like a crescent moon.	3416 <text id="11031000">Hard, curved club, shaped like a crescent moon.
03435	3417
03436 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3418 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03437 <text id="11031100">Hard, curved club, shaped like a crescent moon.	3419 <text id="11031100">Hard, curved club, shaped like a crescent moon.
03438	3420
03439 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3421 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03440 <text id="11031200">Hard, curved club, shaped like a crescent moon.	3422 <text id="11031200">Hard, curved club, shaped like a crescent moon.
03441	3423
03442 Wielded instead of a curved sword by albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>	3424 Wielded instead of a curved sword by Albinaurics lacking dexterity. The only point of similarity between the two is the shape.</text>
03443 <text id="11040000">Warhammer with a large protruding beak.	3425 <text id="11040000">Battle hammer with a hard protruding beak.
03444 A pickaxe designed for combat, in essence.	3426 A pickaxe designed for combat, in essence.
03445	3427
03446 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3428 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03447 <text id="11040100">Warhammer with a large protruding beak.	3429 <text id="11040100">Battle hammer with a hard protruding beak.
03448 A pickaxe designed for combat, in essence.	3430 A pickaxe designed for combat, in essence.
03449	3431
03450 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3432 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03451 <text id="11040200">Warhammer with a large protruding beak.	3433 <text id="11040200">Battle hammer with a hard protruding beak.
03452 A pickaxe designed for combat, in essence.	3434 A pickaxe designed for combat, in essence.
03453	3435
03454 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3436 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03455 <text id="11040300">Warhammer with a large protruding beak.	3437 <text id="11040300">Battle hammer with a hard protruding beak.
03456 A pickaxe designed for combat, in essence.	3438 A pickaxe designed for combat, in essence.
03457	3439
03458 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3440 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03459 <text id="11040400">Warhammer with a large protruding beak.	3441 <text id="11040400">Battle hammer with a hard protruding beak.
03460 A pickaxe designed for combat, in essence.	3442 A pickaxe designed for combat, in essence.
03461	3443
03462 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3444 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03463 <text id="11040500">Warhammer with a large protruding beak.	3445 <text id="11040500">Battle hammer with a hard protruding beak.
03464 A pickaxe designed for combat, in essence.	3446 A pickaxe designed for combat, in essence.
03465	3447
03466 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3448 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03467 <text id="11040600">Warhammer with a large protruding beak.	3449 <text id="11040600">Battle hammer with a hard protruding beak.
03468 A pickaxe designed for combat, in essence.	3450 A pickaxe designed for combat, in essence.
03469	3451
03470 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3452 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03471 <text id="11040700">Warhammer with a large protruding beak.	3453 <text id="11040700">Battle hammer with a hard protruding beak.
03472 A pickaxe designed for combat, in essence.	3454 A pickaxe designed for combat, in essence.
03473	3455
03474 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3456 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03475 <text id="11040800">Warhammer with a large protruding beak.	3457 <text id="11040800">Battle hammer with a hard protruding beak.
03476 A pickaxe designed for combat, in essence.	3458 A pickaxe designed for combat, in essence.
03477	3459
03478 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3460 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03479 <text id="11040900">Warhammer with a large protruding beak.	3461 <text id="11040900">Battle hammer with a hard protruding beak.
03480 A pickaxe designed for combat, in essence.	3462 A pickaxe designed for combat, in essence.
03481	3463
03482 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3464 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03483 <text id="11041000">Warhammer with a large protruding beak.	3465 <text id="11041000">Battle hammer with a hard protruding beak.
03484 A pickaxe designed for combat, in essence.	3466 A pickaxe designed for combat, in essence.
03485	3467
03486 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3468 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03487 <text id="11041100">Warhammer with a large protruding beak.	3469 <text id="11041100">Battle hammer with a hard protruding beak.
03488 A pickaxe designed for combat, in essence.	3470 A pickaxe designed for combat, in essence.
03489	3471
03490 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3472 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03491 <text id="11041200">Warhammer with a large protruding beak.	3473 <text id="11041200">Battle hammer with a hard protruding beak.
03492 A pickaxe designed for combat, in essence.	3474 A pickaxe designed for combat, in essence.
03493	3475
03494 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>	3476 A simple but highly effective weapon, the weighty piercing attack casually rips through metal armor.</text>
03495 <text id="11050000">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	3477 <text id="11050000">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
03496	3478
03497 Ironic given its poetic name, this weapon often reeks of blood.</text>	3479 Ironic given its graceful name, this weapon often reeks of blood.</text>
03498 <text id="11050100">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	3480 <text id="11050100">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
03499	3481
03500 Ironic given its poetic name, this weapon often reeks of blood.</text>	3482 Ironic given its graceful name, this weapon often reeks of blood.</text>
03501 <text id="11050200">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood	3483 <text id="11050200">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause

loss.	blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11050300">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11050300">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11050400">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11050400">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11050500">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11050500">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11050600">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11050600">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11050700">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11050700">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11050800">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11050800">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11050900">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11050900">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11051000">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11051000">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11051100">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11051100">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11051200">Warhammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.	<text id="11051200">Battle hammer comprised of a globe attached to a handle. Though a bludgeon dealing strike damage, the appellative star is covered in spikes which cause blood loss.
Ironic given its poetic name, this weapon often reeks of blood.</text>	Ironic given its graceful name, this weapon often reeks of blood.</text>
<text id="11060000">A steel mace resembling a charming bouquet of roses. Each petal has a sharpened edge, leaving the roses perpetually colored with blood.	<text id="11060000">A steel mace resembling a charming bouquet of roses. Each petal has a sharpened edge, leaving the roses perpetually colored with blood.
This weapon reflects White-Faced Varré's manner of speech rather well, enticing in its splendor, but full of deadly consequence.</text>	This weapon reflects White Mask Varré's manner of speech rather well, enticing in its splendor, but full of deadly consequence.</text>
<text id="11060100">A steel mace resembling a bouquet of roses.	<text id="11060100">A steel mace resembling a bouquet of roses.
On the contrary to its elaborate design,	On the contrary to its elaborate design,
the flowers are stained blood-red,	the flowers are stained blood-red,
giving it the name "Red Rose Mace".</text>	giving it the name "Red Rose Mace".</text>
<text id="11060200">A steel mace resembling a bouquet of roses.	<text id="11060200">A steel mace resembling a bouquet of roses.
On the contrary to its elaborate design,	On the contrary to its elaborate design,
the flowers are stained blood-red,	the flowers are stained blood-red,
giving it the name "Red Rose Mace".</text>	giving it the name "Red Rose Mace".</text>
<text id="11060300">A steel mace resembling a bouquet of roses.	<text id="11060300">A steel mace resembling a bouquet of roses.
On the contrary to its elaborate design,	On the contrary to its elaborate design,
the flowers are stained blood-red,	the flowers are stained blood-red,
giving it the name "Red Rose Mace".</text>	giving it the name "Red Rose Mace".</text>
<text id="11060400">A steel mace resembling a bouquet of roses.	<text id="11060400">A steel mace resembling a bouquet of roses.
On the contrary to its elaborate design,	On the contrary to its elaborate design,
the flowers are stained blood-red,	the flowers are stained blood-red,
giving it the name "Red Rose Mace".</text>	giving it the name "Red Rose Mace".</text>
<text id="11060500">A steel mace resembling a bouquet of roses.	<text id="11060500">A steel mace resembling a bouquet of roses.
On the contrary to its elaborate design,	On the contrary to its elaborate design,
the flowers are stained blood-red,	the flowers are stained blood-red,
giving it the name "Red Rose Mace".</text>	giving it the name "Red Rose Mace".</text>
<text id="11060600">A steel mace resembling a bouquet of roses.	<text id="11060600">A steel mace resembling a bouquet of roses.
On the contrary to its elaborate design,	On the contrary to its elaborate design,

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03565 |   the flowers are stained blood-red,
03566 |   giving it the name "Red Rose Mace".</text>
03567 |   <text id="11060700">A steel mace resembling a bouquet of
      |   roses.
03568 |
03569 |   On the contrary to its elaborate design,
03570 |   the flowers are stained blood-red,
03571 |   giving it the name "Red Rose Mace".</text>
03572 |   <text id="11060800">A steel mace resembling a bouquet of
      |   roses.
03573 |
03574 |   On the contrary to its elaborate design,
03575 |   the flowers are stained blood-red,
03576 |   giving it the name "Red Rose Mace".</text>
03577 |   <text id="11060900">A steel mace resembling a bouquet of
      |   roses.
03578 |
03579 |   On the contrary to its elaborate design,
03580 |   the flowers are stained blood-red,
03581 |   giving it the name "Red Rose Mace".</text>
03582 |   <text id="11061000">A steel mace resembling a bouquet of
      |   roses.
03583 |
03584 |   On the contrary to its elaborate design,
03585 |   the flowers are stained blood-red,
03586 |   giving it the name "Red Rose Mace".</text>
03587 |   <text id="11061100">A steel mace resembling a bouquet of
      |   roses.
03588 |
03589 |   On the contrary to its elaborate design,
03590 |   the flowers are stained blood-red,
03591 |   giving it the name "Red Rose Mace".</text>
03592 |   <text id="11061200">A steel mace resembling a bouquet of
      |   roses.
03593 |
03594 |   On the contrary to its elaborate design,
03595 |   the flowers are stained blood-red,
03596 |   giving it the name "Red Rose Mace".</text>
03597 |   <text id="11070000">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03598 |
03599 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03600 |   <text id="11070100">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03601 |
03602 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03603 |   <text id="11070200">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03604 |
03605 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03606 |   <text id="11070300">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03607 |
03608 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03609 |   <text id="11070400">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03610 |
03611 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03612 |   <text id="11070500">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03613 |
03614 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03615 |   <text id="11070600">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03616 |
03617 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03618 |   <text id="11070700">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03619 |
03620 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03621 |   <text id="11070800">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03622 |
03623 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03624 |   <text id="11070900">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03625 |
03626 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03627 |   <text id="11071000">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03628 |
03629 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03630 |   <text id="11071100">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03631 |
03632 |   Given only to the toughest of demi-humans, this weapon is a
      |   badge of honor. Or so the demi-humans believe.</text>
03633 |   <text id="11071200">A club with beast fangs wrapped around
      |   the striking end. The uneven spread of fangs causes blood
      |   loss.
03634 |
03635 |   Given only to the toughest of demi-humans, this weapon is a
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3547 |   the flowers are stained blood-red,
3548 |   giving it the name "Red Rose Mace".</text>
3549 |   <text id="11060700">A steel mace resembling a bouquet of
     |   roses.
3550 |
3551 |   On the contrary to its elaborate design,
3552 |   the flowers are stained blood-red,
3553 |   giving it the name "Red Rose Mace".</text>
3554 |   <text id="11060800">A steel mace resembling a bouquet of
     |   roses.
3555 |
3556 |   On the contrary to its elaborate design,
3557 |   the flowers are stained blood-red,
3558 |   giving it the name "Red Rose Mace".</text>
3559 |   <text id="11060900">A steel mace resembling a bouquet of
     |   roses.
3560 |
3561 |   On the contrary to its elaborate design,
3562 |   the flowers are stained blood-red,
3563 |   giving it the name "Red Rose Mace".</text>
3564 |   <text id="11061000">A steel mace resembling a bouquet of
     |   roses.
3565 |
3566 |   On the contrary to its elaborate design,
3567 |   the flowers are stained blood-red,
3568 |   giving it the name "Red Rose Mace".</text>
3569 |   <text id="11061100">A steel mace resembling a bouquet of
     |   roses.
3570 |
3571 |   On the contrary to its elaborate design,
3572 |   the flowers are stained blood-red,
3573 |   giving it the name "Red Rose Mace".</text>
3574 |   <text id="11061200">A steel mace resembling a bouquet of
     |   roses.
3575 |
3576 |   On the contrary to its elaborate design,
3577 |   the flowers are stained blood-red,
3578 |   giving it the name "Red Rose Mace".</text>
3579 |   <text id="11070000">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3580 |
3581 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3582 |   <text id="11070100">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3583 |
3584 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3585 |   <text id="11070200">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3586 |
3587 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3588 |   <text id="11070300">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3589 |
3590 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3591 |   <text id="11070400">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3592 |
3593 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3594 |   <text id="11070500">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3595 |
3596 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3597 |   <text id="11070600">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3598 |
3599 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3600 |   <text id="11070700">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3601 |
3602 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3603 |   <text id="11070800">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3604 |
3605 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3606 |   <text id="11070900">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3607 |
3608 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3609 |   <text id="11071000">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3610 |
3611 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3612 |   <text id="11071100">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3613 |
3614 |   Given only to the toughest of demi-humans, this weapon is a
     |   badge of honor. Or so the demi-humans believe.</text>
3615 |   <text id="11071200">A club with beast fangs wrapped around
     |   the striking end. The uneven spread of fangs causes blood
     |   loss.
3616 |
3617 |   Given only to the toughest of demi-humans, this weapon is a
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badge of honor. Or so the demi-humans believe.</text>
<text id="11080000">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080100">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080200">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080300">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080400">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080500">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080600">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080700">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080800">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080900">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11081000">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11081100">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11081200">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11090000">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.

The unique heavy attack rouses fiery combative spirit.</text>
<text id="11090100">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.

The unique heavy attack rouses fiery combative spirit.</text>
<text id="11090200">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.

The unique heavy attack rouses fiery combative spirit.</text>
<text id="11090300">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.

The unique heavy attack rouses fiery combative spirit.</text>
<text id="11090400">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.

The unique heavy attack rouses fiery combative spirit.</text>
<text id="11090500">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.

The unique heavy attack rouses fiery combative spirit.</text>
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badge of honor. Or so the demi-humans believe.</text>
<text id="11080000">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080100">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080200">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080300">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080400">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080500">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080600">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080700">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080800">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11080900">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11081000">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11081100">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11081200">Hammer comprised of a large stone affixed to a metal handle. Originally a blacksmith's tool.

The art of smithing is said to have originated among the giants. This weapon's striking attacks boast ample weight behind them.</text>
<text id="11090000">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.

The unique strong attack rouses fiery combative spirit.</text>
<text id="11090100">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.

The unique strong attack rouses fiery combative spirit.</text>
<text id="11090200">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.

The unique strong attack rouses fiery combative spirit.</text>
<text id="11090300">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.

The unique strong attack rouses fiery combative spirit.</text>
<text id="11090400">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.

The unique strong attack rouses fiery combative spirit.</text>
<text id="11090500">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.

The unique strong attack rouses fiery combative spirit.</text>
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03693   <text id="11090600">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.
03694
03695   The unique heavy attack rouses fiery combative spirit.</text>
03696   <text id="11090700">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.
03697
03698   The unique heavy attack rouses fiery combative spirit.</text>
03699   <text id="11090800">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.
03700
03701   The unique heavy attack rouses fiery combative spirit.</text>
03702   <text id="11090900">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.
03703
03704   The unique heavy attack rouses fiery combative spirit.</text>
03705   <text id="11091000">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.
03706
03707   The unique heavy attack rouses fiery combative spirit.</text>
03708   <text id="11091100">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.
03709
03710   The unique heavy attack rouses fiery combative spirit.</text>
03711   <text id="11091200">Warhammer made to resemble flickering flames. Signature weapon of the fire monks.
03712
03713   The unique heavy attack rouses fiery combative spirit.</text>
03714   <text id="11100000">Golden horn of the Oracle's envoys. Profoundly weighty, its blows are sure to be felt.
03715
03716   Though originally an instrument, it could not be sounded by humans, who found another use for it. Perhaps the time of its signal is merely yet to come.</text>
03717   <text id="11110000">Scepter in the form of a hand grasping a pearl. Signature weapon of Sir Gideon Ofnir, the All-Knowing. The pearl stands for the world, the heavens, and an eye, representing the many forms of knowledge, never fully attainable. Even knowing that, the All-Knowing's hand grasps for it.</text>
03718   <text id="11120000">Mace shaped like a hanging metal droplet wielded by monks of the eternal cities.
03719
03720   Forged from the liquid metal from which silver tears originate, it is thoroughly tempered until hardened. </text>
03721   <text id="11130000">Bludgeon made of an enormous finger sheathed in several heavy rings. Thought to have been cut from an ancestor of the fingergrub.
03722
03723   The legacy of an ancient act of blasphemy, some life yet remains, as evidenced by the barely perceptible warmth it still exudes.</text>
03724   <text id="11140000">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03725
03726   So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03727   <text id="11140100">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03728
03729   So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03730   <text id="11140200">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03731
03732   So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03733   <text id="11140300">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03734
03735   So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03736   <text id="11140400">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03737
03738   So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03739   <text id="11140500">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03740
03741   So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03742   <text id="11140600">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03743
03744   So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
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3675    <text id="11090600">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.
3676
3677    The unique strong attack rouses fiery combative spirit.</text>
3678    <text id="11090700">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.
3679
3680    The unique strong attack rouses fiery combative spirit.</text>
3681    <text id="11090800">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.
3682
3683    The unique strong attack rouses fiery combative spirit.</text>
3684    <text id="11090900">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.
3685
3686    The unique strong attack rouses fiery combative spirit.</text>
3687    <text id="11091000">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.
3688
3689    The unique strong attack rouses fiery combative spirit.</text>
3690    <text id="11091100">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.
3691
3692    The unique strong attack rouses fiery combative spirit.</text>
3693    <text id="11091200">Battle hammer made to resemble flickering flames. Signature weapon of the Fire Monks, who hail from the Mountaintops of the Giants.
3694
3695    The unique strong attack rouses fiery combative spirit.</text>
3696    <text id="11100000">Golden horn of the Oracle Envoys. Profoundly weighty, its blows are sure to be felt.
3697
3698    Originally an instrument, but one that cannot be sounded by a mere human. Or perhaps it is too early to sound the call.</text>
3699    <text id="11110000">Scepter in the form of a hand grasping a pearl. Signature weapon of Sir Gideon Ofnir, the All-Knowing. The pearl stands for the world, the heavens, and an eye, representing the many forms of knowledge, never fully attainable. Even knowing that, the All-Knowing's hand grasps for it.</text>
3700    <text id="11120000">Mace shaped like a suspended metal droplet wielded by monks of the Eternal City.
3701
3702    Forged from liquid metal from a Silver Tear, it is thoroughly tempered until hardened.</text>
3703    <text id="11130000">Bludgeon made of an enormous finger sheathed in several heavy rings. Thought to have been cut from an ancestor of the Fingercreeper.
3704
3705    Some life yet remains in this legacy of an ancient act of blasphemy, as evidenced by the barely perceptible warmth it still exudes.</text>
3706    <text id="11140000">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3707
3708    So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3709    <text id="11140100">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3710
3711    So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3712    <text id="11140200">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3713
3714    So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3715    <text id="11140300">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3716
3717    So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3718    <text id="11140400">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3719
3720    So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3721    <text id="11140500">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3722
3723    So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3724    <text id="11140600">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3725
3726    So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
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03745	<text id="11140700">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03746	
03747	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03748	<text id="11140800">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03749	
03750	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03751	<text id="11140900">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03752	
03753	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03754	<text id="11141000">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03755	
03756	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03757	<text id="11141100">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03758	
03759	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03760	<text id="11141200">Signature weapon of battlemages, made from hard extracted glintstone. This club is much heavier than its size suggests, but has no magic power.
03761	
03762	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
03763	<text id="11150000">Stone hammer made in the lands of the Numen, outside the Lands Between. The tool with which Queen Marika shattered the Elden Ring and Radagon attempted to repair it.
03764	
03765	The hammer partially broke upon shattering the Ring, becoming splintered with runes.</text>
03766	<text id="11160000">Club of simple design, made by fitting
03767	stone to a piece of lumber.
03768	Its small size compared to most clubs
03769	make it easier to wield in close-quarters.</text>
03770	<text id="11160100">Club of simple design, made by fitting
03771	stone to a piece of lumber.
03772	Its small size compared to most clubs
03773	make it easier to wield in close-quarters.</text>
03774	<text id="11160200">Club of simple design, made by fitting
03775	stone to a piece of lumber.
03776	Its small size compared to most clubs
03777	make it easier to wield in close-quarters.</text>
03778	<text id="11160300">Club of simple design, made by fitting
03779	stone to a piece of lumber.
03780	Its small size compared to most clubs
03781	make it easier to wield in close-quarters.</text>
03782	<text id="11160400">Club of simple design, made by fitting
03783	stone to a piece of lumber.
03784	Its small size compared to most clubs
03785	make it easier to wield in close-quarters.</text>
03786	<text id="11160500">Club of simple design, made by fitting
03787	stone to a piece of lumber.
03788	Its small size compared to most clubs
03789	make it easier to wield in close-quarters.</text>
03790	<text id="11160600">Club of simple design, made by fitting
03791	stone to a piece of lumber.
03792	Its small size compared to most clubs
03793	make it easier to wield in close-quarters.</text>
03794	<text id="11160700">Club of simple design, made by fitting
03795	stone to a piece of lumber.
03796	Its small size compared to most clubs
03797	make it easier to wield in close-quarters.</text>
03798	<text id="11160800">Club of simple design, made by fitting
03799	stone to a piece of lumber.
03800	Its small size compared to most clubs
03801	make it easier to wield in close-quarters.</text>
03802	<text id="11160900">Club of simple design, made by fitting
03803	stone to a piece of lumber.
03804	Its small size compared to most clubs
03805	make it easier to wield in close-quarters.</text>
03806	<text id="11161000">Club of simple design, made by fitting
03807	stone to a piece of lumber.
03808	Its small size compared to most clubs
03809	make it easier to wield in close-quarters.</text>
03810	<text id="11161100">Club of simple design, made by fitting
03811	stone to a piece of lumber.
03812	Its small size compared to most clubs
03813	make it easier to wield in close-quarters.</text>
03814	<text id="11161200">Warhammer wielded by Radagon.
03815	Forged in the age of gods, it harbors
03816	colossal magic power.</text>
03817	<text id="12000000">A thick, solid club to employ as a bludgeon.
03818	Wielding this striking weapon requires no skill.
03819	
03820	A simple, primitive weapon that requires only brute strength to swing about.</text>
03821	<text id="12000100">A thick, solid club to employ as a bludgeon.
03822	Wielding this striking weapon requires no skill.
03823	
03824	A simple, primitive weapon that requires only brute strength to swing about.</text>
03825	<text id="12000200">A thick, solid club to employ as a bludgeon.
03826	Wielding this striking weapon requires no skill.

3727	<text id="11140700">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3728	
3729	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3730	<text id="11140800">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3731	
3732	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3733	<text id="11140900">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3734	
3735	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3736	<text id="11141000">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3737	
3738	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3739	<text id="11141100">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3740	
3741	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3742	<text id="11141200">Signature weapon of battlemages, hewn from hard glintstone. This club is much heavier than its size suggests, but has no magic power.
3743	
3744	So that they not lose sight of the true essence of combat, battlemages prefer to feel the impact of their blows, fighting their opponents hand to hand.</text>
3745	<text id="11150000">Stone hammer made in the lands of the Numen, outside the Lands Between. The tool with which Queen Marika shattered the Elden Ring and Radagon attempted to repair it.
3746	
3747	The hammer partially broke upon shattering the Ring, becoming splintered with rune fragments.</text>
3748	<text id="11160000">Club of simple design, made by fitting
3749	stone to a piece of lumber.
3750	Its small size compared to most clubs
3751	make it easier to wield in close-quarters.</text>
3752	<text id="11160100">Club of simple design, made by fitting
3753	stone to a piece of lumber.
3754	Its small size compared to most clubs
3755	make it easier to wield in close-quarters.</text>
3756	<text id="11160200">Club of simple design, made by fitting
3757	stone to a piece of lumber.
3758	Its small size compared to most clubs
3759	make it easier to wield in close-quarters.</text>
3760	<text id="11160300">Club of simple design, made by fitting
3761	stone to a piece of lumber.
3762	Its small size compared to most clubs
3763	make it easier to wield in close-quarters.</text>
3764	<text id="11160400">Club of simple design, made by fitting
3765	stone to a piece of lumber.
3766	Its small size compared to most clubs
3767	make it easier to wield in close-quarters.</text>
3768	<text id="11160500">Club of simple design, made by fitting
3769	stone to a piece of lumber.
3770	Its small size compared to most clubs
3771	make it easier to wield in close-quarters.</text>
3772	<text id="11160600">Club of simple design, made by fitting
3773	stone to a piece of lumber.
3774	Its small size compared to most clubs
3775	make it easier to wield in close-quarters.</text>
3776	<text id="11160700">Club of simple design, made by fitting
3777	stone to a piece of lumber.
3778	Its small size compared to most clubs
3779	make it easier to wield in close-quarters.</text>
3780	<text id="11160800">Club of simple design, made by fitting
3781	stone to a piece of lumber.
3782	Its small size compared to most clubs
3783	make it easier to wield in close-quarters.</text>
3784	<text id="11160900">Club of simple design, made by fitting
3785	stone to a piece of lumber.
3786	Its small size compared to most clubs
3787	make it easier to wield in close-quarters.</text>
3788	<text id="11161000">Club of simple design, made by fitting
3789	stone to a piece of lumber.
3790	Its small size compared to most clubs
3791	make it easier to wield in close-quarters.</text>
3792	<text id="11161100">Club of simple design, made by fitting
3793	stone to a piece of lumber.
3794	Its small size compared to most clubs
3795	make it easier to wield in close-quarters.</text>
3796	<text id="11161200">Warhammer wielded by Radagon.
3797	Forged in the age of gods, it harbors
3798	colossal magic power.</text>
3799	<text id="12000000">A thick, solid lump of wood.
3800	Wielding this striking weapon requires no skill.
3801	
3802	A simple, primitive weapon that requires only brute strength to swing about.</text>
3803	<text id="12000100">A thick, solid lump of wood.
3804	Wielding this striking weapon requires no skill.
3805	
3806	A simple, primitive weapon that requires only brute strength to swing about.</text>
3807	<text id="12000200">A thick, solid lump of wood.
3808	Wielding this striking weapon requires no skill.

03827	
03828	A simple, primitive weapon that requires only brute strength to swing about.</text>
03829	<text id="12000300">A thick, solid club to employ as a bludgeon.
03830	Wielding this striking weapon requires no skill.
03831	
03832	A simple, primitive weapon that requires only brute strength to swing about.</text>
03833	<text id="12000400">A thick, solid club to employ as a bludgeon.
03834	Wielding this striking weapon requires no skill.
03835	
03836	A simple, primitive weapon that requires only brute strength to swing about.</text>
03837	<text id="12000500">A thick, solid club to employ as a bludgeon.
03838	Wielding this striking weapon requires no skill.
03839	
03840	A simple, primitive weapon that requires only brute strength to swing about.</text>
03841	<text id="12000600">A thick, solid club to employ as a bludgeon.
03842	Wielding this striking weapon requires no skill.
03843	
03844	A simple, primitive weapon that requires only brute strength to swing about.</text>
03845	<text id="12000700">A thick, solid club to employ as a bludgeon.
03846	Wielding this striking weapon requires no skill.
03847	
03848	A simple, primitive weapon that requires only brute strength to swing about.</text>
03849	<text id="12000800">A thick, solid club to employ as a bludgeon.
03850	Wielding this striking weapon requires no skill.
03851	
03852	A simple, primitive weapon that requires only brute strength to swing about.</text>
03853	<text id="12000900">A thick, solid club to employ as a bludgeon.
03854	Wielding this striking weapon requires no skill.
03855	
03856	A simple, primitive weapon that requires only brute strength to swing about.</text>
03857	<text id="12001000">A thick, solid club to employ as a bludgeon.
03858	Wielding this striking weapon requires no skill.
03859	
03860	A simple, primitive weapon that requires only brute strength to swing about.</text>
03861	<text id="12001100">A thick, solid club to employ as a bludgeon.
03862	Wielding this striking weapon requires no skill.
03863	
03864	A simple, primitive weapon that requires only brute strength to swing about.</text>
03865	<text id="12001200">A thick, solid club to employ as a bludgeon.
03866	Wielding this striking weapon requires no skill.
03867	
03868	A simple, primitive weapon that requires only brute strength to swing about.</text>
03869	<text id="12010000">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral worshipper warriors.
03870	
03871	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
03872	<text id="12010100">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral worshipper warriors.
03873	
03874	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
03875	<text id="12010200">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral worshipper warriors.
03876	
03877	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
03878	<text id="12010300">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral worshipper warriors.
03879	
03880	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
03881	<text id="12010400">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral worshipper warriors.
03882	
03883	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
03884	<text id="12010500">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral worshipper warriors.
03885	
03886	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
03887	<text id="12010600">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral worshipper warriors.
03888	
03889	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
03890	<text id="12010700">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral worshipper warriors.

3809	
3810	A simple, primitive weapon that requires only brute strength to swing about.</text>
3811	<text id="12000300">A thick, solid lump of wood.
3812	Wielding this striking weapon requires no skill.
3813	
3814	A simple, primitive weapon that requires only brute strength to swing about.</text>
3815	<text id="12000400">A thick, solid lump of wood.
3816	Wielding this striking weapon requires no skill.
3817	
3818	A simple, primitive weapon that requires only brute strength to swing about.</text>
3819	<text id="12000500">A thick, solid lump of wood.
3820	Wielding this striking weapon requires no skill.
3821	
3822	A simple, primitive weapon that requires only brute strength to swing about.</text>
3823	<text id="12000600">A thick, solid lump of wood.
3824	Wielding this striking weapon requires no skill.
3825	
3826	A simple, primitive weapon that requires only brute strength to swing about.</text>
3827	<text id="12000700">A thick, solid lump of wood.
3828	Wielding this striking weapon requires no skill.
3829	
3830	A simple, primitive weapon that requires only brute strength to swing about.</text>
3831	<text id="12000800">A thick, solid lump of wood.
3832	Wielding this striking weapon requires no skill.
3833	
3834	A simple, primitive weapon that requires only brute strength to swing about.</text>
3835	<text id="12000900">A thick, solid lump of wood.
3836	Wielding this striking weapon requires no skill.
3837	
3838	A simple, primitive weapon that requires only brute strength to swing about.</text>
3839	<text id="12001000">A thick, solid lump of wood.
3840	Wielding this striking weapon requires no skill.
3841	
3842	A simple, primitive weapon that requires only brute strength to swing about.</text>
3843	<text id="12001100">A thick, solid lump of wood.
3844	Wielding this striking weapon requires no skill.
3845	
3846	A simple, primitive weapon that requires only brute strength to swing about.</text>
3847	<text id="12001200">A thick, solid lump of wood.
3848	Wielding this striking weapon requires no skill.
3849	
3850	A simple, primitive weapon that requires only brute strength to swing about.</text>
3851	<text id="12010000">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral follower warriors.
3852	
3853	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
3854	<text id="12010100">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral follower warriors.
3855	
3856	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
3857	<text id="12010200">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral follower warriors.
3858	
3859	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
3860	<text id="12010300">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral follower warriors.
3861	
3862	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
3863	<text id="12010400">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral follower warriors.
3864	
3865	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
3866	<text id="12010500">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral follower warriors.
3867	
3868	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
3869	<text id="12010600">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral follower warriors.
3870	
3871	The ancient horn is imbued with the power of ancestral spirits. A small amount of HP is restored upon defeating an enemy.</text>
3872	<text id="12010700">Huge thick horn carved with tree ring-like markings adapted into a bludgeoning weapon. Wielded by ancestral follower warriors.

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03891 |                                                                 | 3873
03892 |   The ancient horn is imbued with the power of ancestral        | 3874
      |   spirits. A small amount of HP is restored upon defeating an   |
      |   enemy.</text>                                                 |
03893 |   <text id="12010800">Huge thick horn carved with tree ring-    | 3875
      |   like markings adapted into a bludgeoning weapon. Wielded by   |
      |   ancestral worshipper warriors.                                |
03894 |                                                                 | 3876
03895 |   The ancient horn is imbued with the power of ancestral        | 3877
      |   spirits. A small amount of HP is restored upon defeating an   |
      |   enemy.</text>                                                 |
03896 |   <text id="12010900">Huge thick horn carved with tree ring-    | 3878
      |   like markings adapted into a bludgeoning weapon. Wielded by   |
      |   ancestral worshipper warriors.                                |
03897 |                                                                 | 3879
03898 |   The ancient horn is imbued with the power of ancestral        | 3880
      |   spirits. A small amount of HP is restored upon defeating an   |
      |   enemy.</text>                                                 |
03899 |   <text id="12011000">Huge thick horn carved with tree ring-    | 3881
      |   like markings adapted into a bludgeoning weapon. Wielded by   |
      |   ancestral worshipper warriors.                                |
03900 |                                                                 | 3882
03901 |   The ancient horn is imbued with the power of ancestral        | 3883
      |   spirits. A small amount of HP is restored upon defeating an   |
      |   enemy.</text>                                                 |
03902 |   <text id="12011100">Huge thick horn carved with tree ring-    | 3884
      |   like markings adapted into a bludgeoning weapon. Wielded by   |
      |   ancestral worshipper warriors.                                |
03903 |                                                                 | 3885
03904 |   The ancient horn is imbued with the power of ancestral        | 3886
      |   spirits. A small amount of HP is restored upon defeating an   |
      |   enemy.</text>                                                 |
03905 |   <text id="12011200">Huge thick horn carved with tree ring-    | 3887
      |   like markings adapted into a bludgeoning weapon. Wielded by   |
      |   ancestral worshipper warriors.                                |
03906 |                                                                 | 3888
03907 |   The ancient horn is imbued with the power of ancestral        | 3889
      |   spirits. A small amount of HP is restored upon defeating an   |
      |   enemy.</text>                                                 |
03908 |   <text id="12020000">Large iron warhammer designed for         | 3890
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03909 |                                                                 | 3891
03910 |   Weighty enough to crush armor and the like, it even features  | 3892
      |   a huge beak for piercing attacks.</text>                      |
03911 |   <text id="12020100">Large iron warhammer designed for         | 3893
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03912 |                                                                 | 3894
03913 |   Weighty enough to crush armor and the like, it even features  | 3895
      |   a huge beak for piercing attacks.</text>                      |
03914 |   <text id="12020200">Large iron warhammer designed for         | 3896
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03915 |                                                                 | 3897
03916 |   Weighty enough to crush armor and the like, it even features  | 3898
      |   a huge beak for piercing attacks.</text>                      |
03917 |   <text id="12020300">Large iron warhammer designed for         | 3899
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03918 |                                                                 | 3900
03919 |   Weighty enough to crush armor and the like, it even features  | 3901
      |   a huge beak for piercing attacks.</text>                      |
03920 |   <text id="12020400">Large iron warhammer designed for         | 3902
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03921 |                                                                 | 3903
03922 |   Weighty enough to crush armor and the like, it even features  | 3904
      |   a huge beak for piercing attacks.</text>                      |
03923 |   <text id="12020500">Large iron warhammer designed for         | 3905
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03924 |                                                                 | 3906
03925 |   Weighty enough to crush armor and the like, it even features  | 3907
      |   a huge beak for piercing attacks.</text>                      |
03926 |   <text id="12020600">Large iron warhammer designed for         | 3908
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03927 |                                                                 | 3909
03928 |   Weighty enough to crush armor and the like, it even features  | 3910
      |   a huge beak for piercing attacks.</text>                      |
03929 |   <text id="12020700">Large iron warhammer designed for         | 3911
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03930 |                                                                 | 3912
03931 |   Weighty enough to crush armor and the like, it even features  | 3913
      |   a huge beak for piercing attacks.</text>                      |
03932 |   <text id="12020800">Large iron warhammer designed for         | 3914
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03933 |                                                                 | 3915
03934 |   Weighty enough to crush armor and the like, it even features  | 3916
      |   a huge beak for piercing attacks.</text>                      |
03935 |   <text id="12020900">Large iron warhammer designed for         | 3917
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03936 |                                                                 | 3918
03937 |   Weighty enough to crush armor and the like, it even features  | 3919
      |   a huge beak for piercing attacks.</text>                      |
03938 |   <text id="12021000">Large iron warhammer designed for         | 3920
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03939 |                                                                 | 3921
03940 |   Weighty enough to crush armor and the like, it even features  | 3922
      |   a huge beak for piercing attacks.</text>                      |
03941 |   <text id="12021100">Large iron warhammer designed for         | 3923
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03942 |                                                                 | 3924
03943 |   Weighty enough to crush armor and the like, it even features  | 3925
      |   a huge beak for piercing attacks.</text>                      |
03944 |   <text id="12021200">Large iron warhammer designed for         | 3926
      |   gladiatorial combat. Used by gladiators who once fought for   |
      |   their lives in the colosseum.                                 |
03945 |                                                                 | 3927
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3873 |                                                                 |
3874 |   The ancient horn is imbued with the power of ancestral        |
     |   spirits. A small amount of HP is restored upon defeating an   |
     |   enemy.</text>                                                 |
3875 |   <text id="12010800">Huge thick horn carved with tree ring-    |
     |   like markings adapted into a bludgeoning weapon. Wielded by   |
     |   ancestral follower warriors.                                  |
3876 |                                                                 |
3877 |   The ancient horn is imbued with the power of ancestral        |
     |   spirits. A small amount of HP is restored upon defeating an   |
     |   enemy.</text>                                                 |
3878 |   <text id="12010900">Huge thick horn carved with tree ring-    |
     |   like markings adapted into a bludgeoning weapon. Wielded by   |
     |   ancestral follower warriors.                                  |
3879 |                                                                 |
3880 |   The ancient horn is imbued with the power of ancestral        |
     |   spirits. A small amount of HP is restored upon defeating an   |
     |   enemy.</text>                                                 |
3881 |   <text id="12011000">Huge thick horn carved with tree ring-    |
     |   like markings adapted into a bludgeoning weapon. Wielded by   |
     |   ancestral follower warriors.                                  |
3882 |                                                                 |
3883 |   The ancient horn is imbued with the power of ancestral        |
     |   spirits. A small amount of HP is restored upon defeating an   |
     |   enemy.</text>                                                 |
3884 |   <text id="12011100">Huge thick horn carved with tree ring-    |
     |   like markings adapted into a bludgeoning weapon. Wielded by   |
     |   ancestral follower warriors.                                  |
3885 |                                                                 |
3886 |   The ancient horn is imbued with the power of ancestral        |
     |   spirits. A small amount of HP is restored upon defeating an   |
     |   enemy.</text>                                                 |
3887 |   <text id="12011200">Huge thick horn carved with tree ring-    |
     |   like markings adapted into a bludgeoning weapon. Wielded by   |
     |   ancestral follower warriors.                                  |
3888 |                                                                 |
3889 |   The ancient horn is imbued with the power of ancestral        |
     |   spirits. A small amount of HP is restored upon defeating an   |
     |   enemy.</text>                                                 |
3890 |   <text id="12020000">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3891 |                                                                 |
3892 |   Weighty enough to crush armor and its wearer alike.</text>    |
3893 |   <text id="12020100">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3894 |                                                                 |
3895 |   Weighty enough to crush armor and its wearer alike.</text>    |
3896 |   <text id="12020200">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3897 |                                                                 |
3898 |   Weighty enough to crush armor and its wearer alike.</text>    |
3899 |   <text id="12020300">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3900 |                                                                 |
3901 |   Weighty enough to crush armor and its wearer alike.</text>    |
3902 |   <text id="12020400">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3903 |                                                                 |
3904 |   Weighty enough to crush armor and its wearer alike.</text>    |
3905 |   <text id="12020500">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3906 |                                                                 |
3907 |   Weighty enough to crush armor and its wearer alike.</text>    |
3908 |   <text id="12020600">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3909 |                                                                 |
3910 |   Weighty enough to crush armor and its wearer alike.</text>    |
3911 |   <text id="12020700">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3912 |                                                                 |
3913 |   Weighty enough to crush armor and its wearer alike.</text>    |
3914 |   <text id="12020800">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3915 |                                                                 |
3916 |   Weighty enough to crush armor and its wearer alike.</text>    |
3917 |   <text id="12020900">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3918 |                                                                 |
3919 |   Weighty enough to crush armor and its wearer alike.</text>    |
3920 |   <text id="12021000">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3921 |                                                                 |
3922 |   Weighty enough to crush armor and its wearer alike.</text>    |
3923 |   <text id="12021100">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3924 |                                                                 |
3925 |   Weighty enough to crush armor and its wearer alike.</text>    |
3926 |   <text id="12021200">Large iron great hammer designed for      |
     |   gladiatorial combat. Used by duelists who were exiled from    |
     |   the colosseum.                                                |
3927 |                                                                 |
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03946	Weighty enough to crush armor and the like, it even features a huge beak for piercing attacks.</text>
03947	<text id="12060000">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03948	
03949	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03950	<text id="12060100">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03951	
03952	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03953	<text id="12060200">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03954	
03955	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03956	<text id="12060300">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03957	
03958	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03959	<text id="12060400">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03960	
03961	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03962	<text id="12060500">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03963	
03964	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03965	<text id="12060600">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03966	
03967	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03968	<text id="12060700">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03969	
03970	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03971	<text id="12060800">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03972	
03973	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03974	<text id="12060900">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03975	
03976	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03977	<text id="12061000">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03978	
03979	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03980	<text id="12061100">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03981	
03982	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03983	<text id="12061200">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
03984	
03985	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches,</text>
03986	<text id="12080000">Large curved club of hard wood, shaped like a crescent moon.
03987	
03988	Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
03989	<text id="12080100">Large curved club of hard wood, shaped like a crescent moon.
03990	
03991	Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
03992	<text id="12080200">Large curved club of hard wood, shaped like a crescent moon.
03993	
03994	Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
03995	<text id="12080300">Large curved club of hard wood, shaped like a crescent moon.
03996	
03997	Wielded instead of a curved sword by albinaurics lacking

3928	Weighty enough to crush armor and its wearer alike.</text>
3929	<text id="12060000">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3930	
3931	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3932	<text id="12060100">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3933	
3934	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3935	<text id="12060200">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3936	
3937	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3938	<text id="12060300">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3939	
3940	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3941	<text id="12060400">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3942	
3943	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3944	<text id="12060500">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3945	
3946	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3947	<text id="12060600">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3948	
3949	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3950	<text id="12060700">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3951	
3952	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3953	<text id="12060800">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3954	
3955	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3956	<text id="12060900">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3957	
3958	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3959	<text id="12061000">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3960	
3961	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3962	<text id="12061100">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3963	
3964	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3965	<text id="12061200">Huge bludgeon with sharp protrusions. An enlarged version of its smaller cousin.
3966	
3967	Maintains all the advantages of smaller bludgeons, boasting few deficiencies while being very capable at breaking enemy guards and stances. A shrewd choice for simple slugging matches.</text>
3968	<text id="12080000">Large curved club of hard wood, shaped like a crescent moon.
3969	
3970	Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3971	<text id="12080100">Large curved club of hard wood, shaped like a crescent moon.
3972	
3973	Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3974	<text id="12080200">Large curved club of hard wood, shaped like a crescent moon.
3975	
3976	Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3977	<text id="12080300">Large curved club of hard wood, shaped like a crescent moon.
3978	
3979	Wielded by Albinaurics lacking the dexterity demanded by a

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dexterity. Possesses weight and force lacking in curved swords, however.</text>
03998 <text id="12080400">Large curved club of hard wood, shaped like a crescent moon.
03999
04000 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04001 <text id="12080500">Large curved club of hard wood, shaped like a crescent moon.
04002
04003 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04004 <text id="12080600">Large curved club of hard wood, shaped like a crescent moon.
04005
04006 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04007 <text id="12080700">Large curved club of hard wood, shaped like a crescent moon.
04008
04009 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04010 <text id="12080800">Large curved club of hard wood, shaped like a crescent moon.
04011
04012 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04013 <text id="12080900">Large curved club of hard wood, shaped like a crescent moon.
04014
04015 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04016 <text id="12081000">Large curved club of hard wood, shaped like a crescent moon.
04017
04018 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04019 <text id="12081100">Large curved club of hard wood, shaped like a crescent moon.
04020
04021 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04022 <text id="12081200">Large curved club of hard wood, shaped like a crescent moon.
04023
04024 Wielded instead of a curved sword by albinaurics lacking dexterity. Possesses weight and force lacking in curved swords, however.</text>
04025 <text id="12130000">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
04026
04027 The striking end is a skull, though the size is clearly much too large to be human.</text>
04028 <text id="12130100">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
04029
04030 The striking end is a skull, though the size is clearly much too large to be human.</text>
04031 <text id="12130200">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
04032
04033 The striking end is a skull, though the size is clearly much too large to be human.</text>
04034 <text id="12130300">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
04035
04036 The striking end is a skull, though the size is clearly much too large to be human.</text>
04037 <text id="12130400">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
04038
04039 The striking end is a skull, though the size is clearly much too large to be human.</text>
04040 <text id="12130500">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
04041
04042 The striking end is a skull, though the size is clearly much too large to be human.</text>
04043 <text id="12130600">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
04044
04045 The striking end is a skull, though the size is clearly much too large to be human.</text>
04046 <text id="12130700">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
04047
04048 The striking end is a skull, though the size is clearly much too large to be human.</text>
04049 <text id="12130800">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
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curved sword, and who prefer the added weight and destructive force.</text>
3980 <text id="12080400">Large curved club of hard wood, shaped like a crescent moon.
3981
3982 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3983 <text id="12080500">Large curved club of hard wood, shaped like a crescent moon.
3984
3985 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3986 <text id="12080600">Large curved club of hard wood, shaped like a crescent moon.
3987
3988 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3989 <text id="12080700">Large curved club of hard wood, shaped like a crescent moon.
3990
3991 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3992 <text id="12080800">Large curved club of hard wood, shaped like a crescent moon.
3993
3994 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3995 <text id="12080900">Large curved club of hard wood, shaped like a crescent moon.
3996
3997 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
3998 <text id="12081000">Large curved club of hard wood, shaped like a crescent moon.
3999
4000 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
4001 <text id="12081100">Large curved club of hard wood, shaped like a crescent moon.
4002
4003 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
4004 <text id="12081200">Large curved club of hard wood, shaped like a crescent moon.
4005
4006 Wielded by Albinaurics lacking the dexterity demanded by a curved sword, and who prefer the added weight and destructive force.</text>
4007 <text id="12130000">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
4008
4009 The striking end is a skull too large in size to be human.
4010 Grants trace amounts of runes on landing attacks.</text>
4011 <text id="12130100">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
4012
4013 The striking end is a skull too large in size to be human.
4014 Grants trace amounts of runes on landing attacks.</text>
4015 <text id="12130200">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
4016
4017 The striking end is a skull too large in size to be human.
4018 Grants trace amounts of runes on landing attacks.</text>
4019 <text id="12130300">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
4020
4021 The striking end is a skull too large in size to be human.
4022 Grants trace amounts of runes on landing attacks.</text>
4023 <text id="12130400">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
4024
4025 The striking end is a skull too large in size to be human.
4026 Grants trace amounts of runes on landing attacks.</text>
4027 <text id="12130500">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
4028
4029 The striking end is a skull too large in size to be human.
4030 Grants trace amounts of runes on landing attacks.</text>
4031 <text id="12130600">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
4032
4033 The striking end is a skull too large in size to be human.
4034 Grants trace amounts of runes on landing attacks.</text>
4035 <text id="12130700">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
4036
4037 The striking end is a skull too large in size to be human.
4038 Grants trace amounts of runes on landing attacks.</text>
4039 <text id="12130800">Large bludgeon decorated with flowers and many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
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04050 |
04051 |   The striking end is a skull, though the size is clearly much
      |   too large to be human.</text>
04052 |   <text id="12130900">Large bludgeon decorated with flowers
      |   and many-colored fabrics. Ceremonial tool used by dancers
      |   during the festivities of Dominula, Windmill Village.
04053 |
04054 |   The striking end is a skull, though the size is clearly much
      |   too large to be human.</text>
04055 |   <text id="12131000">Large bludgeon decorated with flowers
      |   and many-colored fabrics. Ceremonial tool used by dancers
      |   during the festivities of Dominula, Windmill Village.
04056 |
04057 |   The striking end is a skull, though the size is clearly much
      |   too large to be human.</text>
04058 |   <text id="12131100">Large bludgeon decorated with flowers
      |   and many-colored fabrics. Ceremonial tool used by dancers
      |   during the festivities of Dominula, Windmill Village.
04059 |
04060 |   The striking end is a skull, though the size is clearly much
      |   too large to be human.</text>
04061 |   <text id="12131200">Large bludgeon decorated with flowers
      |   and many-colored fabrics. Ceremonial tool used by dancers
      |   during the festivities of Dominula, Windmill Village.
04062 |
04063 |   The striking end is a skull, though the size is clearly much
      |   too large to be human.</text>
04064 |   <text id="12140000">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04065 |
04066 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04067 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04068 |   <text id="12140100">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04069 |
04070 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04071 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04072 |   <text id="12140200">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04073 |
04074 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04075 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04076 |   <text id="12140300">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04077 |
04078 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04079 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04080 |   <text id="12140400">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04081 |
04082 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04083 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04084 |   <text id="12140500">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04085 |
04086 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04087 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04088 |   <text id="12140600">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04089 |
04090 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04091 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04092 |   <text id="12140700">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04093 |
04094 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04095 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04096 |   <text id="12140800">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04097 |
04098 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04099 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04100 |   <text id="12140900">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04101 |
04102 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04103 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04104 |   <text id="12141000">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04105 |
04106 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
04107 |   "Little wretches, do you think your armor harder than
      |   stone?"</text>
04108 |   <text id="12141100">Large pickaxe designed to crack thick
      |   bedrock. Tool of miners.
04109 |
04110 |   Not originally designed as a weapon, but very adept at
      |   piercing armor.
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4040 |
4041 |   The striking end is a skull too large in size to be human.
4042 |   Grants trace amounts of runes on landing attacks.</text>
4043 |   <text id="12130900">Large bludgeon decorated with flowers and
     |   many-colored fabrics. Ceremonial tool used by dancers during
     |   the festivities of Dominula, Windmill Village.
4044 |
4045 |   The striking end is a skull too large in size to be human.
4046 |   Grants trace amounts of runes on landing attacks.</text>
4047 |   <text id="12131000">Large bludgeon decorated with flowers and
     |   many-colored fabrics. Ceremonial tool used by dancers during
     |   the festivities of Dominula, Windmill Village.
4048 |
4049 |   The striking end is a skull too large in size to be human.
4050 |   Grants trace amounts of runes on landing attacks.</text>
4051 |   <text id="12131100">Large bludgeon decorated with flowers and
     |   many-colored fabrics. Ceremonial tool used by dancers during
     |   the festivities of Dominula, Windmill Village.
4052 |
4053 |   The striking end is a skull too large in size to be human.
4054 |   Grants trace amounts of runes on landing attacks.</text>
4055 |   <text id="12131200">Large bludgeon decorated with flowers and
     |   many-colored fabrics. Ceremonial tool used by dancers during
     |   the festivities of Dominula, Windmill Village.
4056 |
4057 |   The striking end is a skull too large in size to be human.
4058 |   Grants trace amounts of runes on landing attacks.</text>
4059 |   <text id="12140000">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4060 |
4061 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4062 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4063 |   <text id="12140100">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4064 |
4065 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4066 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4067 |   <text id="12140200">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4068 |
4069 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4070 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4071 |   <text id="12140300">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4072 |
4073 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4074 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4075 |   <text id="12140400">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4076 |
4077 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4078 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4079 |   <text id="12140500">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4080 |
4081 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4082 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4083 |   <text id="12140600">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4084 |
4085 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4086 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4087 |   <text id="12140700">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4088 |
4089 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4090 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4091 |   <text id="12140800">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4092 |
4093 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4094 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4095 |   <text id="12140900">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4096 |
4097 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4098 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4099 |   <text id="12141000">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4100 |
4101 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
4102 |   "Little wretches, do you think your armor harder than
     |   stone?"</text>
4103 |   <text id="12141100">Large pickaxe designed to crack thick
     |   bedrock. Tool of sturdy miners.
4104 |
4105 |   Not originally designed as a weapon, but very adept at
     |   piercing armor.
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04111	"Little wretches, do you think your armor harder than stone?"</text>
04112	<text id="12141200">Large pickaxe designed to crack thick bedrock. Tool of miners.
04113	
04114	Not originally designed as a weapon, but very adept at piercing armor.
04115	"Little wretches, do you think your armor harder than stone?"</text>
04116	<text id="12150000">A storied weapon, passed down in Redmane Castle, the striking end is modelled to resemble five beastly claws.
04117	
04118	The black nails that protrude from golden fur are said to represent Beastlord Serrosh, who went on to become Regent.</text>
04119	<text id="12160000">Long golden horn of the Oracle's envoys. Profoundly weighty, its blows are sure to be felt.
04120	
04121	Though originally an instrument, it could not be sounded by humans, who found another use for it. Perhaps the time of its signal is merely yet to come.</text>
04122	<text id="12170000">Candlestand used in worship of Birac, most hallowed giant of the Fire Monk Prelates. Concerned over the pride and callousness with which the monks wielded their flame, Birac severed his own head as a lesson to the others, intending it be used as a candlestand. His faith yet smolders from within the cranial vessel.</text>
04123	<text id="12180000">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04124	
04125	The bloody star is an ill omen, appropriately for this weapon.</text>
04126	<text id="12180100">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04127	
04128	The bloody star is an ill omen, appropriately for this weapon.</text>
04129	<text id="12180200">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04130	
04131	The bloody star is an ill omen, appropriately for this weapon.</text>
04132	<text id="12180300">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04133	
04134	The bloody star is an ill omen, appropriately for this weapon.</text>
04135	<text id="12180400">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04136	
04137	The bloody star is an ill omen, appropriately for this weapon.</text>
04138	<text id="12180500">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04139	
04140	The bloody star is an ill omen, appropriately for this weapon.</text>
04141	<text id="12180600">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04142	
04143	The bloody star is an ill omen, appropriately for this weapon.</text>
04144	<text id="12180700">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04145	
04146	The bloody star is an ill omen, appropriately for this weapon.</text>
04147	<text id="12180800">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04148	
04149	The bloody star is an ill omen, appropriately for this weapon.</text>
04150	<text id="12180900">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04151	
04152	The bloody star is an ill omen, appropriately for this weapon.</text>
04153	<text id="12181000">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04154	
04155	The bloody star is an ill omen, appropriately for this weapon.</text>
04156	<text id="12181100">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
04157	
04158	The bloody star is an ill omen, appropriately for this weapon.</text>
04159	<text id="12181200">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.

4106	"Little wretches, do you think your armor harder than stone?"</text>
4107	<text id="12141200">Large pickaxe designed to crack thick bedrock. Tool of sturdy miners.
4108	
4109	Not originally designed as a weapon, but very adept at piercing armor.
4110	"Little wretches, do you think your armor harder than stone?"</text>
4111	<text id="12150000">Great hammer with a striking end modelled to resemble five beastly claws.
4112	
4113	The black nails protruding from golden fur are said to represent Serosh, Lord of Beasts, who went on to become King Godfrey's Regent.</text>
4114	<text id="12160000">Long golden horn of the Oracle Envoys. Profoundly weighty, its blows are sure to be felt.
4115	
4116	Originally an instrument, but one that cannot be sounded by a mere human. Or perhaps it is too early to sound the call.</text>
4117	<text id="12170000">Candlestand used in worship of Birac, the most hallowed Monk Prelate of the Giants' Flame. Concerned over the lazy arrogance with which the monks treated the Flame, Birac severed his own head as a lesson to the others, intending it be used as a candlestand. His faith yet smolders from within the cranial vessel.</text>
4118	<text id="12180000">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4119	
4120	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4121	<text id="12180100">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4122	
4123	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4124	<text id="12180200">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4125	
4126	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4127	<text id="12180300">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4128	
4129	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4130	<text id="12180400">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4131	
4132	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4133	<text id="12180500">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4134	
4135	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4136	<text id="12180600">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4137	
4138	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4139	<text id="12180700">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4140	
4141	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4142	<text id="12180800">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4143	
4144	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4145	<text id="12180900">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4146	
4147	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4148	<text id="12181000">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4149	
4150	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4151	<text id="12181100">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.
4152	
4153	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4154	<text id="12181200">Huge bludgeon with three stars at the striking end. Though primarily a striking weapon, the stars' spikes cause blood loss.

04160	
04161	The bloody star is an ill omen, appropriately for this weapon.</text>
04162	<text id="12190000">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04163	
04164	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04165	<text id="12190100">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04166	
04167	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04168	<text id="12190200">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04169	
04170	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04171	<text id="12190300">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04172	
04173	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04174	<text id="12190400">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04175	
04176	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04177	<text id="12190500">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04178	
04179	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04180	<text id="12190600">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04181	
04182	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04183	<text id="12190700">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04184	
04185	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04186	<text id="12190800">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04187	
04188	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04189	<text id="12190900">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04190	
04191	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04192	<text id="12191000">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04193	
04194	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04195	<text id="12191100">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04196	
04197	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04198	<text id="12191200">Weapon made from an ordinary stone brick. Wielded by a laborer who became a champion during a rebellion.
04199	
04200	Even among other bludgeons of its size, this weapon is especially weighty. Strength comparable to a giant's is needed to wield it.</text>
04201	<text id="12200000">Scepter in the shape of a serpent devouring the world. This weapon eventually became symbolic of the Recusant Shardbearer.
04202	
04203	The design is said to be a vision of the future glimpsed by Rykard as he reached the brink of death after being devoured by the great serpent.</text>
04204	<text id="12210000">Large iron warhammer designed for gladiatorial combat. It festers with scarlet rot.
04205	
04206	Weighty enough to crush armor and the like, it even features a huge beak for piercing attacks.</text>
04207	<text id="12210100">Large iron warhammer designed for gladiatorial combat. It festers with scarlet rot.
04208	
04209	Weighty enough to crush armor and the like, it even features a huge beak for piercing attacks.</text>
04210	<text id="12210200">Large iron warhammer designed for gladiatorial combat. It festers with scarlet rot.

4155	
4156	A blood-stained star is an ill omen, a fact not lost upon those against whom this weapon is brought to bear. Landing attacks slightly restores HP.</text>
4157	<text id="12190000">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4158	
4159	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4160	<text id="12190100">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4161	
4162	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4163	<text id="12190200">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4164	
4165	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4166	<text id="12190300">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4167	
4168	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4169	<text id="12190400">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4170	
4171	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4172	<text id="12190500">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4173	
4174	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4175	<text id="12190600">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4176	
4177	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4178	<text id="12190700">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4179	
4180	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4181	<text id="12190800">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4182	
4183	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4184	<text id="12190900">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4185	
4186	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4187	<text id="12191000">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4188	
4189	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4190	<text id="12191100">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4191	
4192	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4193	<text id="12191200">Weapon made from an ordinary stone brick. Wielded by a laborer who lead a rebellion, and later become a champion himself.
4194	
4195	Even among other bludgeons of its size, this weapon is especially weighty. The strength of a giant is required to wield it.</text>
4196	<text id="12200000">Scepter in the shape of a serpent devouring the world. This weapon will one day become the very symbol of the Lord of Blasphemy.
4197	One of the legendary armaments.
4198	
4199	A vision of the future briefly seen by Rykard in his final moments before being devoured by the great serpent.</text>
4200	<text id="12210000">Large iron great hammer designed for gladiatorial combat, now festering with scarlet rot.
4201	
4202	Weighty enough to crush armor and its wearer alike.</text>
4203	<text id="12210100">Large iron great hammer designed for gladiatorial combat, now festering with scarlet rot.
4204	
4205	Weighty enough to crush armor and its wearer alike.</text>
4206	<text id="12210200">Large iron great hammer designed for gladiatorial combat, now festering with scarlet rot.

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04211                                                                   4207
04212   Weighty enough to crush armor and the like, it even features    4208   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04213   <text id="12210300">Large iron warhammer designed for           4209   <text id="12210300">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04214                                                                   4210
04215   Weighty enough to crush armor and the like, it even features    4211   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04216   <text id="12210400">Large iron warhammer designed for           4212   <text id="12210400">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04217                                                                   4213
04218   Weighty enough to crush armor and the like, it even features    4214   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04219   <text id="12210500">Large iron warhammer designed for           4215   <text id="12210500">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04220                                                                   4216
04221   Weighty enough to crush armor and the like, it even features    4217   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04222   <text id="12210600">Large iron warhammer designed for           4218   <text id="12210600">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04223                                                                   4219
04224   Weighty enough to crush armor and the like, it even features    4220   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04225   <text id="12210700">Large iron warhammer designed for           4221   <text id="12210700">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04226                                                                   4222
04227   Weighty enough to crush armor and the like, it even features    4223   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04228   <text id="12210800">Large iron warhammer designed for           4224   <text id="12210800">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04229                                                                   4225
04230   Weighty enough to crush armor and the like, it even features    4226   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04231   <text id="12210900">Large iron warhammer designed for           4227   <text id="12210900">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04232                                                                   4228
04233   Weighty enough to crush armor and the like, it even features    4229   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04234   <text id="12211000">Large iron warhammer designed for           4230   <text id="12211000">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04235                                                                   4231
04236   Weighty enough to crush armor and the like, it even features    4232   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04237   <text id="12211100">Large iron warhammer designed for           4233   <text id="12211100">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04238                                                                   4234
04239   Weighty enough to crush armor and the like, it even features    4235   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04240   <text id="12211200">Large iron warhammer designed for           4236   <text id="12211200">Large iron great hammer designed for
        gladiatorial combat. It festers with scarlet rot.                       gladiatorial combat, now festering with scarlet rot.
04241                                                                   4237
04242   Weighty enough to crush armor and the like, it even features    4238   Weighty enough to crush armor and its wearer alike.</text>
        a huge beak for piercing attacks.</text>
04243   <text id="13000000">A flail with two additional bludgeoning    4239   <text id="13000000">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4240   Weapon of the Night's Cavalry who ride funeral steeds.
04244                                                                   4241
04245   Very effective at inducing blood loss, but requires high        4242   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04246   <text id="13000100">A flail with two additional bludgeoning    4243   <text id="13000100">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4244   Weapon of the Night's Cavalry who ride funeral steeds.
04247                                                                   4245
04248   Very effective at inducing blood loss, but requires high        4246   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04249   <text id="13000200">A flail with two additional bludgeoning    4247   <text id="13000200">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4248   Weapon of the Night's Cavalry who ride funeral steeds.
04250                                                                   4249
04251   Very effective at inducing blood loss, but requires high        4250   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04252   <text id="13000300">A flail with two additional bludgeoning    4251   <text id="13000300">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4252   Weapon of the Night's Cavalry who ride funeral steeds.
04253                                                                   4253
04254   Very effective at inducing blood loss, but requires high        4254   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04255   <text id="13000400">A flail with two additional bludgeoning    4255   <text id="13000400">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4256   Weapon of the Night's Cavalry who ride funeral steeds.
04256                                                                   4257
04257   Very effective at inducing blood loss, but requires high        4258   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04258   <text id="13000500">A flail with two additional bludgeoning    4259   <text id="13000500">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4260   Weapon of the Night's Cavalry who ride funeral steeds.
04259                                                                   4261
04260   Very effective at inducing blood loss, but requires high        4262   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04261   <text id="13000600">A flail with two additional bludgeoning    4263   <text id="13000600">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4264   Weapon of the Night's Cavalry who ride funeral steeds.
04262                                                                   4265
04263   Very effective at inducing blood loss, but requires high        4266   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04264   <text id="13000700">A flail with two additional bludgeoning    4267   <text id="13000700">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4268   Weapon of the Night's Cavalry who ride funeral steeds.
04265                                                                   4269
04266   Very effective at inducing blood loss, but requires high        4270   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04267   <text id="13000800">A flail with two additional bludgeoning    4271   <text id="13000800">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4272   Weapon of the Night's Cavalry who ride funeral steeds.
04268                                                                   4273
04269   Very effective at inducing blood loss, but requires high        4274   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04270   <text id="13000900">A flail with two additional bludgeoning    4275   <text id="13000900">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
                                                                        4276   Weapon of the Night's Cavalry who ride funeral steeds.
04271                                                                   4277
04272   Very effective at inducing blood loss, but requires high        4278   The large spikes make it highly effective at inducing blood
        dexterity to wield.</text>                                              loss, but also demand higher dexterity to wield.</text>
04273   <text id="13001000">A flail with two additional bludgeoning    4279   <text id="13001000">A flail with two additional bludgeoning
        heads, all featuring larger-than-usual spikes.                          heads.
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04274                                                
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04322   <text id="13030000">Flail which deals magic damage, having
        been imbued with power by the remembrance of Astel.
04323
04324   Formed of the same many-colored star debris that comprised
        the Naturalborn of the Void's body.</text>
04325   <text id="13040000">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04326
04327   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04328   <text id="13040100">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04329
04330   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04331   <text id="13040200">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04332
04333   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04334   <text id="13040300">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04335
04336   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04337   <text id="13040400">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04338
04339   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04340   <text id="13040500">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04341
04342   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04343   <text id="13040600">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04344
04345   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04346   <text id="13040700">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04347
04348   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04349   <text id="13040800">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04350
04351   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04352   <text id="13040900">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04353
04354   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04355   <text id="13041000">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04356
04357   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04358   <text id="13041100">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04359
04360   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04361   <text id="13041200">A spiked iron tube attached by a chain
        wielded by pumpkin head berserkers.
04362
04363   Especially large for a flail, strength is required as well
        as skill to wield it.</text>
04364   <text id="14000000">A thick, heavy blade attached to a
        handle. A versatile weapon, this is the most commonly seen
        variety of axe.
04365
04366   Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
04367   <text id="14000100">A thick, heavy blade attached to a
        handle. A versatile weapon, this is the most commonly seen
        variety of axe.
04368
04369   Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
04370   <text id="14000200">A thick, heavy blade attached to a
        handle. A versatile weapon, this is the most commonly seen
        variety of axe.
04371
04372   Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
04373   <text id="14000300">A thick, heavy blade attached to a
        handle. A versatile weapon, this is the most commonly seen
        variety of axe.
04374
04375   Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
04376   <text id="14000400">A thick, heavy blade attached to a
        handle. A versatile weapon, this is the most commonly seen
        variety of axe.
04377
04378   Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
04379   <text id="14000500">A thick, heavy blade attached to a
        handle. A versatile weapon, this is the most commonly seen
        variety of axe.
04380
04381   Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
04382   <text id="14000600">A thick, heavy blade attached to a
        handle. A versatile weapon, this is the most commonly seen
        variety of axe.
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4333    <text id="13030000">Flail which deals magic damage, having
        been imbued with power by the remembrance of Astel.
4334
4335    Formed of the same many-colored star debris that comprised
        the form of the Naturalborn of the Void.</text>
4336    <text id="13040000">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4337
4338    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4339    <text id="13040100">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4340
4341    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4342    <text id="13040200">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4343
4344    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4345    <text id="13040300">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4346
4347    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4348    <text id="13040400">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4349
4350    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4351    <text id="13040500">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4352
4353    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4354    <text id="13040600">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4355
4356    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4357    <text id="13040700">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4358
4359    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4360    <text id="13040800">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4361
4362    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4363    <text id="13040900">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4364
4365    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4366    <text id="13041000">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4367
4368    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4369    <text id="13041100">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4370
4371    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4372    <text id="13041200">A spiked iron tube attached by a chain
        wielded by Mad Pumpkin Heads.
4373
4374    Especially large for a flail, wielding it requires more
        strength than it does dexterity.</text>
4375    <text id="14000000">A thick, heavy blade attached to a
        handle. A versatile, standard weapon
4376
4377    Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
4378    <text id="14000100">A thick, heavy blade attached to a
        handle. A versatile, standard weapon
4379
4380    Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
4381    <text id="14000200">A thick, heavy blade attached to a
        handle. A versatile, standard weapon
4382
4383    Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
4384    <text id="14000300">A thick, heavy blade attached to a
        handle. A versatile, standard weapon
4385
4386    Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
4387    <text id="14000400">A thick, heavy blade attached to a
        handle. A versatile, standard weapon
4388
4389    Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
4390    <text id="14000500">A thick, heavy blade attached to a
        handle. A versatile, standard weapon
4391
4392    Capable of powerful attacks thanks to the weighty blade,
        these weapons are also regarded for their powerful charge
        attacks.</text>
4393    <text id="14000600">A thick, heavy blade attached to a
        handle. A versatile, standard weapon
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04383 |                                                                  4394 |
04384 |   Capable of powerful attacks thanks to the weighty blade,       4395 |   Capable of powerful attacks thanks to the weighty blade,
      |   these weapons are also regarded for their powerful charge      |   these weapons are also regarded for their powerful charge
      |   attacks.</text>                                                |   attacks.</text>
04385 |   <text id="14000700">A thick, heavy blade attached to a         4396 |   <text id="14000700">A thick, heavy blade attached to a
      |   handle. A versatile weapon, this is the most commonly seen     |   handle. A versatile, standard weapon
      |   variety of axe.                                                |
04386 |                                                                  4397 |
04387 |   Capable of powerful attacks thanks to the weighty blade,       4398 |   Capable of powerful attacks thanks to the weighty blade,
      |   these weapons are also regarded for their powerful charge      |   these weapons are also regarded for their powerful charge
      |   attacks.</text>                                                |   attacks.</text>
04388 |   <text id="14000800">A thick, heavy blade attached to a         4399 |   <text id="14000800">A thick, heavy blade attached to a
      |   handle. A versatile weapon, this is the most commonly seen     |   handle. A versatile, standard weapon
      |   variety of axe.                                                |
04389 |                                                                  4400 |
04390 |   Capable of powerful attacks thanks to the weighty blade,       4401 |   Capable of powerful attacks thanks to the weighty blade,
      |   these weapons are also regarded for their powerful charge      |   these weapons are also regarded for their powerful charge
      |   attacks.</text>                                                |   attacks.</text>
04391 |   <text id="14000900">A thick, heavy blade attached to a         4402 |   <text id="14000900">A thick, heavy blade attached to a
      |   handle. A versatile weapon, this is the most commonly seen     |   handle. A versatile, standard weapon
      |   variety of axe.                                                |
04392 |                                                                  4403 |
04393 |   Capable of powerful attacks thanks to the weighty blade,       4404 |   Capable of powerful attacks thanks to the weighty blade,
      |   these weapons are also regarded for their powerful charge      |   these weapons are also regarded for their powerful charge
      |   attacks.</text>                                                |   attacks.</text>
04394 |   <text id="14001000">A thick, heavy blade attached to a         4405 |   <text id="14001000">A thick, heavy blade attached to a
      |   handle. A versatile weapon, this is the most commonly seen     |   handle. A versatile, standard weapon
      |   variety of axe.                                                |
04395 |                                                                  4406 |
04396 |   Capable of powerful attacks thanks to the weighty blade,       4407 |   Capable of powerful attacks thanks to the weighty blade,
      |   these weapons are also regarded for their powerful charge      |   these weapons are also regarded for their powerful charge
      |   attacks.</text>                                                |   attacks.</text>
04397 |   <text id="14001100">A thick, heavy blade attached to a         4408 |   <text id="14001100">A thick, heavy blade attached to a
      |   handle. A versatile weapon, this is the most commonly seen     |   handle. A versatile, standard weapon
      |   variety of axe.                                                |
04398 |                                                                  4409 |
04399 |   Capable of powerful attacks thanks to the weighty blade,       4410 |   Capable of powerful attacks thanks to the weighty blade,
      |   these weapons are also regarded for their powerful charge      |   these weapons are also regarded for their powerful charge
      |   attacks.</text>                                                |   attacks.</text>
04400 |   <text id="14001200">A thick, heavy blade attached to a         4411 |   <text id="14001200">A thick, heavy blade attached to a
      |   handle. A versatile weapon, this is the most commonly seen     |   handle. A versatile, standard weapon
      |   variety of axe.                                                |
04401 |                                                                  4412 |
04402 |   Capable of powerful attacks thanks to the weighty blade,       4413 |   Capable of powerful attacks thanks to the weighty blade,
      |   these weapons are also regarded for their powerful charge      |   these weapons are also regarded for their powerful charge
      |   attacks.</text>                                                |   attacks.</text>
04403 |   <text id="14010000">Peculiar hatchet wielded by imps.          4414 |   <text id="14010000">Peculiar hatchet wielded by imps.
04404 |                                                                  4415 |
04405 |   The gently undulating forked blade is called an "imp's         4416 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04406 |   <text id="14010100">Peculiar hatchet wielded by imps.          4417 |   <text id="14010100">Peculiar hatchet wielded by imps.
04407 |                                                                  4418 |
04408 |   The gently undulating forked blade is called an "imp's         4419 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04409 |   <text id="14010200">Peculiar hatchet wielded by imps.          4420 |   <text id="14010200">Peculiar hatchet wielded by imps.
04410 |                                                                  4421 |
04411 |   The gently undulating forked blade is called an "imp's         4422 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04412 |   <text id="14010300">Peculiar hatchet wielded by imps.          4423 |   <text id="14010300">Peculiar hatchet wielded by imps.
04413 |                                                                  4424 |
04414 |   The gently undulating forked blade is called an "imp's         4425 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04415 |   <text id="14010400">Peculiar hatchet wielded by imps.          4426 |   <text id="14010400">Peculiar hatchet wielded by imps.
04416 |                                                                  4427 |
04417 |   The gently undulating forked blade is called an "imp's         4428 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04418 |   <text id="14010500">Peculiar hatchet wielded by imps.          4429 |   <text id="14010500">Peculiar hatchet wielded by imps.
04419 |                                                                  4430 |
04420 |   The gently undulating forked blade is called an "imp's         4431 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04421 |   <text id="14010600">Peculiar hatchet wielded by imps.          4432 |   <text id="14010600">Peculiar hatchet wielded by imps.
04422 |                                                                  4433 |
04423 |   The gently undulating forked blade is called an "imp's         4434 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04424 |   <text id="14010700">Peculiar hatchet wielded by imps.          4435 |   <text id="14010700">Peculiar hatchet wielded by imps.
04425 |                                                                  4436 |
04426 |   The gently undulating forked blade is called an "imp's         4437 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04427 |   <text id="14010800">Peculiar hatchet wielded by imps.          4438 |   <text id="14010800">Peculiar hatchet wielded by imps.
04428 |                                                                  4439 |
04429 |   The gently undulating forked blade is called an "imp's         4440 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04430 |   <text id="14010900">Peculiar hatchet wielded by imps.          4441 |   <text id="14010900">Peculiar hatchet wielded by imps.
04431 |                                                                  4442 |
04432 |   The gently undulating forked blade is called an "imp's         4443 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04433 |   <text id="14011000">Peculiar hatchet wielded by imps.          4444 |   <text id="14011000">Peculiar hatchet wielded by imps.
04434 |                                                                  4445 |
04435 |   The gently undulating forked blade is called an "imp's         4446 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04436 |   <text id="14011100">Peculiar hatchet wielded by imps.          4447 |   <text id="14011100">Peculiar hatchet wielded by imps.
04437 |                                                                  4448 |
04438 |   The gently undulating forked blade is called an "imp's         4449 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04439 |   <text id="14011200">Peculiar hatchet wielded by imps.          4450 |   <text id="14011200">Peculiar hatchet wielded by imps.
04440 |                                                                  4451 |
04441 |   The gently undulating forked blade is called an "imp's         4452 |   The gently undulating forked blade is known as an "imp's
      |   tongue" and causes blood loss.</text>                          |   tongue" and causes blood loss.</text>
04442 |   <text id="14020000">Commonly known as a hatchet, this          4453 |   <text id="14020000">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |   variety of axe is an everyday work tool.
04443 |                                                                  4454 |
04444 |   Despite its short reach, it is easy to handle, exceling in     4455 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |   successive attacks.</text>
04445 |   <text id="14020100">Commonly known as a hatchet, this          4456 |   <text id="14020100">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |   variety of axe is an everyday work tool.
04446 |                                                                  4457 |
04447 |   Despite its short reach, it is easy to handle, exceling in     4458 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |   successive attacks.</text>
04448 |   <text id="14020200">Commonly known as a hatchet, this          4459 |   <text id="14020200">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |   variety of axe is an everyday work tool.
04449 |                                                                  4460 |
04450 |   Despite its short reach, it is easy to handle, exceling in     4461 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |   successive attacks.</text>
04451 |   <text id="14020300">Commonly known as a hatchet, this          4462 |   <text id="14020300">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |   variety of axe is an everyday work tool.
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04452 |                                                                  | 4463 |
04453 |   Despite its short reach, it is easy to handle, exceling in     | 4464 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04454 |   <text id="14020400">Commonly known as a hatchet, this          | 4465 |   <text id="14020400">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04455 |                                                                  | 4466 |
04456 |   Despite its short reach, it is easy to handle, exceling in     | 4467 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04457 |   <text id="14020500">Commonly known as a hatchet, this          | 4468 |   <text id="14020500">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04458 |                                                                  | 4469 |
04459 |   Despite its short reach, it is easy to handle, exceling in     | 4470 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04460 |   <text id="14020600">Commonly known as a hatchet, this          | 4471 |   <text id="14020600">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04461 |                                                                  | 4472 |
04462 |   Despite its short reach, it is easy to handle, exceling in     | 4473 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04463 |   <text id="14020700">Commonly known as a hatchet, this          | 4474 |   <text id="14020700">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04464 |                                                                  | 4475 |
04465 |   Despite its short reach, it is easy to handle, exceling in     | 4476 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04466 |   <text id="14020800">Commonly known as a hatchet, this          | 4477 |   <text id="14020800">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04467 |                                                                  | 4478 |
04468 |   Despite its short reach, it is easy to handle, exceling in     | 4479 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04469 |   <text id="14020900">Commonly known as a hatchet, this          | 4480 |   <text id="14020900">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04470 |                                                                  | 4481 |
04471 |   Despite its short reach, it is easy to handle, exceling in     | 4482 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04472 |   <text id="14021000">Commonly known as a hatchet, this          | 4483 |   <text id="14021000">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04473 |                                                                  | 4484 |
04474 |   Despite its short reach, it is easy to handle, exceling in     | 4485 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04475 |   <text id="14021100">Commonly known as a hatchet, this          | 4486 |   <text id="14021100">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04476 |                                                                  | 4487 |
04477 |   Despite its short reach, it is easy to handle, exceling in     | 4488 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04478 |   <text id="14021200">Commonly known as a hatchet, this          | 4489 |   <text id="14021200">Commonly known as a hatchet, this smaller
      |   smaller variety of axe is an everyday work tool.               |      |   variety of axe is an everyday work tool.
04479 |                                                                  | 4490 |
04480 |   Despite its short reach, it is easy to handle, exceling in     | 4491 |   Despite its short reach, it is easy to handle, exceling in
      |   successive attacks.</text>                                     |      |   successive attacks.</text>
04481 |   <text id="14030000">Axe made from a herbivore's skull.         | 4492 |   <text id="14030000">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04482 |                                                                  | 4493 |
04483 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4494 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04484 |   <text id="14030100">Axe made from a herbivore's skull.         | 4495 |   <text id="14030100">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04485 |                                                                  | 4496 |
04486 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4497 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04487 |   <text id="14030200">Axe made from a herbivore's skull.         | 4498 |   <text id="14030200">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04488 |                                                                  | 4499 |
04489 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4500 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04490 |   <text id="14030300">Axe made from a herbivore's skull.         | 4501 |   <text id="14030300">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04491 |                                                                  | 4502 |
04492 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4503 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04493 |   <text id="14030400">Axe made from a herbivore's skull.         | 4504 |   <text id="14030400">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04494 |                                                                  | 4505 |
04495 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4506 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04496 |   <text id="14030500">Axe made from a herbivore's skull.         | 4507 |   <text id="14030500">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04497 |                                                                  | 4508 |
04498 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4509 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04499 |   <text id="14030600">Axe made from a herbivore's skull.         | 4510 |   <text id="14030600">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04500 |                                                                  | 4511 |
04501 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4512 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04502 |   <text id="14030700">Axe made from a herbivore's skull.         | 4513 |   <text id="14030700">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04503 |                                                                  | 4514 |
04504 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4515 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04505 |   <text id="14030800">Axe made from a herbivore's skull.         | 4516 |   <text id="14030800">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04506 |                                                                  | 4517 |
04507 |   This axe is more of a bludgeon; it forgoes a bladed edge,      | 4518 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,          |      |   instead using the beast's molar teeth to buffet foes, dealing
      |   dealing strike damage.</text>                                  |      |   strike damage.</text>
04508 |   <text id="14030900">Axe made from a herbivore's skull.         | 4519 |   <text id="14030900">Axe made from a herbivore's skull. Weapon
      |   Weapon of the ancestral spirit worshippers who disdain         |      |   of the ancestral followers who disdain metal.
      |   metal.                                                         |      |
04509 |                                                                  | 4520 |
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04510 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,
      |   dealing strike damage.</text>
04511 |   <text id="14031000">Axe made from a herbivore's skull.
      |   Weapon of the ancestral spirit worshippers who disdain
      |   metal.
04512 |
04513 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,
      |   dealing strike damage.</text>
04514 |   <text id="14031100">Axe made from a herbivore's skull.
      |   Weapon of the ancestral spirit worshippers who disdain
      |   metal.
04515 |
04516 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,
      |   dealing strike damage.</text>
04517 |   <text id="14031200">Axe made from a herbivore's skull.
      |   Weapon of the ancestral spirit worshippers who disdain
      |   metal.
04518 |
04519 |   This axe is more of a bludgeon; it forgoes a bladed edge,
      |   instead using the beast's molar teeth to buffet foes,
      |   dealing strike damage.</text>
04520 |   <text id="14040000">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04521 |
04522 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04523 |   <text id="14040100">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04524 |
04525 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04526 |   <text id="14040200">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04527 |
04528 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04529 |   <text id="14040300">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04530 |
04531 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04532 |   <text id="14040400">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04533 |
04534 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04535 |   <text id="14040500">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04536 |
04537 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04538 |   <text id="14040600">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04539 |
04540 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04541 |   <text id="14040700">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04542 |
04543 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04544 |   <text id="14040800">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04545 |
04546 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04547 |   <text id="14040900">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04548 |
04549 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04550 |   <text id="14041000">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04551 |
04552 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04553 |   <text id="14041100">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04554 |
04555 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04556 |   <text id="14041200">Fairly large iron cleaver, commonly used
      |   by the maltreated Misbegotten.
04557 |
04558 |   Charged with resentment, these weapons are swung wildly and
      |   relentlessly, often after charging up to foes. </text>
04559 |   <text id="14050000">Unique weapon wielded by young
      |   albinaurics, this sword is modelled after the ripples of a
      |   droplet hitting water, thought to be the origin of their
      |   species.</text>
04560 |   <text id="14050100">Unique weapon wielded by young
      |   albinaurics, this sword is modelled after the ripples of a
      |   droplet hitting water, thought to be the origin of their
      |   species.</text>
04561 |   <text id="14050200">Unique weapon wielded by young
      |   albinaurics, this sword is modelled after the ripples of a
      |   droplet hitting water, thought to be the origin of their
      |   species.</text>
04562 |   <text id="14050300">Unique weapon wielded by young
      |   albinaurics, this sword is modelled after the ripples of a
      |   droplet hitting water, thought to be the origin of their
      |   species.</text>
04563 |   <text id="14050400">Unique weapon wielded by young
      |   albinaurics, this sword is modelled after the ripples of a
      |   droplet hitting water, thought to be the origin of their
      |   species.</text>
04564 |   <text id="14050500">Unique weapon wielded by young
      |   albinaurics, this sword is modelled after the ripples of a
      |   droplet hitting water, thought to be the origin of their
      |   species.</text>
04565 |   <text id="14050600">Unique weapon wielded by young
      |   albinaurics, this sword is modelled after the ripples of a
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4521 |   This axe is more of a bludgeon; it forgoes a bladed edge,
     |   instead using the beast's molar teeth to buffet foes, dealing
     |   strike damage.</text>
4522 |   <text id="14031000">Axe made from a herbivore's skull. Weapon
     |   of the ancestral followers who disdain metal.
4523 |
4524 |   This axe is more of a bludgeon; it forgoes a bladed edge,
     |   instead using the beast's molar teeth to buffet foes, dealing
     |   strike damage.</text>
4525 |   <text id="14031100">Axe made from a herbivore's skull. Weapon
     |   of the ancestral followers who disdain metal.
4526 |
4527 |   This axe is more of a bludgeon; it forgoes a bladed edge,
     |   instead using the beast's molar teeth to buffet foes, dealing
     |   strike damage.</text>
4528 |   <text id="14031200">Axe made from a herbivore's skull. Weapon
     |   of the ancestral followers who disdain metal.
4529 |
4530 |   This axe is more of a bludgeon; it forgoes a bladed edge,
     |   instead using the beast's molar teeth to buffet foes, dealing
     |   strike damage.</text>
4531 |   <text id="14040000">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4532 |
4533 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4534 |   <text id="14040100">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4535 |
4536 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4537 |   <text id="14040200">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4538 |
4539 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4540 |   <text id="14040300">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4541 |
4542 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4543 |   <text id="14040400">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4544 |
4545 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4546 |   <text id="14040500">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4547 |
4548 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4549 |   <text id="14040600">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4550 |
4551 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4552 |   <text id="14040700">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4553 |
4554 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4555 |   <text id="14040800">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4556 |
4557 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4558 |   <text id="14040900">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4559 |
4560 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4561 |   <text id="14041000">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4562 |
4563 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4564 |   <text id="14041100">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4565 |
4566 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4567 |   <text id="14041200">Fairly large iron cleaver, commonly used
     |   by the maltreated Misbegotten.
4568 |
4569 |   Steeped in resentment, these weapons are swung wildly and
     |   relentlessly, often after rushing up to foes. </text>
4570 |   <text id="14050000">Unique weapon wielded by young
     |   Albinaurics, this sword is modelled after the ripples that
     |   are thought to be the origin of their species.
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04566    droplet hitting water, thought to be the origin of their
         species.</text>
         <text id="14050700">Unique weapon wielded by young
         albinaurics, this sword is modelled after the ripples of a
         droplet hitting water, thought to be the origin of their
         species.</text>
04567    <text id="14050800">Unique weapon wielded by young
         albinaurics, this sword is modelled after the ripples of a
         droplet hitting water, thought to be the origin of their
         species.</text>
04568    <text id="14050900">Unique weapon wielded by young
         albinaurics, this sword is modelled after the ripples of a
         droplet hitting water, thought to be the origin of their
         species.</text>
04569    <text id="14051000">Unique weapon wielded by young
         albinaurics, this sword is modelled after the ripples of a
         droplet hitting water, thought to be the origin of their
         species.</text>
04570    <text id="14051100">Unique weapon wielded by young
         albinaurics, this sword is modelled after the ripples of a
         droplet hitting water, thought to be the origin of their
         species.</text>
04571    <text id="14051200">Unique weapon wielded by young
         albinaurics, this sword is modelled after the ripples of a
         droplet hitting water, thought to be the origin of their
         species.</text>
04572    <text id="14060000">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04573
04574    Crafted from human bone.</text>

04575    <text id="14060100">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04576
04577    Crafted from human bone.</text>

04578    <text id="14060200">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04579
04580    Crafted from human bone.</text>

04581    <text id="14060300">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04582
04583    Crafted from human bone.</text>

04584    <text id="14060400">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04585
04586    Crafted from human bone.</text>

04587    <text id="14060500">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04588
04589    Crafted from human bone.</text>

04590    <text id="14060600">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04591
04592    Crafted from human bone.</text>

04593    <text id="14060700">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04594
04595    Crafted from human bone.</text>

04596    <text id="14060800">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04597
04598    Crafted from human bone.</text>

04599    <text id="14060900">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04600
04601    Crafted from human bone.</text>

04602    <text id="14061000">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04603
04604    Crafted from human bone.</text>

04605    <text id="14061100">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04606
04607    Crafted from human bone.</text>

04608    <text id="14061200">Cleaver decorated with flowers and many-
         colored fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
04609
04610    Crafted from human bone.</text>
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4571
4572     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4573     <text id="14050100">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4574
4575     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4576     <text id="14050200">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4577
4578     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4579     <text id="14050300">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4580
4581     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4582     <text id="14050400">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4583
4584     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4585     <text id="14050500">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4586
4587     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4588     <text id="14050600">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4589
4590     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4591     <text id="14050700">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4592
4593     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4594     <text id="14050800">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4595
4596     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4597     <text id="14050900">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4598
4599     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4600     <text id="14051000">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4601
4602     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4603     <text id="14051100">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4604
4605     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4606     <text id="14051200">Unique weapon wielded by young
         Albinaurics, this sword is modelled after the ripples that
         are thought to be the origin of their species.
4607
4608     Its attack power is greatly enhanced with one's arcane
         attribute.</text>
4609     <text id="14060000">Cleaver decorated with many-colored
         fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
4610
4611     Crafted from human bone.
4612     Grants trace amounts of runes upon landing attacks.</text>
4613     <text id="14060100">Cleaver decorated with many-colored
         fabrics. Ceremonial tool used by dancers during the
         festivities of Dominula, Windmill Village.
4614
4615     Crafted from human bone.
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04640   A brave begins battle by crying out their name, a roar enhanced by this weapon.</text>
04641   <text id="14100900">Single-sided axe used by the people of the highlands. A weapon thought to be the mark of the brave.
04642
04643   A brave begins battle by crying out their name, a roar enhanced by this weapon.</text>
04644   <text id="14101000">Single-sided axe used by the people of the highlands. A weapon thought to be the mark of the brave.
04645
04646   A brave begins battle by crying out their name, a roar enhanced by this weapon.</text>
04647   <text id="14101100">Single-sided axe used by the people of the highlands. A weapon thought to be the mark of the brave.
04648
04649   A brave begins battle by crying out their name, a roar enhanced by this weapon.</text>
04650   <text id="14101200">Single-sided axe used by the people of the highlands. A weapon thought to be the mark of the brave.
04651
04652   A brave begins battle by crying out their name, a roar enhanced by this weapon.</text>
04653   <text id="14110000">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04654
04655   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04656   <text id="14110100">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04657
04658   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04659   <text id="14110200">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04660
04661   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04662   <text id="14110300">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04663
04664   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04665   <text id="14110400">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04666
04667   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04668   <text id="14110500">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04669
04670   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04671   <text id="14110600">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04672
04673   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04674   <text id="14110700">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04675
04676   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04677   <text id="14110800">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04678
04679   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04680   <text id="14110900">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04681
04682   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04683   <text id="14111000">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04684
04685   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04686   <text id="14111100">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04687
04688   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04689   <text id="14111200">Hatchet used in ancient sacrificial rite. A deathraptor is depicted as a malevolent deity.
04690
04691   Power from the rite still remains. A small amount of FP is restored upon slaying a foe.</text>
04692   <text id="14120000">Usher of Death, Rosus, who shows the path to the underground crypts throughout the Lands Between is depicted on this ritual axe.
04693
04694   In the past, the dead would easily lose their way, and were sorely in need of a guiding hand.</text>
04695   <text id="14130000">Axe of rotted bronze.
04696   A burial gift devoted to the deaths of heroes.
04697   Pieces of meat clinging to the blade have
04698   begun to form into mortuary wax.</text>
04699   <text id="14130100">Axe of rotted bronze.
04700   A burial gift devoted to the deaths of heroes.
04701   Pieces of meat clinging to the blade have
04702   begun to form into mortuary wax.</text>
04703   <text id="14130200">Axe of rotted bronze.
04704   A burial gift devoted to the deaths of heroes.
04705   Pieces of meat clinging to the blade have
04706   begun to form into mortuary wax.</text>
04707   <text id="14130300">Axe of rotted bronze.
04708   A burial gift devoted to the deaths of heroes.
04709   Pieces of meat clinging to the blade have
04710   begun to form into mortuary wax.</text>
04711   <text id="14130400">Axe of rotted bronze.
04712   A burial gift devoted to the deaths of heroes.
04713   Pieces of meat clinging to the blade have
04714   begun to form into mortuary wax.</text>
04715   <text id="14130500">Axe of rotted bronze.
04716   A burial gift devoted to the deaths of heroes.
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4690    Brave combatants begin battle by crying out their names. Roars are enhanced by this weapon.</text>
4691    <text id="14100900">Single-sided axe used by the warriors of the highlands.
4692
4693    Brave combatants begin battle by crying out their names. Roars are enhanced by this weapon.</text>
4694    <text id="14101000">Single-sided axe used by the warriors of the highlands.
4695
4696    Brave combatants begin battle by crying out their names. Roars are enhanced by this weapon.</text>
4697    <text id="14101100">Single-sided axe used by the warriors of the highlands.
4698
4699    Brave combatants begin battle by crying out their names. Roars are enhanced by this weapon.</text>
4700    <text id="14101200">Single-sided axe used by the warriors of the highlands.
4701
4702    Brave combatants begin battle by crying out their names. Roars are enhanced by this weapon.</text>
4703    <text id="14110000">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4704
4705    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4706    <text id="14110100">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4707
4708    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4709    <text id="14110200">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4710
4711    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4712    <text id="14110300">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4713
4714    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4715    <text id="14110400">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4716
4717    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4718    <text id="14110500">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4719
4720    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4721    <text id="14110600">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4722
4723    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4724    <text id="14110700">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4725
4726    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4727    <text id="14110800">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4728
4729    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4730    <text id="14110900">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4731
4732    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4733    <text id="14111000">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4734
4735    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4736    <text id="14111100">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4737
4738    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4739    <text id="14111200">Hatchet used in ancient sacrificial rite. A Deathbird is depicted as a malevolent deity.
4740
4741    The power of the rite yet lingers. A small amount of FP is restored upon slaying a foe.</text>
4742    <text id="14120000">Usher of Death, Rosus, who shows the path to the catacombs throughout the Lands Between, is depicted on this ritual axe.
4743
4744    The dead easily lose their way, and have always been in sore need of a guiding hand.</text>
4745    <text id="14130000">Axe of rotted bronze.
4746    A burial gift devoted to the deaths of heroes.
4747    Pieces of meat clinging to the blade have
4748    begun to form into mortuary wax.</text>
4749    <text id="14130100">Axe of rotted bronze.
4750    A burial gift devoted to the deaths of heroes.
4751    Pieces of meat clinging to the blade have
4752    begun to form into mortuary wax.</text>
4753    <text id="14130200">Axe of rotted bronze.
4754    A burial gift devoted to the deaths of heroes.
4755    Pieces of meat clinging to the blade have
4756    begun to form into mortuary wax.</text>
4757    <text id="14130300">Axe of rotted bronze.
4758    A burial gift devoted to the deaths of heroes.
4759    Pieces of meat clinging to the blade have
4760    begun to form into mortuary wax.</text>
4761    <text id="14130400">Axe of rotted bronze.
4762    A burial gift devoted to the deaths of heroes.
4763    Pieces of meat clinging to the blade have
4764    begun to form into mortuary wax.</text>
4765    <text id="14130500">Axe of rotted bronze.
4766    A burial gift devoted to the deaths of heroes.
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04717   Pieces of meat clinging to the blade have
04718   begun to form into mortuary wax.</text>
04719   <text id="14130600">Axe of rotted bronze.
04720   A burial gift devoted to the deaths of heroes.
04721   Pieces of meat clinging to the blade have
04722   begun to form into mortuary wax.</text>
04723   <text id="14130700">Axe of rotted bronze.
04724   A burial gift devoted to the deaths of heroes.
04725   Pieces of meat clinging to the blade have
04726   begun to form into mortuary wax.</text>
04727   <text id="14130800">Axe of rotted bronze.
04728   A burial gift devoted to the deaths of heroes.
04729   Pieces of meat clinging to the blade have
04730   begun to form into mortuary wax.</text>
04731   <text id="14130900">Axe of rotted bronze.
04732   A burial gift devoted to the deaths of heroes.
04733   Pieces of meat clinging to the blade have
04734   begun to form into mortuary wax.</text>
04735   <text id="14131000">Axe of rotted bronze.
04736   A burial gift devoted to the deaths of heroes.
04737   Pieces of meat clinging to the blade have
04738   begun to form into mortuary wax.</text>
04739   <text id="14131100">Axe of rotted bronze.
04740   A burial gift devoted to the deaths of heroes.
04741   Pieces of meat clinging to the blade have
04742   begun to form into mortuary wax.</text>
04743   <text id="14131200">Axe of rotted bronze.
04744   A burial gift devoted to the deaths of heroes.
04745   Pieces of meat clinging to the blade have
04746   begun to form into mortuary wax.</text>
04747   <text id="14140000">Battle axe designed to resemble a hawk,
      with its wings comprising the blade. Signature weapon of a
      warrior who strives to remain one with the storm, despite
      being so far from her place of birth.
04748
04749   Her heart is proud, and thereby easily undone.</text>
04750   <text id="15000000">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04751
04752   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04753   <text id="15000100">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04754
04755   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04756   <text id="15000200">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04757
04758   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04759   <text id="15000300">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04760
04761   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04762   <text id="15000400">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04763
04764   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04765   <text id="15000500">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04766
04767   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04768   <text id="15000600">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04769
04770   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04771   <text id="15000700">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04772
04773   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04774   <text id="15000800">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04775
04776   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04777   <text id="15000900">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04778
04779   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04780   <text id="15001000">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04781
04782   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04783   <text id="15001100">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04784
04785   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04786   <text id="15001200">Greataxe akin to a solid lump of iron.
      Recognized as the weapon of choice of badland chieftains.
04787
04788   Too heavy to be wielded by those of merely ordinary
      strength, blows from this axe will flatten enemies, and the
      force of its charged attack is a sight to behold.</text>
04789   <text id="15010000">Large double-sided axe that looks almost
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4767   Pieces of meat clinging to the blade have
4768   begun to form into mortuary wax.</text>
4769   <text id="14130600">Axe of rotted bronze.
4770   A burial gift devoted to the deaths of heroes.
4771   Pieces of meat clinging to the blade have
4772   begun to form into mortuary wax.</text>
4773   <text id="14130700">Axe of rotted bronze.
4774   A burial gift devoted to the deaths of heroes.
4775   Pieces of meat clinging to the blade have
4776   begun to form into mortuary wax.</text>
4777   <text id="14130800">Axe of rotted bronze.
4778   A burial gift devoted to the deaths of heroes.
4779   Pieces of meat clinging to the blade have
4780   begun to form into mortuary wax.</text>
4781   <text id="14130900">Axe of rotted bronze.
4782   A burial gift devoted to the deaths of heroes.
4783   Pieces of meat clinging to the blade have
4784   begun to form into mortuary wax.</text>
4785   <text id="14131000">Axe of rotted bronze.
4786   A burial gift devoted to the deaths of heroes.
4787   Pieces of meat clinging to the blade have
4788   begun to form into mortuary wax.</text>
4789   <text id="14131100">Axe of rotted bronze.
4790   A burial gift devoted to the deaths of heroes.
4791   Pieces of meat clinging to the blade have
4792   begun to form into mortuary wax.</text>
4793   <text id="14131200">Axe of rotted bronze.
4794   A burial gift devoted to the deaths of heroes.
4795   Pieces of meat clinging to the blade have
4796   begun to form into mortuary wax.</text>
4797   <text id="14140000">Battle axe designed to resemble a hawk,
      with its wings comprising the blade. Signature weapon of
      warriors who strive to remain one with the storm, despite
      being so far from their place of birth.
4798
4799   Their hearts are proud, and thereby easily undone.</text>
4800   <text id="15000000">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4801
4802   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4803   <text id="15000100">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4804
4805   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4806   <text id="15000200">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4807
4808   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4809   <text id="15000300">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4810
4811   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4812   <text id="15000400">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4813
4814   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4815   <text id="15000500">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4816
4817   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4818   <text id="15000600">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4819
4820   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4821   <text id="15000700">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4822
4823   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4824   <text id="15000800">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4825
4826   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4827   <text id="15000900">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4828
4829   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4830   <text id="15001000">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4831
4832   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4833   <text id="15001100">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4834
4835   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4836   <text id="15001200">Greataxe akin to a huge lump of iron.
      Recognized as the weapon of choice of badland chieftains.
4837
4838   Too heavy to be wielded by those of merely ordinary strength,
      blows from this axe will flatten enemies, and the force of
      its charged attack is a sight to behold.</text>
4839   <text id="15010000">Oversized double-headed axe with a
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melted.	
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010100">Large double-sided axe that looks almost melted.	<text id="15010100">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010200">Large double-sided axe that looks almost melted.	<text id="15010200">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010300">Large double-sided axe that looks almost melted.	<text id="15010300">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010400">Large double-sided axe that looks almost melted.	<text id="15010400">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010500">Large double-sided axe that looks almost melted.	<text id="15010500">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010600">Large double-sided axe that looks almost melted.	<text id="15010600">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010700">Large double-sided axe that looks almost melted.	<text id="15010700">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010800">Large double-sided axe that looks almost melted.	<text id="15010800">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15010900">Large double-sided axe that looks almost melted.	<text id="15010900">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15011000">Large double-sided axe that looks almost melted.	<text id="15011000">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15011100">Large double-sided axe that looks almost melted.	<text id="15011100">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15011200">Large double-sided axe that looks almost melted.	<text id="15011200">Oversized double-headed axe with a bizarre, almost melted appearance.
Brute strength is the only thing required to wield this weapon, which appears to have taken quite the beating itself.</text>	
<text id="15020000">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.	<text id="15020000">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>	The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
<text id="15020100">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.	<text id="15020100">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>	The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
<text id="15020200">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.	<text id="15020200">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>	The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
<text id="15020300">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.	<text id="15020300">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>	The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
<text id="15020400">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.	<text id="15020400">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>	The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
<text id="15020500">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.	<text id="15020500">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>	The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
<text id="15020600">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of	<text id="15020600">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter

```
04846   slaughter wielded by Omen Hunters.
04847
04848   The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>
04849   <text id="15020700">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.
04850
04851   The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>
04852   <text id="15020800">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.
04853
04854   The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>
04855   <text id="15020900">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.
04856
04857   The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>
04858   <text id="15021000">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.
04859
04860   The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>
04861   <text id="15021100">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.
04862
04863   The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>
04864   <text id="15021200">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omen Hunters.
04865
04866   The hideous horns cause blood loss, and are said to be used as decorations during religious festivals.</text>
04867   <text id="15030000">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04868
04869   Specializes in mowing down foes, making use of its long handle.</text>
04870   <text id="15030100">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04871
04872   Specializes in mowing down foes, making use of its long handle.</text>
04873   <text id="15030200">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04874
04875   Specializes in mowing down foes, making use of its long handle.</text>
04876   <text id="15030300">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04877
04878   Specializes in mowing down foes, making use of its long handle.</text>
04879   <text id="15030400">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04880
04881   Specializes in mowing down foes, making use of its long handle.</text>
04882   <text id="15030500">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04883
04884   Specializes in mowing down foes, making use of its long handle.</text>
04885   <text id="15030600">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04886
04887   Specializes in mowing down foes, making use of its long handle.</text>
04888   <text id="15030700">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04889
04890   Specializes in mowing down foes, making use of its long handle.</text>
04891   <text id="15030800">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04892
04893   Specializes in mowing down foes, making use of its long handle.</text>
04894   <text id="15030900">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04895
04896   Specializes in mowing down foes, making use of its long handle.</text>
04897   <text id="15031000">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04898
04899   Specializes in mowing down foes, making use of its long handle.</text>
04900   <text id="15031100">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
04901
04902   Specializes in mowing down foes, making use of its long handle.</text>
04903   <text id="15031200">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by homesickness.
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4896   wielded by Omenkillers.
4897
4898   The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
4899   <text id="15020700">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
4900
4901   The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
4902   <text id="15020800">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
4903
4904   The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
4905   <text id="15020900">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
4906
4907   The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
4908   <text id="15021000">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
4909
4910   The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
4911   <text id="15021100">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
4912
4913   The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
4914   <text id="15021200">The blade of this huge, loathsome cleaver comprises a row of amputated Omen horns. Weapon of slaughter wielded by Omenkillers.
4915
4916   The hideous horns cause blood loss, adding vibrant colors to the ongoing mayhem.</text>
4917   <text id="15030000">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4918
4919   Specializes in sweeping through foes by making use of its long handle.</text>
4920   <text id="15030100">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4921
4922   Specializes in sweeping through foes by making use of its long handle.</text>
4923   <text id="15030200">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4924
4925   Specializes in sweeping through foes by making use of its long handle.</text>
4926   <text id="15030300">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4927
4928   Specializes in sweeping through foes by making use of its long handle.</text>
4929   <text id="15030400">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4930
4931   Specializes in sweeping through foes by making use of its long handle.</text>
4932   <text id="15030500">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4933
4934   Specializes in sweeping through foes by making use of its long handle.</text>
4935   <text id="15030600">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4936
4937   Specializes in sweeping through foes by making use of its long handle.</text>
4938   <text id="15030700">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4939
4940   Specializes in sweeping through foes by making use of its long handle.</text>
4941   <text id="15030800">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4942
4943   Specializes in sweeping through foes by making use of its long handle.</text>
4944   <text id="15030900">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4945
4946   Specializes in sweeping through foes by making use of its long handle.</text>
4947   <text id="15031000">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4948
4949   Specializes in sweeping through foes by making use of its long handle.</text>
4950   <text id="15031100">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
4951
4952   Specializes in sweeping through foes by making use of its long handle.</text>
4953   <text id="15031200">Greataxe with a large, arcing blade and long handle. The "Crescent Moon" of its name is said to have been spurred by nostalgia.
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04904 |
04905 |   Specializes in mowing down foes, making use of its long
      |   handle.</text>
04906 |   <text id="15040000">Greataxe wielded by Godrick the Grafted.
      |   This golden battleaxe is emblazoned with the figure of a
      |   beast, representing the strength of Godfrey, First Elden
      |   Lord and patriarch of the golden lineage.
04907 |
04908 |   "I command thee kneel! For I am the lord of all that is
      |   golden!"</text>
04909 |   <text id="15050000">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04910 |
04911 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04912 |   <text id="15050100">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04913 |
04914 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04915 |   <text id="15050200">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04916 |
04917 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04918 |   <text id="15050300">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04919 |
04920 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04921 |   <text id="15050400">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04922 |
04923 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04924 |   <text id="15050500">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04925 |
04926 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04927 |   <text id="15050600">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04928 |
04929 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04930 |   <text id="15050700">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04931 |
04932 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04933 |   <text id="15050800">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04934 |
04935 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04936 |   <text id="15050900">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04937 |
04938 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04939 |   <text id="15051000">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04940 |
04941 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04942 |   <text id="15051100">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04943 |
04944 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04945 |   <text id="15051200">Large iron axe with a long handle.
      |   Weapon of the maltreated Misbegotten.
04946 |
04947 |   Making use of the force generating by its length, this
      |   weapon's resentment-charged blows are not easily escaped.</
      |   text>
04948 |   <text id="15060000">A rusty anchor wielded as a weapon. Each
      |   of its four flukes is thick and sharp, enabling piercing
      |   attacks.
04949 |
04950 |   When the Tarnished left the capital and the Lands Between,
      |   one boat alone was said to have been left behind.</text>
04951 |   <text id="15060100">A rusty anchor wielded as a weapon. Each
      |   of its four flukes is thick and sharp, enabling piercing
      |   attacks.
04952 |
04953 |   When the Tarnished left the capital and the Lands Between,
      |   one boat alone was said to have been left behind.</text>
04954 |   <text id="15060200">A rusty anchor wielded as a weapon. Each
      |   of its four flukes is thick and sharp, enabling piercing
      |   attacks.
04955 |
04956 |   When the Tarnished left the capital and the Lands Between,
      |   one boat alone was said to have been left behind.</text>
04957 |   <text id="15060300">A rusty anchor wielded as a weapon. Each
      |   of its four flukes is thick and sharp, enabling piercing
      |   attacks.
04958 |
04959 |   When the Tarnished left the capital and the Lands Between,
      |   one boat alone was said to have been left behind.</text>
04960 |   <text id="15060400">A rusty anchor wielded as a weapon. Each
      |   of its four flukes is thick and sharp, enabling piercing
      |   attacks.
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4954 |
4955 |   Specializes in sweeping through foes by making use of its
     |   long handle.</text>
4956 |   <text id="15040000">Greataxe wielded by Godrick the Grafted.
     |   This golden battleaxe is emblazoned with the figure of a
     |   beast, representing the strength of Godfrey, First Elden Lord
     |   and patriarch of the golden lineage.
4957 |
4958 |   "I command thee kneel! For I am the lord of all that is
     |   golden!"</text>
4959 |   <text id="15050000">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4960 |
4961 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4962 |   <text id="15050100">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4963 |
4964 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4965 |   <text id="15050200">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4966 |
4967 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4968 |   <text id="15050300">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4969 |
4970 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4971 |   <text id="15050400">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4972 |
4973 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4974 |   <text id="15050500">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4975 |
4976 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4977 |   <text id="15050600">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4978 |
4979 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4980 |   <text id="15050700">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4981 |
4982 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4983 |   <text id="15050800">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4984 |
4985 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4986 |   <text id="15050900">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4987 |
4988 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4989 |   <text id="15051000">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4990 |
4991 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4992 |   <text id="15051100">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4993 |
4994 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4995 |   <text id="15051200">Large iron axe with a long handle. Weapon
     |   of the maltreated Misbegotten.
4996 |
4997 |   Making use of the force generated by its length, this
     |   weapon's resentment-charged blows are difficult to stop.</
     |   text>
4998 |   <text id="15060000">A rusty anchor wielded as a weapon. Each
     |   of its four flukes is thick and sharp, enabling piercing
     |   attacks.
4999 |
5000 |   When the Tarnished left the Lands Between with their Lord,
     |   one boat alone was said to have been left behind.</text>
5001 |   <text id="15060100">A rusty anchor wielded as a weapon. Each
     |   of its four flukes is thick and sharp, enabling piercing
     |   attacks.
5002 |
5003 |   When the Tarnished left the Lands Between with their Lord,
     |   one boat alone was said to have been left behind.</text>
5004 |   <text id="15060200">A rusty anchor wielded as a weapon. Each
     |   of its four flukes is thick and sharp, enabling piercing
     |   attacks.
5005 |
5006 |   When the Tarnished left the Lands Between with their Lord,
     |   one boat alone was said to have been left behind.</text>
5007 |   <text id="15060300">A rusty anchor wielded as a weapon. Each
     |   of its four flukes is thick and sharp, enabling piercing
     |   attacks.
5008 |
5009 |   When the Tarnished left the Lands Between with their Lord,
     |   one boat alone was said to have been left behind.</text>
5010 |   <text id="15060400">A rusty anchor wielded as a weapon. Each
     |   of its four flukes is thick and sharp, enabling piercing
     |   attacks.
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04961 |                                                
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05019	Perhaps that is the reason it excels at critical hits.</text>
05020	<text id="15081100">Bulky cleaver attached to a long haft. Said to have been used to dispatch the remnants of defeated armies, felling them like timber.
05021	
05022	Perhaps that is the reason it excels at critical hits.</text>
05023	<text id="15081200">Bulky cleaver attached to a long haft. Said to have been used to dispatch the remnants of defeated armies, felling them like timber.
05024	
05025	Perhaps that is the reason it excels at critical hits.</text>
05026	<text id="15110000">A unique horn in which the power of ancestral spirits fiercely dwells, this large, wing-shaped specimen is wielded as a sacred weapon.
05027	
05028	In the ancestral spirit worshipping faith, these are considered envoys' wings, made to reap the lives of beings which experience no sprouting.</text>
05029	<text id="15120000">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05030	
05031	Restores a very small amount of HP when it strikes an enemy.</text>
05032	<text id="15120100">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05033	
05034	Restores a very small amount of HP when it strikes an enemy.</text>
05035	<text id="15120200">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05036	
05037	Restores a very small amount of HP when it strikes an enemy.</text>
05038	<text id="15120300">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05039	
05040	Restores a very small amount of HP when it strikes an enemy.</text>
05041	<text id="15120400">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05042	
05043	Restores a very small amount of HP when it strikes an enemy.</text>
05044	<text id="15120500">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05045	
05046	Restores a very small amount of HP when it strikes an enemy.</text>
05047	<text id="15120600">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05048	
05049	Restores a very small amount of HP when it strikes an enemy.</text>
05050	<text id="15120700">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05051	
05052	Restores a very small amount of HP when it strikes an enemy.</text>
05053	<text id="15120800">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05054	
05055	Restores a very small amount of HP when it strikes an enemy.</text>
05056	<text id="15120900">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05057	
05058	Restores a very small amount of HP when it strikes an enemy.</text>
05059	<text id="15121000">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05060	
05061	Restores a very small amount of HP when it strikes an enemy.</text>
05062	<text id="15121100">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05063	
05064	Restores a very small amount of HP when it strikes an enemy.</text>
05065	<text id="15121200">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a finger maiden.
05066	
05067	Restores a very small amount of HP when it strikes an enemy.</text>
05068	<text id="15130000">Bronze greataxe wielded by a gargoyle champion.
05069	

5069	Perhaps that is the reason it excels at critical hits.</text>
5070	<text id="15081100">Bulky cleaver welded to a long haft. Said to have been used to dispatch the remnants of defeated armies, felling them like timber.
5071	
5072	Perhaps that is the reason it excels at critical hits.</text>
5073	<text id="15081200">Bulky cleaver welded to a long haft. Said to have been used to dispatch the remnants of defeated armies, felling them like timber.
5074	
5075	Perhaps that is the reason it excels at critical hits.</text>
5076	<text id="15110000">Distinctive horn suffused with the power of ancestral spirits. This large, wing-shaped specimen is wielded as a weapon of spirit worship.
5077	
5078	In the ancestral spirit-worshipping faith, these are considered envoys' wings, made to reap the lives of beings which experience no sprouting.</text>
5079	<text id="15120000">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5080	
5081	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5082	<text id="15120100">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5083	
5084	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5085	<text id="15120200">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5086	
5087	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5088	<text id="15120300">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5089	
5090	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5091	<text id="15120400">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5092	
5093	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5094	<text id="15120500">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5095	
5096	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5097	<text id="15120600">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5098	
5099	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5100	<text id="15120700">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5101	
5102	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5103	<text id="15120800">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5104	
5105	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5106	<text id="15120900">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5107	
5108	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5109	<text id="15121000">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5110	
5111	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5112	<text id="15121100">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5113	
5114	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5115	<text id="15121200">Huge carving knife made to cleanly butcher the human body. Signature weapon of the Ogress Anastasia, known to have eaten countless Tarnished while disguised as a Finger Maiden.
5116	
5117	Restores a very small amount of HP when it squarely strikes an enemy.</text>
5118	<text id="15130000">Bronze greataxe wielded by Valiant Gargoyles.
5119	

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05070 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05071 |   <text id="15130100">Bronze greataxe wielded by a gargoyle
      |   champion.
05072 |
05073 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05074 |   <text id="15130200">Bronze greataxe wielded by a gargoyle
      |   champion.
05075 |
05076 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05077 |   <text id="15130300">Bronze greataxe wielded by a gargoyle
      |   champion.
05078 |
05079 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05080 |   <text id="15130400">Bronze greataxe wielded by a gargoyle
      |   champion.
05081 |
05082 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05083 |   <text id="15130500">Bronze greataxe wielded by a gargoyle
      |   champion.
05084 |
05085 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05086 |   <text id="15130600">Bronze greataxe wielded by a gargoyle
      |   champion.
05087 |
05088 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05089 |   <text id="15130700">Bronze greataxe wielded by a gargoyle
      |   champion.
05090 |
05091 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05092 |   <text id="15130800">Bronze greataxe wielded by a gargoyle
      |   champion.
05093 |
05094 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05095 |   <text id="15130900">Bronze greataxe wielded by a gargoyle
      |   champion.
05096 |
05097 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05098 |   <text id="15131000">Bronze greataxe wielded by a gargoyle
      |   champion.
05099 |
05100 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05101 |   <text id="15131100">Bronze greataxe wielded by a gargoyle
      |   champion.
05102 |
05103 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05104 |   <text id="15131200">Bronze greataxe wielded by a gargoyle
      |   champion.
05105 |
05106 |   Just like the wielder, the missing parts have been mended
      |   with corpse wax; a patchwork of champions.</text>
05107 |   <text id="15140000">Bronze greataxe wielded by a gargoyle
      |   champion, mended with blackened corpse wax.
05108 |
05109 |   Such is the mark of those who serve Maliketh, the Black
      |   Blade.</text>
05110 |   <text id="15140100">Greataxe wielded by the gargoyles
05111 |   serving under Maliketh.</text>
05112 |   <text id="15140200">Greataxe wielded by the gargoyles
05113 |   serving under Maliketh.</text>
05114 |   <text id="15140300">Greataxe wielded by the gargoyles
05115 |   serving under Maliketh.</text>
05116 |   <text id="15140400">Greataxe wielded by the gargoyles
05117 |   serving under Maliketh.</text>
05118 |   <text id="15140500">Greataxe wielded by the gargoyles
05119 |   serving under Maliketh.</text>
05120 |   <text id="15140600">Greataxe wielded by the gargoyles
05121 |   serving under Maliketh.</text>
05122 |   <text id="15140700">Greataxe wielded by the gargoyles
05123 |   serving under Maliketh.</text>
05124 |   <text id="15140800">Greataxe wielded by the gargoyles
05125 |   serving under Maliketh.</text>
05126 |   <text id="15140900">Greataxe wielded by the gargoyles
05127 |   serving under Maliketh.</text>
05128 |   <text id="15141000">Greataxe wielded by the gargoyles
05129 |   serving under Maliketh.</text>
05130 |   <text id="15141100">Greataxe wielded by the gargoyles
05131 |   serving under Maliketh.</text>
05132 |   <text id="15141200">Greataxe wielded by the gargoyles
05133 |   serving under Maliketh.</text>
05134 |   <text id="16000000">A exceedingly plain spear of modest
      |   weight.
05135 |
05136 |   Simple to wield compared to many of its brethren, heavy
      |   attack unleashes a series of consecutive piercing thrusts.</
      |   text>
05137 |   <text id="16000100">A exceedingly plain spear of modest
      |   weight.
05138 |
05139 |   Simple to wield compared to many of its brethren, heavy
      |   attack unleashes a series of consecutive piercing thrusts.</
      |   text>
05140 |   <text id="16000200">A exceedingly plain spear of modest
      |   weight.
05141 |
05142 |   Simple to wield compared to many of its brethren, heavy
      |   attack unleashes a series of consecutive piercing thrusts.</
      |   text>
05143 |   <text id="16000300">A exceedingly plain spear of modest
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5120 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5121 |   <text id="15130100">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5122 |
5123 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5124 |   <text id="15130200">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5125 |
5126 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5127 |   <text id="15130300">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5128 |
5129 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5130 |   <text id="15130400">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5131 |
5132 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5133 |   <text id="15130500">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5134 |
5135 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5136 |   <text id="15130600">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5137 |
5138 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5139 |   <text id="15130700">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5140 |
5141 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5142 |   <text id="15130800">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5143 |
5144 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5145 |   <text id="15130900">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5146 |
5147 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5148 |   <text id="15131000">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5149 |
5150 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5151 |   <text id="15131100">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5152 |
5153 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5154 |   <text id="15131200">Bronze greataxe wielded by Valiant
     |   Gargoyles.
5155 |
5156 |   Just like the wielder, the missing parts have been mended
     |   with corpse wax; a patchwork of champions.</text>
5157 |   <text id="15140000">Bronze greataxe wielded by Valiant
     |   Gargoyles, mended with blackened corpse wax.
5158 |   Deals holy damage.
5159 |
5160 |   Such is the mark of those who serve Maliketh, the Black
     |   Blade.</text>
5161 |   <text id="15140100">Greataxe wielded by the gargoyles
5162 |   serving under Maliketh.</text>
5163 |   <text id="15140200">Greataxe wielded by the gargoyles
5164 |   serving under Maliketh.</text>
5165 |   <text id="15140300">Greataxe wielded by the gargoyles
5166 |   serving under Maliketh.</text>
5167 |   <text id="15140400">Greataxe wielded by the gargoyles
5168 |   serving under Maliketh.</text>
5169 |   <text id="15140500">Greataxe wielded by the gargoyles
5170 |   serving under Maliketh.</text>
5171 |   <text id="15140600">Greataxe wielded by the gargoyles
5172 |   serving under Maliketh.</text>
5173 |   <text id="15140700">Greataxe wielded by the gargoyles
5174 |   serving under Maliketh.</text>
5175 |   <text id="15140800">Greataxe wielded by the gargoyles
5176 |   serving under Maliketh.</text>
5177 |   <text id="15140900">Greataxe wielded by the gargoyles
5178 |   serving under Maliketh.</text>
5179 |   <text id="15141000">Greataxe wielded by the gargoyles
5180 |   serving under Maliketh.</text>
5181 |   <text id="15141100">Greataxe wielded by the gargoyles
5182 |   serving under Maliketh.</text>
5183 |   <text id="15141200">Greataxe wielded by the gargoyles
5184 |   serving under Maliketh.</text>
5185 |   <text id="16000000">An exceedingly plain spear of modest
     |   weight.
5186 |
5187 |   Simple to wield compared to many of its peers, its strong
     |   attack unleashes a series of successive piercing thrusts.
5188 |   </text>
5189 |   <text id="16000100">An exceedingly plain spear of modest
     |   weight.
5190 |
5191 |   Simple to wield compared to many of its peers, its strong
     |   attack unleashes a series of successive piercing thrusts.
5192 |   </text>
5193 |   <text id="16000200">An exceedingly plain spear of modest
     |   weight.
5194 |
5195 |   Simple to wield compared to many of its peers, its strong
     |   attack unleashes a series of successive piercing thrusts.
5196 |   </text>
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weight.

05144
05145   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05146   <text id="16000400">A exceedingly plain spear of modest
        weight.

05147
05148   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05149   <text id="16000500">A exceedingly plain spear of modest
        weight.

05150
05151   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05152   <text id="16000600">A exceedingly plain spear of modest
        weight.

05153
05154   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05155   <text id="16000700">A exceedingly plain spear of modest
        weight.

05156
05157   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05158   <text id="16000800">A exceedingly plain spear of modest
        weight.

05159
05160   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05161   <text id="16000900">A exceedingly plain spear of modest
        weight.

05162
05163   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05164   <text id="16001000">A exceedingly plain spear of modest
        weight.

05165
05166   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05167   <text id="16001100">A exceedingly plain spear of modest
        weight.

05168
05169   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>
05170   <text id="16001200">A exceedingly plain spear of modest
        weight.

05171
05172   Simple to wield compared to many of its brethren, heavy
        attack unleashes a series of consecutive piercing thrusts.</
        text>

05173   <text id="16010000">Weapon comprised of a blade attached to
        a long haft.
05174
05175   A far-reaching piercing weapon, it can be wielded from
        behind the safety of a raised shield. Very effective against
        mounted foes.</text>
05176   <text id="16010100">Weapon comprised of a blade attached to
        a long haft.
05177
05178   A far-reaching piercing weapon, it can be wielded from
        behind the safety of a raised shield. Very effective against
        mounted foes.</text>
05179   <text id="16010200">Weapon comprised of a blade attached to
        a long haft.
05180
05181   A far-reaching piercing weapon, it can be wielded from
        behind the safety of a raised shield. Very effective against
        mounted foes.</text>
05182   <text id="16010300">Weapon comprised of a blade attached to
        a long haft.
05183
05184   A far-reaching piercing weapon, it can be wielded from
        behind the safety of a raised shield. Very effective against
        mounted foes.</text>
05185   <text id="16010400">Weapon comprised of a blade attached to
        a long haft.
05186
05187   A far-reaching piercing weapon, it can be wielded from
        behind the safety of a raised shield. Very effective against
        mounted foes.</text>
05188   <text id="16010500">Weapon comprised of a blade attached to
        a long haft.
05189
05190   A far-reaching piercing weapon, it can be wielded from
        behind the safety of a raised shield. Very effective against
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5197    <text id="16000300">An exceedingly plain spear of modest
        weight.
5198
5199    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5200    </text>

5201    <text id="16000400">An exceedingly plain spear of modest
        weight.
5202
5203    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5204    </text>

5205    <text id="16000500">An exceedingly plain spear of modest
        weight.
5206
5207    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5208    </text>

5209    <text id="16000600">An exceedingly plain spear of modest
        weight.
5210
5211    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5212    </text>

5213    <text id="16000700">An exceedingly plain spear of modest
        weight.
5214
5215    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5216    </text>

5217    <text id="16000800">An exceedingly plain spear of modest
        weight.
5218
5219    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5220    </text>

5221    <text id="16000900">An exceedingly plain spear of modest
        weight.
5222
5223    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5224    </text>

5225    <text id="16001000">An exceedingly plain spear of modest
        weight.
5226
5227    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5228    </text>

5229    <text id="16001100">An exceedingly plain spear of modest
        weight.
5230
5231    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5232    </text>

5233    <text id="16001200">An exceedingly plain spear of modest
        weight.
5234
5235    Simple to wield compared to many of its peers, its strong
        attack unleashes a series of successive piercing thrusts.

5236    </text>
5237    <text id="16010000">Weapon comprised of a blade attached to a
        long haft.
5238
5239    A far-reaching piercing weapon, it can be wielded from behind
        the safety of a raised shield. Very effective against mounted
        foes.</text>
5240    <text id="16010100">Weapon comprised of a blade attached to a
        long haft.
5241
5242    A far-reaching piercing weapon, it can be wielded from behind
        the safety of a raised shield. Very effective against mounted
        foes.</text>
5243    <text id="16010200">Weapon comprised of a blade attached to a
        long haft.
5244
5245    A far-reaching piercing weapon, it can be wielded from behind
        the safety of a raised shield. Very effective against mounted
        foes.</text>
5246    <text id="16010300">Weapon comprised of a blade attached to a
        long haft.
5247
5248    A far-reaching piercing weapon, it can be wielded from behind
        the safety of a raised shield. Very effective against mounted
        foes.</text>
5249    <text id="16010400">Weapon comprised of a blade attached to a
        long haft.
5250
5251    A far-reaching piercing weapon, it can be wielded from behind
        the safety of a raised shield. Very effective against mounted
        foes.</text>
5252    <text id="16010500">Weapon comprised of a blade attached to a
        long haft.
5253
5254    A far-reaching piercing weapon, it can be wielded from behind
        the safety of a raised shield. Very effective against mounted
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mounted foes.</text>
<text id="16010600">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16010700">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16010800">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16010900">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16011000">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16011100">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16011200">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16020000">Spear fashioned from pure crystal; a deed impossible for a human. It is enwreathed with powerful magic. The inscrutable crystalians have but one clear purpose; to safeguard their crystals unto the end. One theory posits that they yearn for the return of their creator who will carve for them new companions.</text>
<text id="16030000">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030100">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030200">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030300">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030400">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030500">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030600">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030700">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030800">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030900">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16031000">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16031100">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16031200">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the clay men who crawl through dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16040000">Spear of the Cleanrot Knights who fought
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foes.</text>
<text id="16010600">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16010700">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16010800">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16010900">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16011000">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16011100">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16011200">Weapon comprised of a blade attached to a long haft.

A far-reaching piercing weapon, it can be wielded from behind the safety of a raised shield. Very effective against mounted foes.</text>
<text id="16020000">Spear fashioned from pure crystal; a deed impossible for a human. Enwreathed with powerful magic, its attack scales with intelligence. The inscrutable Crystalians have but one clear purpose; to safeguard their crystals unto the end. One theory posits that they yearn for the return of their creator who will carve for them new brethren.</text>
<text id="16030000">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030100">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030200">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030300">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030400">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030500">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030600">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030700">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030800">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16030900">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16031000">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16031100">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16031200">Harpoon with a tip made from a sharpened meteorite shard. Wielded by the claymen who infest dynastic remains.

The blade emits a faint light and deals magic damage.</text>
<text id="16040000">Spear of the Cleanrot Knights who fought
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alongside Malenia, Blade of Miquella.
                                                
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05345    In addition to its thrusting attacks,
05346    this highly versatile weapon can be
05347    swung to mow down foes.</text>
05348    <text id="16050900">Spear with a wide tip.
05349
05350    In addition to its thrusting attacks,
05351    this highly versatile weapon can be
05352    swung to mow down foes.</text>
05353    <text id="16051000">Spear with a wide tip.
05354
05355    In addition to its thrusting attacks,
05356    this highly versatile weapon can be
05357    swung to mow down foes.</text>
05358    <text id="16051100">Spear with a wide tip.
05359
05360    In addition to its thrusting attacks,
05361    this highly versatile weapon can be
05362    swung to mow down foes.</text>
05363    <text id="16051200">Spear with a wide tip.
05364
05365    In addition to its thrusting attacks,
05366    this highly versatile weapon can be
05367    swung to mow down foes.</text>
05368    <text id="16060000">Rake decorated with flowers and many-
         colored
05369    fabrics. Ceremonial tool used by dancers during
05370    the festivities of Dominula, Windmill Village.
05371
05372    Crafted from human bone.</text>
05373    <text id="16060100">Rake decorated with flowers and many-
         colored
05374    fabrics. Ceremonial tool used by dancers during
05375    the festivities of Dominula, Windmill Village.
05376
05377    Crafted from human bone.</text>
05378    <text id="16060200">Rake decorated with flowers and many-
         colored
05379    fabrics. Ceremonial tool used by dancers during
05380    the festivities of Dominula, Windmill Village.
05381
05382    Crafted from human bone.</text>
05383    <text id="16060300">Rake decorated with flowers and many-
         colored
05384    fabrics. Ceremonial tool used by dancers during
05385    the festivities of Dominula, Windmill Village.
05386
05387    Crafted from human bone.</text>
05388    <text id="16060400">Rake decorated with flowers and many-
         colored
05389    fabrics. Ceremonial tool used by dancers during
05390    the festivities of Dominula, Windmill Village.
05391
05392    Crafted from human bone.</text>
05393    <text id="16060500">Rake decorated with flowers and many-
         colored
05394    fabrics. Ceremonial tool used by dancers during
05395    the festivities of Dominula, Windmill Village.
05396
05397    Crafted from human bone.</text>
05398    <text id="16060600">Rake decorated with flowers and many-
         colored
05399    fabrics. Ceremonial tool used by dancers during
05400    the festivities of Dominula, Windmill Village.
05401
05402    Crafted from human bone.</text>
05403    <text id="16060700">Rake decorated with flowers and many-
         colored
05404    fabrics. Ceremonial tool used by dancers during
05405    the festivities of Dominula, Windmill Village.
05406
05407    Crafted from human bone.</text>
05408    <text id="16060800">Rake decorated with flowers and many-
         colored
05409    fabrics. Ceremonial tool used by dancers during
05410    the festivities of Dominula, Windmill Village.
05411
05412    Crafted from human bone.</text>
05413    <text id="16060900">Rake decorated with flowers and many-
         colored
05414    fabrics. Ceremonial tool used by dancers during
05415    the festivities of Dominula, Windmill Village.
05416
05417    Crafted from human bone.</text>
05418    <text id="16061000">Rake decorated with flowers and many-
         colored
05419    fabrics. Ceremonial tool used by dancers during
05420    the festivities of Dominula, Windmill Village.
05421
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5393    In addition to its thrusting attacks, this highly versatile
        weapon can be swung to sweep through foes.</text>
5394    <text id="16050900">Spear with a wide tip.
5395
5396    In addition to its thrusting attacks, this highly versatile
        weapon can be swung to sweep through foes.</text>
5397    <text id="16051000">Spear with a wide tip.
5398
5399    In addition to its thrusting attacks, this highly versatile
        weapon can be swung to sweep through foes.</text>
5400    <text id="16051100">Spear with a wide tip.
5401
5402    In addition to its thrusting attacks, this highly versatile
        weapon can be swung to sweep through foes.</text>
5403    <text id="16051200">Spear with a wide tip.
5404
5405    In addition to its thrusting attacks, this highly versatile
        weapon can be swung to sweep through foes.</text>
5406    <text id="16060000">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5407
5408    Crafted from human bone.
5409    Grants trace amounts of runes upon landing attacks.</text>
5410    <text id="16060100">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5411
5412    Crafted from human bone.
5413    Grants trace amounts of runes upon landing attacks.</text>
5414    <text id="16060200">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5415
5416    Crafted from human bone.
5417    Grants trace amounts of runes upon landing attacks.</text>
5418    <text id="16060300">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5419
5420    Crafted from human bone.
5421    Grants trace amounts of runes upon landing attacks.</text>
5422    <text id="16060400">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5423
5424    Crafted from human bone.
5425    Grants trace amounts of runes upon landing attacks.</text>
5426    <text id="16060500">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5427
5428    Crafted from human bone.
5429    Grants trace amounts of runes upon landing attacks.</text>
5430    <text id="16060600">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5431
5432    Crafted from human bone.
5433    Grants trace amounts of runes upon landing attacks.</text>
5434    <text id="16060700">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5435
5436    Crafted from human bone.
5437    Grants trace amounts of runes upon landing attacks.</text>
5438    <text id="16060800">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5439
5440    Crafted from human bone.
5441    Grants trace amounts of runes upon landing attacks.</text>
5442    <text id="16060900">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5443
5444    Crafted from human bone.
5445    Grants trace amounts of runes upon landing attacks.</text>
5446    <text id="16061000">Rake decorated with many-colored fabrics.
        Ceremonial tool used by dancers during the festivities of
        Dominula, Windmill Village.
5447
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05422	Crafted from human bone.</text>
05423	<text id="16061100">Rake decorated with flowers and many-colored
05424	fabrics. Ceremonial tool used by dancers during
05425	the festivities of Dominula, Windmill Village.
05426	
05427	Crafted from human bone.</text>
05428	<text id="16061200">Rake decorated with flowers and many-colored
05429	fabrics. Ceremonial tool used by dancers during
05430	the festivities of Dominula, Windmill Village.
05431	
05432	Crafted from human bone.</text>
05433	<text id="16070000">A longspear featuring an especially lengthy handle.
05434	
05435	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05436	
05437	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05438	<text id="16070100">A longspear featuring an especially lengthy handle.
05439	
05440	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05441	
05442	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05443	<text id="16070200">A longspear featuring an especially lengthy handle.
05444	
05445	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05446	
05447	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05448	<text id="16070300">A longspear featuring an especially lengthy handle.
05449	
05450	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05451	
05452	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05453	<text id="16070400">A longspear featuring an especially lengthy handle.
05454	
05455	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05456	
05457	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05458	<text id="16070500">A longspear featuring an especially lengthy handle.
05459	
05460	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05461	
05462	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05463	<text id="16070600">A longspear featuring an especially lengthy handle.
05464	
05465	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05466	
05467	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05468	<text id="16070700">A longspear featuring an especially lengthy handle.
05469	
05470	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05471	
05472	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05473	<text id="16070800">A longspear featuring an especially lengthy handle.
05474	
05475	Specialized for use from long distances, it boasts the longest reach of any melee weapon.
05476	
05477	Incredibly useful against foes on horseback, but hard to wield in cramped spaces.</text>
05478	<text id="16070900">A longspear featuring an especially lengthy handle.
05479	
05480	Specialized for use from long distances, it boasts the longest reach of any melee weapon.

5448	Crafted from human bone.
5449	Grants trace amounts of runes upon landing attacks.</text>
5450	<text id="16061100">Rake decorated with many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
5451	
5452	Crafted from human bone.
5453	Grants trace amounts of runes upon landing attacks.</text>
5454	<text id="16061200">Rake decorated with many-colored fabrics. Ceremonial tool used by dancers during the festivities of Dominula, Windmill Village.
5455	
5456	Crafted from human bone.
5457	Grants trace amounts of runes upon landing attacks.</text>
5458	<text id="16070000">A longspear featuring an especially lengthy handle.
5459	
5460	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5461	<text id="16070100">A longspear featuring an especially lengthy handle.
5462	
5463	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5464	<text id="16070200">A longspear featuring an especially lengthy handle.
5465	
5466	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5467	<text id="16070300">A longspear featuring an especially lengthy handle.
5468	
5469	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5470	<text id="16070400">A longspear featuring an especially lengthy handle.
5471	
5472	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5473	<text id="16070500">A longspear featuring an especially lengthy handle.
5474	
5475	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5476	<text id="16070600">A longspear featuring an especially lengthy handle.
5477	
5478	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5479	<text id="16070700">A longspear featuring an especially lengthy handle.
5480	
5481	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5482	<text id="16070800">A longspear featuring an especially lengthy handle.
5483	
5484	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>
5485	<text id="16070900">A longspear featuring an especially lengthy handle.
5486	
5487	Specialized for use from long distances, it boasts the longest reach of any melee weapon. Incredibly useful even against foes on horseback, but hard to wield in cramped spaces.</text>

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05481
05482   Incredibly useful against foes on horseback, but hard to
        wield in cramped spaces.</text>
05483   <text id="16071000">A longspear featuring an especially
        lengthy handle.
05484
05485   Specialized for use from long distances, it boasts the
        longest reach of any melee weapon.
05486
05487   Incredibly useful against foes on horseback, but hard to
        wield in cramped spaces.</text>
05488   <text id="16071100">A longspear featuring an especially
        lengthy handle.
05489
05490   Specialized for use from long distances, it boasts the
        longest reach of any melee weapon.
05491
05492   Incredibly useful against foes on horseback, but hard to
        wield in cramped spaces.</text>
05493   <text id="16071200">A longspear featuring an especially
        lengthy handle.
05494
05495   Specialized for use from long distances, it boasts the
        longest reach of any melee weapon.
05496
05497   Incredibly useful against foes on horseback, but hard to
        wield in cramped spaces.</text>
05498   <text id="16080000">Torch fastened to a long pole. Lights up
05499   dark areas, but cannot be raised overhead.
05500
05501   Used by soldiers on watch,
05502   its attacks set foes aflame.</text>
05503   <text id="16090000">Spear whittled from the claws of
        Gransax,
05504   an ancient dragon that once rained calamity
05505   upon the Royal Capital of Leyndell.
05506   The assault was the only time in historical
05507   record that Leyndell's walls have fallen;
05508   an event which marked the dawn of the war
05509   against the ancient dragons.</text>
05510   <text id="16110000">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05511
05512   A weapon of the Land of Reeds, known for its ability to
        perform slashing attacks in addition to standard spear-
        wielding tactics.</text>
05513   <text id="16110100">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05514
05515   A weapon of the Land of Reeds, known for its ability to
        perform slashing attacks in addition to standard spear-
        wielding tactics.</text>
05516   <text id="16110200">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05517
05518   A weapon of the Land of Reeds, known for its ability to
        perform slashing attacks in addition to standard spear-
        wielding tactics.</text>
05519   <text id="16110300">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05520
05521   A weapon of the Land of Reeds, known for its ability to
        perform slashing attacks in addition to standard spear-
        wielding tactics.</text>
05522   <text id="16110400">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05523
05524   A weapon of the Land of Reeds, known for its ability to
        perform slashing attacks in addition to standard spear-
        wielding tactics.</text>
05525   <text id="16110500">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05526
05527   A weapon of the Land of Reeds, known for its ability to
        perform slashing attacks in addition to standard spear-
        wielding tactics.</text>
05528   <text id="16110600">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05529
05530   A weapon of the Land of Reeds, known for its ability to
        perform slashing attacks in addition to standard spear-
        wielding tactics.</text>
05531   <text id="16110700">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05532
05533   A weapon of the Land of Reeds, known for its ability to
        perform slashing attacks in addition to standard spear-
        wielding tactics.</text>
05534   <text id="16110800">Weapon consisting of three blades
        affixed to a long pole. The long central blade closely
        resembles a katana.
05535
05536   A weapon of the Land of Reeds, known for its ability to
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5488    <text id="16071000">A longspear featuring an especially
        lengthy handle.
5489
5490    Specialized for use from long distances, it boasts the
        longest reach of any melee weapon. Incredibly useful even
        against foes on horseback, but hard to wield in cramped
        spaces.</text>
5491    <text id="16071100">A longspear featuring an especially
        lengthy handle.
5492
5493    Specialized for use from long distances, it boasts the
        longest reach of any melee weapon. Incredibly useful even
        against foes on horseback, but hard to wield in cramped
        spaces.</text>
5494    <text id="16071200">A longspear featuring an especially
        lengthy handle.
5495
5496    Specialized for use from long distances, it boasts the
        longest reach of any melee weapon. Incredibly useful even
        against foes on horseback, but hard to wield in cramped
        spaces.</text>
5497    <text id="16080000">Torch fastened to a long pole. Lights up
        dark areas, but cannot be raised overhead.
5498
5499    Used by soldiers on watch, its attacks set foes aflame.</
        text>
5500    <text id="16090000">Spear whittled from the weapon wielded by
        Gransax.
5501    One of the legendary armaments.
5502
5503    A great ancient dragon, Gransax once rained calamity upon the
        Royal Capital—the only time in historical record that
        Leyndell's walls have fallen. This marked the dawn of the war
        against the ancient dragons.</text>
5504    <text id="16110000">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5505
5506    A weapon of the Land of Reeds, known for its ability to be
        wielded as a spear while still being capable of performing
        slashing attacks.</text>
5507    <text id="16110100">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5508
5509    A weapon of the Land of Reeds, known for its ability to be
        wielded as a spear while still being capable of performing
        slashing attacks.</text>
5510    <text id="16110200">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5511
5512    A weapon of the Land of Reeds, known for its ability to be
        wielded as a spear while still being capable of performing
        slashing attacks.</text>
5513    <text id="16110300">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5514
5515    A weapon of the Land of Reeds, known for its ability to be
        wielded as a spear while still being capable of performing
        slashing attacks.</text>
5516    <text id="16110400">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5517
5518    A weapon of the Land of Reeds, known for its ability to be
        wielded as a spear while still being capable of performing
        slashing attacks.</text>
5519    <text id="16110500">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5520
5521    A weapon of the Land of Reeds, known for its ability to be
        wielded as a spear while still being capable of performing
        slashing attacks.</text>
5522    <text id="16110600">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5523
5524    A weapon of the Land of Reeds, known for its ability to be
        wielded as a spear while still being capable of performing
        slashing attacks.</text>
5525    <text id="16110700">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5526
5527    A weapon of the Land of Reeds, known for its ability to be
        wielded as a spear while still being capable of performing
        slashing attacks.</text>
5528    <text id="16110800">Weapon consisting of a three-pronged
        blade affixed to a long pole. The long central blade closely
        resembles a katana.
5529
5530    A weapon of the Land of Reeds, known for its ability to be
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perform slashing attacks in addition to standard spear-wielding tactics.</text>
05537 <text id="16110900">Weapon consisting of three blades affixed to a long pole. The long central blade closely resembles a katana.
05538
05539 A weapon of the Land of Reeds, known for its ability to perform slashing attacks in addition to standard spear-wielding tactics.</text>
05540 <text id="16111000">Weapon consisting of three blades affixed to a long pole. The long central blade closely resembles a katana.
05541
05542 A weapon of the Land of Reeds, known for its ability to perform slashing attacks in addition to standard spear-wielding tactics.</text>
05543 <text id="16111100">Weapon consisting of three blades affixed to a long pole. The long central blade closely resembles a katana.
05544
05545 A weapon of the Land of Reeds, known for its ability to perform slashing attacks in addition to standard spear-wielding tactics.</text>
05546 <text id="16111200">Weapon consisting of three blades affixed to a long pole. The long central blade closely resembles a katana.
05547
05548 A weapon of the Land of Reeds, known for its ability to perform slashing attacks in addition to standard spear-wielding tactics.</text>
05549 <text id="16120000">Ritual spear used by priests of old who were
05550 permitted to come among the deathraptors.
05551
05552 The priests became guardians of the birds


05553 through the rite of Death, which also serves


05554 as an oath sworn to their distant resurrection.</text>
05555 <text id="16130000">Instrument of torture used on nobles behind
05556 the curtain at the Volcano Manor of Mt. Gelmir.
05557
05558 Its numerous spikes pierce the flesh, before


05559 burning in the weapon's flames. The smell


05560 of burnt blood inducing despair in the victim.
05561 A candlestick conceived by a thorough mind.</text>
05562 <text id="16140000">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05563
05564 Weapon of the puppet soldiers utilized by sorcerers.</text>

05565 <text id="16140100">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05566
05567 Weapon of the puppet soldiers utilized by sorcerers.</text>

05568 <text id="16140200">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05569
05570 Weapon of the puppet soldiers utilized by sorcerers.</text>

05571 <text id="16140300">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05572
05573 Weapon of the puppet soldiers utilized by sorcerers.</text>

05574 <text id="16140400">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05575
05576 Weapon of the puppet soldiers utilized by sorcerers.</text>

05577 <text id="16140500">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05578
05579 Weapon of the puppet soldiers utilized by sorcerers.</text>

05580 <text id="16140600">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05581
05582 Weapon of the puppet soldiers utilized by sorcerers.</text>

05583 <text id="16140700">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05584
05585 Weapon of the puppet soldiers utilized by sorcerers.</text>

05586 <text id="16140800">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05587
05588 Weapon of the puppet soldiers utilized by sorcerers.</text>

05589 <text id="16140900">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
05590
05591 Weapon of the puppet soldiers utilized by sorcerers.</text>

05592 <text id="16141000">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when wielded, the spikes induce blood loss.
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wielded as a spear while still being capable of performing slashing attacks.</text>
5531 <text id="16110900">Weapon consisting of a three-pronged blade affixed to a long pole. The long central blade closely resembles a katana.
5532
5533 A weapon of the Land of Reeds, known for its ability to be wielded as a spear while still being capable of performing slashing attacks.</text>
5534 <text id="16111000">Weapon consisting of a three-pronged blade affixed to a long pole. The long central blade closely resembles a katana.
5535
5536 A weapon of the Land of Reeds, known for its ability to be wielded as a spear while still being capable of performing slashing attacks.</text>
5537 <text id="16111100">Weapon consisting of a three-pronged blade affixed to a long pole. The long central blade closely resembles a katana.
5538
5539 A weapon of the Land of Reeds, known for its ability to be wielded as a spear while still being capable of performing slashing attacks.</text>
5540 <text id="16111200">Weapon consisting of a three-pronged blade affixed to a long pole. The long central blade closely resembles a katana.
5541
5542 A weapon of the Land of Reeds, known for its ability to be wielded as a spear while still being capable of performing slashing attacks.</text>
5543 <text id="16120000">Ritual spear used by priests of old who were permitted to come among the Deathbirds.
5544
5545 The priests became guardians of the birds through the rite of Death, which also serves as an oath sworn to their distant resurrection.</text>
5546 <text id="16130000">Instrument of torture used on nobles behind the curtain at the Volcano Manor of Mt. Gelmir.
5547
5548 Its numerous spikes pierce the flesh, then singe the wounds with flame. The smell of burnt blood induces despair in the victim. A candlestick conceived by a thorough mind.</text>
5549 <text id="16140000">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5550
5551 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5552 <text id="16140100">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5553
5554 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5555 <text id="16140200">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5556
5557 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5558 <text id="16140300">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5559
5560 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5561 <text id="16140400">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5562
5563 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5564 <text id="16140500">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5565
5566 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5567 <text id="16140600">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5568
5569 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5570 <text id="16140700">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5571
5572 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5573 <text id="16140800">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5574
5575 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5576 <text id="16140900">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
5577
5578 Weapon of the Marionette Soldiers employed by sorcerers.</text>
5579 <text id="16141000">Weapon comprised of a spiked cylinder attached to a long pole. Capable of dealing strike damage when swung. The spikes induce blood loss.
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05593 |                                                                 | 5580 |
05594 | Weapon of the puppet soldiers utilized by sorcerers.</text>     | 5581 | Weapon of the Marionette Soldiers employed by sorcerers.</
      |                                                                 |      | text>
05595 | <text id="16141100">Weapon comprised of a spiked cylinder       | 5582 | <text id="16141100">Weapon comprised of a spiked cylinder
      | attached to a long pole. Capable of dealing strike damage       |      | attached to a long pole. Capable of dealing strike damage
      | when wielded, the spikes induce blood loss.                     |      | when swung. The spikes induce blood loss.
05596 |                                                                 | 5583 |
05597 | Weapon of the puppet soldiers utilized by sorcerers.</text>     | 5584 | Weapon of the Marionette Soldiers employed by sorcerers.</
      |                                                                 |      | text>
05598 | <text id="16141200">Weapon comprised of a spiked cylinder       | 5585 | <text id="16141200">Weapon comprised of a spiked cylinder
      | attached to a long pole. Capable of dealing strike damage       |      | attached to a long pole. Capable of dealing strike damage
      | when wielded, the spikes induce blood loss.                     |      | when swung. The spikes induce blood loss.
05599 |                                                                 | 5586 |
05600 | Weapon of the puppet soldiers utilized by sorcerers.</text>     | 5587 | Weapon of the Marionette Soldiers employed by sorcerers.</
      |                                                                 |      | text>
05601 | <text id="16150000">Commonly used iron spear with no notable    | 5588 | <text id="16150000">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05602 | The blade is severely rusted.</text>                            | 5589 | The blade is severely rusted.</text>
05603 | <text id="16150100">Commonly used iron spear with no notable    | 5590 | <text id="16150100">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05604 | The blade is severely rusted.</text>                            | 5591 | The blade is severely rusted.</text>
05605 | <text id="16150200">Commonly used iron spear with no notable    | 5592 | <text id="16150200">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05606 | The blade is severely rusted.</text>                            | 5593 | The blade is severely rusted.</text>
05607 | <text id="16150300">Commonly used iron spear with no notable    | 5594 | <text id="16150300">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05608 | The blade is severely rusted.</text>                            | 5595 | The blade is severely rusted.</text>
05609 | <text id="16150400">Commonly used iron spear with no notable    | 5596 | <text id="16150400">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05610 | The blade is severely rusted.</text>                            | 5597 | The blade is severely rusted.</text>
05611 | <text id="16150500">Commonly used iron spear with no notable    | 5598 | <text id="16150500">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05612 | The blade is severely rusted.</text>                            | 5599 | The blade is severely rusted.</text>
05613 | <text id="16150600">Commonly used iron spear with no notable    | 5600 | <text id="16150600">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05614 | The blade is severely rusted.</text>                            | 5601 | The blade is severely rusted.</text>
05615 | <text id="16150700">Commonly used iron spear with no notable    | 5602 | <text id="16150700">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05616 | The blade is severely rusted.</text>                            | 5603 | The blade is severely rusted.</text>
05617 | <text id="16150800">Commonly used iron spear with no notable    | 5604 | <text id="16150800">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05618 | The blade is severely rusted.</text>                            | 5605 | The blade is severely rusted.</text>
05619 | <text id="16150900">Commonly used iron spear with no notable    | 5606 | <text id="16150900">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05620 | The blade is severely rusted.</text>                            | 5607 | The blade is severely rusted.</text>
05621 | <text id="16151000">Commonly used iron spear with no notable    | 5608 | <text id="16151000">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05622 | The blade is severely rusted.</text>                            | 5609 | The blade is severely rusted.</text>
05623 | <text id="16151100">Commonly used iron spear with no notable    | 5610 | <text id="16151100">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05624 | The blade is severely rusted.</text>                            | 5611 | The blade is severely rusted.</text>
05625 | <text id="16151200">Commonly used iron spear with no notable    | 5612 | <text id="16151200">Commonly used iron spear with no notable
      | traits.                                                         |      | traits.
05626 | The blade is severely rusted.</text>                            | 5613 | The blade is severely rusted.</text>
05627 | <text id="16160000">Spear fashioned from pure crystal;          | 5614 | <text id="16160000">Spear fashioned from pure crystal; a deed
      |                                                                 |      | impossible for a human.
05628 | a deed impossible for a human.                                  | 5615 | It festers with scarlet rot.
05629 |                                                                 | 5616 |
05630 | Though physically decayed by scarlet rot,                       | 5617 | Enwreathed with powerful magic, its attack scales with
      |                                                                 |      | intelligence.</text>
05631 | its magic remains potent.</text>                                |      |
05632 | <text id="17010000">Trident of Mohg, Lord of Blood. A sacred    | 5618 | <text id="17010000">Trident of Mohg, Lord of Blood. A sacred
      | spear that will come to symbolize his dynasty.                  |      | spear that will come to symbolize his dynasty.
05633 |                                                                 | 5619 |
05634 | As well as serving as a weapon, it is an instrument of          | 5620 | As well as serving as a weapon, it is an instrument of
      | communion with an outer god who bestows power upon cursed       |      | communion with an outer god who bestows power upon accursed
      | blood. The mother of truth desires a wound.</text>              |      | blood. The mother of truth desires a wound.</text>
05635 | <text id="17020000">Siluria's Tree, weapon of one of the two    | 5621 | <text id="17020000">Siluria's Tree, weapon of one of the two
      |                                                                 |      | honored as foremost among the Crucible Knights.
05636 | honored as foremost among the                                   |      |
05637 | knights of the Crucible.                                        |      |
05638 |                                                                 | 5622 |
05639 | The essence-like matter that formed into the                    | 5623 | The primordial form of the Erdtree is close in nature to life
      |                                                                 |      | itself, and this spear, modeled on its crucible, is imbued
      |                                                                 |      | with ancient holy essence. </text>
05640 | Erdtree was not unlike the Crucible,                            |      |
05641 | after which this spear is patterned.                            |      |
05642 | As such, it is imbued with an ancient holiness.</text>          |      |
05643 | <text id="17030000">Weapon that serves as both greatsword       | 5624 | <text id="17030000">Weapon that serves as both greatsword and
      | and spear. Thought to have been used to hunt an immortal        |      | spear. Thought to have been used to hunt an immortal great
      | great serpent in the distant past, it manifests a long blade    |      | serpent in the distant past, it manifests a long blade of
      | of light when facing such a creature. When their master's       |      | light when facing such a creature. When their master's heroic
      | heroic aspirations degenerated into mere greed, his men         |      | aspirations degenerated into mere greed, his men searched for
      | searched for a weapon with which they might halt their          |      | a weapon with which they might halt their lord.</text>
      | lord.</text>                                                    |      |
05644 | <text id="17050000">War spear burned by a fingerprint, used     | 5625 | <text id="17050000">War spear singed and blistered by
      | by Vyke, Knight of the Roundtable Hold.                         |      | fingers, used by Vyke, Knight of the Roundtable Hold.
05645 |                                                                 | 5626 |
05646 | Like Vyke himself, it has been tormented by the yellow flame    | 5627 | Like Vyke himself, it has been tormented by the yellow flame
      | of frenzy from within.</text>                                   |      | of frenzy from within.</text>
05647 | <text id="17060000">Considered a type of greatspear, this       | 5628 | <text id="17060000">Considered a type of greatspear, this
      | weapon has no blade, but instead features a long, conical       |      | weapon has no blade, but instead features a long, conical
      | body designed to pierce.                                        |      | body designed to pierce.
05648 |                                                                 | 5629 |
05649 | Though heavy and hard to wield, this weapon displays its        | 5630 | Though heavy and hard to wield, this weapon displays its
      | worth in horseback combat whether mounted or even on foot.</    |      | worth in horseback combat whether mounted or even on foot.</
      | text>                                                           |      | text>
05650 | <text id="17060100">Considered a type of greatspear, this       | 5631 | <text id="17060100">Considered a type of greatspear, this
      | weapon has no blade, but instead features a long, conical       |      | weapon has no blade, but instead features a long, conical
      | body designed to pierce.                                        |      | body designed to pierce.
05651 |                                                                 | 5632 |
05652 | Though heavy and hard to wield, this weapon displays its        | 5633 | Though heavy and hard to wield, this weapon displays its
      | worth in horseback combat whether mounted or even on foot.</    |      | worth in horseback combat whether mounted or even on foot.</
      | text>                                                           |      | text>
05653 | <text id="17060200">Considered a type of greatspear, this       | 5634 | <text id="17060200">Considered a type of greatspear, this
      | weapon has no blade, but instead features a long, conical       |      | weapon has no blade, but instead features a long, conical
      | body designed to pierce.                                        |      | body designed to pierce.
05654 |                                                                 | 5635 |
05655 | Though heavy and hard to wield, this weapon displays its        | 5636 | Though heavy and hard to wield, this weapon displays its
      | worth in horseback combat whether mounted or even on foot.</    |      | worth in horseback combat whether mounted or even on foot.</
      | text>                                                           |      | text>
05656 | <text id="17060300">Considered a type of greatspear, this       | 5637 | <text id="17060300">Considered a type of greatspear, this
      | weapon has no blade, but instead features a long, conical       |      | weapon has no blade, but instead features a long, conical
      | body designed to pierce.                                        |      | body designed to pierce.
05657 |                                                                 | 5638 |
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05658 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05659 | <text id="17060400">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05660 |
05661 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05662 | <text id="17060500">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05663 |
05664 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05665 | <text id="17060600">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05666 |
05667 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05668 | <text id="17060700">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05669 |
05670 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05671 | <text id="17060800">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05672 |
05673 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05674 | <text id="17060900">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05675 |
05676 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05677 | <text id="17061000">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05678 |
05679 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05680 | <text id="17061100">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05681 |
05682 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05683 | <text id="17061200">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
05684 |
05685 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
05686 | <text id="17070000">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05687 |
05688 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05689 | <text id="17070100">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05690 |
05691 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05692 | <text id="17070200">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05693 |
05694 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05695 | <text id="17070300">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05696 |
05697 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05698 | <text id="17070400">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05699 |
05700 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05701 | <text id="17070500">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05702 |
05703 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05704 | <text id="17070600">Golden spear with tree-like design.
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5639 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5640 | <text id="17060400">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
5641 |
5642 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5643 | <text id="17060500">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
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5645 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5646 | <text id="17060600">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
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5648 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5649 | <text id="17060700">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
5650 |
5651 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5652 | <text id="17060800">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
5653 |
5654 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5655 | <text id="17060900">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
5656 |
5657 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5658 | <text id="17061000">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
5659 |
5660 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5661 | <text id="17061100">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
5662 |
5663 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5664 | <text id="17061200">Considered a type of greatspear, this weapon has no blade, but instead features a long, conical body designed to pierce.
5665 |
5666 | Though heavy and hard to wield, this weapon displays its worth in horseback combat whether mounted or even on foot.</text>
5667 | <text id="17070000">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5668 | Deals holy damage.
5669 |
5670 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5671 | <text id="17070100">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5672 | Deals holy damage.
5673 |
5674 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5675 | <text id="17070200">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5676 | Deals holy damage.
5677 |
5678 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5679 | <text id="17070300">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5680 | Deals holy damage.
5681 |
5682 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5683 | <text id="17070400">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5684 | Deals holy damage.
5685 |
5686 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5687 | <text id="17070500">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5688 | Deals holy damage.
5689 |
5690 | Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5691 | <text id="17070600">Golden spear with tree-like design.
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Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05705
05706 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05707 <text id="17070700">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05708
05709 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05710 <text id="17070800">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05711
05712 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05713 <text id="17070900">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05714
05715 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05716 <text id="17071000">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05717
05718 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05719 <text id="17071100">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05720
05721 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05722 <text id="17071200">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
05723
05724 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
05725 <text id="18000000">A long-handled polearm that combines the functions of both axe and spear.
05726
05727 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05728 <text id="18000100">A long-handled polearm that combines the functions of both axe and spear.
05729
05730 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05731 <text id="18000200">A long-handled polearm that combines the functions of both axe and spear.
05732
05733 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05734 <text id="18000300">A long-handled polearm that combines the functions of both axe and spear.
05735
05736 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05737 <text id="18000400">A long-handled polearm that combines the functions of both axe and spear.
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05739 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05740 <text id="18000500">A long-handled polearm that combines the functions of both axe and spear.
05741
05742 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05743 <text id="18000600">A long-handled polearm that combines the functions of both axe and spear.
05744
05745 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05746 <text id="18000700">A long-handled polearm that combines the functions of both axe and spear.
05747
05748 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05749 <text id="18000800">A long-handled polearm that combines the functions of both axe and spear.
05750
05751 Can be used to press a single enemy with continuous
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Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5692 Deals holy damage.
5693
5694 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5695 <text id="17070700">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5696 Deals holy damage.
5697
5698 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5699 <text id="17070800">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5700 Deals holy damage.
5701
5702 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5703 <text id="17070900">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5704 Deals holy damage.
5705
5706 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5707 <text id="17071000">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5708 Deals holy damage.
5709
5710 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5711 <text id="17071100">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5712 Deals holy damage.
5713
5714 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5715 <text id="17071200">Golden spear with tree-like design. Wielded by knights employed as palace guards in the Royal Capital of Leyndell.
5716 Deals holy damage.
5717
5718 Requiring superior dexterity to wield, this greatspear can perform consecutive thrust attacks despite its larger size.</text>
5719 <text id="18000000">A long-handled polearm that combines the functions of both axe and spear.
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5721 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5722 <text id="18000100">A long-handled polearm that combines the functions of both axe and spear.
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5724 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5725 <text id="18000200">A long-handled polearm that combines the functions of both axe and spear.
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5727 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5728 <text id="18000300">A long-handled polearm that combines the functions of both axe and spear.
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5730 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5731 <text id="18000400">A long-handled polearm that combines the functions of both axe and spear.
5732
5733 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5734 <text id="18000500">A long-handled polearm that combines the functions of both axe and spear.
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5736 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
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5739 Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
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05753
05754  Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05755  <text id="18001000">A long-handled polearm that combines the functions of both axe and spear.
05756
05757  Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05758  <text id="18001100">A long-handled polearm that combines the functions of both axe and spear.
05759
05760  Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05761  <text id="18001200">A long-handled polearm that combines the functions of both axe and spear.
05762
05763  Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
05764  <text id="18010000">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05765
05766  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05767  <text id="18010100">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05768
05769  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05770  <text id="18010200">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05771
05772  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05773  <text id="18010300">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05774
05775  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05776  <text id="18010400">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05777
05778  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05779  <text id="18010500">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05780
05781  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05782  <text id="18010600">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05783
05784  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05785  <text id="18010700">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05786
05787  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05788  <text id="18010800">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05789
05790  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05791  <text id="18010900">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
05792
05793  Man will never recognize the keen intellect of the pests, evidenced by this spear's uncanny design.</text>
05794  <text id="18011000">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the swamp of Aeonia.
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5746  <text id="18000900">A long-handled polearm that combines the functions of both axe and spear.
5747
5748  Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5749  <text id="18001000">A long-handled polearm that combines the functions of both axe and spear.
5750
5751  Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5752  <text id="18001100">A long-handled polearm that combines the functions of both axe and spear.
5753
5754  Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5755  <text id="18001200">A long-handled polearm that combines the functions of both axe and spear.
5756
5757  Can be used to press a single enemy with continuous thrusting attacks, or swept at groups, taking advantage of its great reach and cleaving blade. A versatile weapon for any situation.</text>
5758  <text id="18010000">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5759  Slightly increases non-physical damage negation.
5760
5761  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5762  <text id="18010100">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5763  Slightly increases non-physical damage negation.
5764
5765  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5766  <text id="18010200">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5767  Slightly increases non-physical damage negation.
5768
5769  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5770  <text id="18010300">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5771  Slightly increases non-physical damage negation.
5772
5773  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5774  <text id="18010400">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5775  Slightly increases non-physical damage negation.
5776
5777  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5778  <text id="18010500">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5779  Slightly increases non-physical damage negation.
5780
5781  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5782  <text id="18010600">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5783  Slightly increases non-physical damage negation.
5784
5785  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5786  <text id="18010700">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5787  Slightly increases non-physical damage negation.
5788
5789  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5790  <text id="18010800">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5791  Slightly increases non-physical damage negation.
5792
5793  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5794  <text id="18010900">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5795  Slightly increases non-physical damage negation.
5796
5797  Though men might recognize the keen intellect of the pests evidenced by this spear's uncanny design, it will never be understood by them.</text>
5798  <text id="18011000">Glaive made from a hard, sharpened shell. Wielded by the pests who emerged from the Swamp of Aeonia.
5799  Slightly increases non-physical damage negation.
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05795
05796  Man will never recognize the keen intellect of the pests,
       evidenced by this spear's uncanny design.</text>
05797  <text id="18011100">Glaive made from a hard, sharpened
       shell. Wielded by the pests who emerged from the swamp of
       Aeonia.
05798
05799  Man will never recognize the keen intellect of the pests,
       evidenced by this spear's uncanny design.</text>
05800  <text id="18011200">Glaive made from a hard, sharpened
       shell. Wielded by the pests who emerged from the swamp of
       Aeonia.
05801
05802  Man will never recognize the keen intellect of the pests,
       evidenced by this spear's uncanny design.</text>
05803  <text id="18020000">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05804
05805  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05806  <text id="18020100">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05807
05808  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05809  <text id="18020200">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05810
05811  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05812  <text id="18020300">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05813
05814  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05815  <text id="18020400">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05816
05817  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05818  <text id="18020500">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05819
05820  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05821  <text id="18020600">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05822
05823  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05824  <text id="18020700">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05825
05826  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05827  <text id="18020800">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05828
05829  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05830  <text id="18020900">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05831
05832  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05833  <text id="18021000">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05834
05835  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05836  <text id="18021100">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05837
05838  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05839  <text id="18021200">This polearm features a beak-like spike
       attached to its head, designed to pierce armor.
05840
05841  Though designed mainly as a thrusting weapon, its long
       handle can be utilised to get around an enemy's guard with a
       sideward sweeping attack.</text>
05842  <text id="18030000">Finely crafted halberd featuring ancient
       ornamentation. Given to knights banished from their homes
       for reasons unclear; perhaps as a mark of reprimand. The
       majority of them were sent to the fringes, where they put
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5800
5801  Though men might recognize the keen intellect of the pests
      evidenced by this spear's uncanny design, it will never be
      understood by them.</text>
5802  <text id="18011100">Glaive made from a hard, sharpened shell.
      Wielded by the pests who emerged from the Swamp of Aeonia.
5803  Slightly increases non-physical damage negation.
5804
5805  Though men might recognize the keen intellect of the pests
      evidenced by this spear's uncanny design, it will never be
      understood by them.</text>
5806  <text id="18011200">Glaive made from a hard, sharpened shell.
      Wielded by the pests who emerged from the Swamp of Aeonia.
5807  Slightly increases non-physical damage negation.
5808
5809  Though men might recognize the keen intellect of the pests
      evidenced by this spear's uncanny design, it will never be
      understood by them.</text>
5810  <text id="18020000">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5811
5812  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5813  <text id="18020100">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5814
5815  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5816  <text id="18020200">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5817
5818  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5819  <text id="18020300">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5820
5821  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5822  <text id="18020400">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5823
5824  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5825  <text id="18020500">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5826
5827  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5828  <text id="18020600">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5829
5830  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5831  <text id="18020700">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5832
5833  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5834  <text id="18020800">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5835
5836  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5837  <text id="18020900">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5838
5839  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5840  <text id="18021000">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5841
5842  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5843  <text id="18021100">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5844
5845  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5846  <text id="18021200">This polearm features a hard, sharpened
      beak-like spike attached to its head, designed to pierce
      armor.
5847
5848  Though designed mainly as a thrusting weapon, its long handle
      can be utilized to get around an enemy's guard with a
      sideward sweeping attack.</text>
5849  <text id="18030000">A finely-crafted halberd intricately
      engraved with an ancient motif.
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down roots with only their own heartbreak for company.</text>	
05843 <text id="18030100">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5850 Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
05844 <text id="18030200">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5851
05845 <text id="18030300">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5852 Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
05846 <text id="18030400">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5853 <text id="18030100">A finely-crafted halberd intricately engraved with an ancient motif.
05847 <text id="18030500">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5854 Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
05848 <text id="18030600">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5855
05849 <text id="18030700">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5856 Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
05850 <text id="18030800">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5857 <text id="18030200">A finely-crafted halberd intricately engraved with an ancient motif.
05851 <text id="18030900">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5858 Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
05852 <text id="18031000">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5859
05853 <text id="18031100">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5860 Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
05854 <text id="18031200">Finely crafted halberd featuring ancient ornamentation. Given to knights banished from their homes for reasons unclear; perhaps as a mark of reprimand. The majority of them were sent to the fringes, where they put down roots with only their own heartbreak for company.</text>	5861 <text id="18030300">A finely-crafted halberd intricately engraved with an ancient motif.
	5862 Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
	5863
	5864 Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
	5865 <text id="18030400">A finely-crafted halberd intricately engraved with an ancient motif.
	5866 Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
	5867
	5868 Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
	5869 <text id="18030500">A finely-crafted halberd intricately engraved with an ancient motif.
	5870 Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
	5871
	5872 Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
	5873 <text id="18030600">A finely-crafted halberd intricately engraved with an ancient motif.
	5874 Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
	5875
	5876 Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
	5877 <text id="18030700">A finely-crafted halberd intricately engraved with an ancient motif.
	5878 Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
	5879
	5880 Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
	5881 <text id="18030800">A finely-crafted halberd intricately engraved with an ancient motif.
	5882 Given to knights who, whether by misfortune or misdeed, were

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05855 |   <text id="18040000">A beaten red battle standard is furled around this time-worn halberd.
05856 |
05857 |   Even after his lord was fled, Commander O'Neil continued to brandish this flag in the devastation of the rot-eaten field of battle, the sole veteran who remembers this battle with pride.</text>
05858 |   <text id="18050000">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05859 |
05860 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05861 |   <text id="18050100">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05862 |
05863 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05864 |   <text id="18050200">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05865 |
05866 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05867 |   <text id="18050300">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05868 |
05869 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05870 |   <text id="18050400">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05871 |
05872 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05873 |   <text id="18050500">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05874 |
05875 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05876 |   <text id="18050600">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05877 |
05878 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05879 |   <text id="18050700">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05880 |
05881 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05882 |   <text id="18050800">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05883 |
05884 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05885 |   <text id="18050900">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05886 |
05887 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05888 |   <text id="18051000">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05889 |
05890 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05891 |   <text id="18051100">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.
05892 |
05893 |   This glaive excels at weighty slash attacks that crash into
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5883 |   forced to abandon their homes.
5884 |
5885 |   Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
5886 |   <text id="18030900">A finely-crafted halberd intricately engraved with an ancient motif.
5887 |   Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
5888 |
5889 |   Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
5890 |   <text id="18031000">A finely-crafted halberd intricately engraved with an ancient motif.
5891 |   Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
5892 |
5893 |   Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
5894 |   <text id="18031100">A finely-crafted halberd intricately engraved with an ancient motif.
5895 |   Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
5896 |
5897 |   Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
5898 |   <text id="18031200">A finely-crafted halberd intricately engraved with an ancient motif.
5899 |   Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
5900 |
5901 |   Most of these knights were sent to the fringes, where they were forced to start anew with only despair for company.</text>
5902 |   <text id="18040000">A beaten red battle standard is furled around this time-worn halberd.
5903 |
5904 |   Even after his lord was fled, Commander O'Neil continued to brandish this flag in the devastation of the rot-eaten field of battle, the sole veteran who remembers this battle with pride.</text>
5905 |   <text id="18050000">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5906 |
5907 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5908 |   <text id="18050100">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5909 |
5910 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5911 |   <text id="18050200">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5912 |
5913 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5914 |   <text id="18050300">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5915 |
5916 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5917 |   <text id="18050400">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5918 |
5919 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5920 |   <text id="18050500">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5921 |
5922 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5923 |   <text id="18050600">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5924 |
5925 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5926 |   <text id="18050700">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5927 |
5928 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5929 |   <text id="18050800">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5930 |
5931 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5932 |   <text id="18050900">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5933 |
5934 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5935 |   <text id="18051000">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5936 |
5937 |   This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
5938 |   <text id="18051100">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
5939 |
5940 |   This glaive excels at weighty slash attacks that crash into
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foes, making it a powerful weapon even on horseback.</text>	foes, making it a powerful weapon even on horseback.</text>
05894 <text id="18051200">A jet black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who prowl the highroads.	5940 <text id="18051200">A jet-black glaive with a blade as weighty as a bludgeon. Weapon of the Night's Cavalry who ride funeral steeds.
05895	5941
05896 This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>	5942 This glaive excels at weighty slash attacks that crash into foes, making it a powerful weapon even on horseback.</text>
05897 <text id="18060000">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5943 <text id="18060000">Weapon wielded by young Albinaurics.
05898 <text id="18060100">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5944
05899 <text id="18060200">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5945 The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
05900 <text id="18060300">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5946 <text id="18060100">Weapon wielded by young Albinaurics.
05901 <text id="18060400">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5947
05902 <text id="18060500">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5948 The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
05903 <text id="18060600">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5949 <text id="18060200">Weapon wielded by young Albinaurics.
05904 <text id="18060700">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5950
05905 <text id="18060800">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5951 The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
05906 <text id="18060900">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5952 <text id="18060300">Weapon wielded by young Albinaurics.
05907 <text id="18061000">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5953
05908 <text id="18061100">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5954 The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
05909 <text id="18061200">Unique weapon wielded by young albinaurics, the blade is said to be modelled after the partial image of a ripple created by a droplet hitting water.</text>	5955 <text id="18060400">Weapon wielded by young Albinaurics.
05910 <text id="18070000">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>	5956
05911 <text id="18070100">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>	5957 The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
05912 <text id="18070200">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>	5958 <text id="18060500">Weapon wielded by young Albinaurics.
05913 <text id="18070300">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>	5959
05914 <text id="18070400">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>	5960 The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
05915 <text id="18070500">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>	5961 <text id="18060600">Weapon wielded by young Albinaurics.
05916 <text id="18070600">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>	5962
05917 <text id="18070700">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>	5963 The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 5918

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05918    <text id="18070800">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
05919    <text id="18070900">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
05920    <text id="18071000">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
05921    <text id="18071100">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
05922    <text id="18071200">This footsoldier's weapon is comprised of a saw blade attached to a long grip. The serrated edge is very effective at inflicting blood loss. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
05923    <text id="18080000">Weighty halberd forged of gold and enwreathed with the Erdtree's holiness. Wielded by the order of Arbor Sentinels, heavily equipped knights.
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 5964

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5964    <text id="18060700">Weapon wielded by young Albinaurics.
5965
5966    The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
5967    <text id="18060800">Weapon wielded by young Albinaurics.
5968
5969    The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
5970    <text id="18060900">Weapon wielded by young Albinaurics.
5971
5972    The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
5973    <text id="18061000">Weapon wielded by young Albinaurics.
5974
5975    The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
5976    <text id="18061100">Weapon wielded by young Albinaurics.
5977
5978    The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
5979    <text id="18061200">Weapon wielded by young Albinaurics.
5980
5981    The blade is said to resemble a partial image of a ripple, and its attack power scales with one's arcane attribute.</text>
5982    <text id="18070000">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5983    <text id="18070100">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5984    <text id="18070200">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5985    <text id="18070300">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5986    <text id="18070400">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5987    <text id="18070500">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5988    <text id="18070600">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5989    <text id="18070700">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5990    <text id="18070800">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss. The saw is said to also be used to cut up bodies to feed the militia, but there are no firsthand witnesses to confirm the dire rumor.</text>
5991    <text id="18070900">A weapon comprised of a saw blade attached to a long grip. Brandished by the vulgar militia, its serrated edge is very effective at inflicting blood loss.
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05964 |   This far-reaching weapon excels at slashing attacks.</text>
05965 |   <text id="18090100">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05966 |
05967 |   This far-reaching weapon excels at slashing attacks.</text>
05968 |   <text id="18090200">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05969 |
05970 |   This far-reaching weapon excels at slashing attacks.</text>
05971 |   <text id="18090300">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05972 |
05973 |   This far-reaching weapon excels at slashing attacks.</text>
05974 |   <text id="18090400">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05975 |
05976 |   This far-reaching weapon excels at slashing attacks.</text>
05977 |   <text id="18090500">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05978 |
05979 |   This far-reaching weapon excels at slashing attacks.</text>
05980 |   <text id="18090600">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05981 |
05982 |   This far-reaching weapon excels at slashing attacks.</text>
05983 |   <text id="18090700">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05984 |
05985 |   This far-reaching weapon excels at slashing attacks.</text>
05986 |   <text id="18090800">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05987 |
05988 |   This far-reaching weapon excels at slashing attacks.</text>
05989 |   <text id="18090900">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05990 |
05991 |   This far-reaching weapon excels at slashing attacks.</text>
05992 |   <text id="18091000">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05993 |
05994 |   This far-reaching weapon excels at slashing attacks.</text>
05995 |   <text id="18091100">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05996 |
05997 |   This far-reaching weapon excels at slashing attacks.</text>
05998 |   <text id="18091200">Weapon comprised of a sharp blade
      |   affixed to a long grip. It is in fact a sickle repurposed to
      |   be a tool of war.
05999 |
06000 |   This far-reaching weapon excels at slashing attacks.</text>
06001 |   <text id="18100000">Intricately detailed silver war sickle
      |   wielded by Loretta, Knight of the Haligtree.
06002 |
06003 |   Originally given for service as a personal guard to Carian
      |   royalty, the weapon's blue glintstone has been replaced with
      |   unalloyed gold.</text>
06004 |   <text id="18110000">Weapon comprising a long handle and
      |   broad blade sharpened from the hard wood of old trees.
06005 |
06006 |   Wielded by guardians of the Minor Erdtrees, known as experts
      |   in the arts of combat. The power of this weapon scales
      |   greatly with dexterity.</text>
06007 |   <text id="18110100">Weapon comprising a long handle and
      |   broad blade sharpened from the hard wood of old trees.
06008 |
06009 |   Wielded by guardians of the Minor Erdtrees, known as experts
      |   in the arts of combat. The power of this weapon scales
      |   greatly with dexterity.</text>
06010 |   <text id="18110200">Weapon comprising a long handle and
      |   broad blade sharpened from the hard wood of old trees.
06011 |
06012 |   Wielded by guardians of the Minor Erdtrees, known as experts
      |   in the arts of combat. The power of this weapon scales
      |   greatly with dexterity.</text>
06013 |   <text id="18110300">Weapon comprising a long handle and
      |   broad blade sharpened from the hard wood of old trees.
06014 |
06015 |   Wielded by guardians of the Minor Erdtrees, known as experts
      |   in the arts of combat. The power of this weapon scales
      |   greatly with dexterity.</text>
06016 |   <text id="18110400">Weapon comprising a long handle and
      |   broad blade sharpened from the hard wood of old trees.
06017 |
06018 |   Wielded by guardians of the Minor Erdtrees, known as experts
      |   in the arts of combat. The power of this weapon scales
      |   greatly with dexterity.</text>
06019 |   <text id="18110500">Weapon comprising a long handle and
      |   broad blade sharpened from the hard wood of old trees.
06020 |
06021 |   Wielded by guardians of the Minor Erdtrees, known as experts
      |   in the arts of combat. The power of this weapon scales
      |   greatly with dexterity.</text>
06022 |   <text id="18110600">Weapon comprising a long handle and
      |   broad blade sharpened from the hard wood of old trees.
06023 |
06024 |   Wielded by guardians of the Minor Erdtrees, known as experts
      |   in the arts of combat. The power of this weapon scales
      |   greatly with dexterity.</text>
06025 |   <text id="18110700">Weapon comprising a long handle and
      |   broad blade sharpened from the hard wood of old trees.
06026 |
06027 |   Wielded by guardians of the Minor Erdtrees, known as experts
      |   in the arts of combat. The power of this weapon scales
      |   greatly with dexterity.</text>
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6049 |   This far-reaching weapon excels at slashing attacks.</text>
6050 |   <text id="18090100">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6051 |
6052 |   This far-reaching weapon excels at slashing attacks.</text>
6053 |   <text id="18090200">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6054 |
6055 |   This far-reaching weapon excels at slashing attacks.</text>
6056 |   <text id="18090300">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6057 |
6058 |   This far-reaching weapon excels at slashing attacks.</text>
6059 |   <text id="18090400">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6060 |
6061 |   This far-reaching weapon excels at slashing attacks.</text>
6062 |   <text id="18090500">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6063 |
6064 |   This far-reaching weapon excels at slashing attacks.</text>
6065 |   <text id="18090600">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6066 |
6067 |   This far-reaching weapon excels at slashing attacks.</text>
6068 |   <text id="18090700">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6069 |
6070 |   This far-reaching weapon excels at slashing attacks.</text>
6071 |   <text id="18090800">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6072 |
6073 |   This far-reaching weapon excels at slashing attacks.</text>
6074 |   <text id="18090900">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6075 |
6076 |   This far-reaching weapon excels at slashing attacks.</text>
6077 |   <text id="18091000">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6078 |
6079 |   This far-reaching weapon excels at slashing attacks.</text>
6080 |   <text id="18091100">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6081 |
6082 |   This far-reaching weapon excels at slashing attacks.</text>
6083 |   <text id="18091200">Weapon comprised of a sharp blade affixed
     |   to a long grip. It is in fact a sickle repurposed to be a
     |   tool of war.
6084 |
6085 |   This far-reaching weapon excels at slashing attacks.</text>
6086 |   <text id="18100000">Intricately crafted silver war sickle
     |   wielded by Loretta, Knight of the Haligtree.
6087 |
6088 |   Originally given for service as a personal guard to Carian
     |   royalty, the weapon's blue glintstone has been replaced with
     |   unalloyed gold.</text>
6089 |   <text id="18110000">Weapon comprising a long handle and broad
     |   blade sharpened from the hard wood of old trees.
6090 |
6091 |   Wielded by guardians of the Minor Erdtrees, known as experts
     |   in the arts of combat. The power of this weapon scales
     |   greatly with dexterity.</text>
6092 |   <text id="18110100">Weapon comprising a long handle and broad
     |   blade sharpened from the hard wood of old trees.
6093 |
6094 |   Wielded by guardians of the Minor Erdtrees, known as experts
     |   in the arts of combat. The power of this weapon scales
     |   greatly with dexterity.</text>
6095 |   <text id="18110200">Weapon comprising a long handle and broad
     |   blade sharpened from the hard wood of old trees.
6096 |
6097 |   Wielded by guardians of the Minor Erdtrees, known as experts
     |   in the arts of combat. The power of this weapon scales
     |   greatly with dexterity.</text>
6098 |   <text id="18110300">Weapon comprising a long handle and broad
     |   blade sharpened from the hard wood of old trees.
6099 |
6100 |   Wielded by guardians of the Minor Erdtrees, known as experts
     |   in the arts of combat. The power of this weapon scales
     |   greatly with dexterity.</text>
6101 |   <text id="18110400">Weapon comprising a long handle and broad
     |   blade sharpened from the hard wood of old trees.
6102 |
6103 |   Wielded by guardians of the Minor Erdtrees, known as experts
     |   in the arts of combat. The power of this weapon scales
     |   greatly with dexterity.</text>
6104 |   <text id="18110500">Weapon comprising a long handle and broad
     |   blade sharpened from the hard wood of old trees.
6105 |
6106 |   Wielded by guardians of the Minor Erdtrees, known as experts
     |   in the arts of combat. The power of this weapon scales
     |   greatly with dexterity.</text>
6107 |   <text id="18110600">Weapon comprising a long handle and broad
     |   blade sharpened from the hard wood of old trees.
6108 |
6109 |   Wielded by guardians of the Minor Erdtrees, known as experts
     |   in the arts of combat. The power of this weapon scales
     |   greatly with dexterity.</text>
6110 |   <text id="18110700">Weapon comprising a long handle and broad
     |   blade sharpened from the hard wood of old trees.
6111 |
6112 |   Wielded by guardians of the Minor Erdtrees, known as experts
     |   in the arts of combat. The power of this weapon scales
     |   greatly with dexterity.</text>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 6028

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 6113

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06028 | <text id="18110800">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
06029 |
06030 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
06031 | <text id="18110900">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
06032 |
06033 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
06034 | <text id="18111000">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
06035 |
06036 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
06037 | <text id="18111100">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
06038 |
06039 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
06040 | <text id="18111200">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
06041 |
06042 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
06043 | <text id="18130000">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06044 | <text id="18130100">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06045 | <text id="18130200">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06046 | <text id="18130300">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06047 | <text id="18130400">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06048 | <text id="18130500">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06049 | <text id="18130600">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06050 | <text id="18130700">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06051 | <text id="18130800">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06052 | <text id="18130900">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06053 | <text id="18131000">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06054 | <text id="18131100">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
06055 | <text id="18131200">A hooked blade attached to a long handle. Weapon of footsoldiers, designed to get around an enemy's shield. Whether it's the reeking aftermath of the site of a battle none dare approach, or a prohibited region better left forgotten, footsoldiers sent to guard these places earn no honor as mere watchmen.</text>
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6113 | <text id="18110800">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
6114 |
6115 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
6116 | <text id="18110900">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
6117 |
6118 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
6119 | <text id="18111000">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
6120 |
6121 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
6122 | <text id="18111100">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
6123 |
6124 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
6125 | <text id="18111200">Weapon comprising a long handle and broad blade sharpened from the hard wood of old trees.
6126 |
6127 | Wielded by guardians of the Minor Erdtrees, known as experts in the arts of combat. The power of this weapon scales greatly with dexterity.</text>
6128 | <text id="18130000">A hooked blade attached to a long handle. Wielded by the vulgar militia, its attacks can slip through an enemy's guard.
6129 |
6130 | The vulgar militia are the undecorated stewards of rancid, scorched battlefields that none dare approach, and forbidden domains better forgotten by the rest of the world.</text>
6131 | <text id="18130100">A hooked blade attached to a long handle. Wielded by the vulgar militia, its attacks can slip through an enemy's guard.
6132 |
6133 | The vulgar militia are the undecorated stewards of rancid, scorched battlefields that none dare approach, and forbidden domains better forgotten by the rest of the world.</text>
6134 | <text id="18130200">A hooked blade attached to a long handle. Wielded by the vulgar militia, its attacks can slip through an enemy's guard.
6135 |
6136 | The vulgar militia are the undecorated stewards of rancid, scorched battlefields that none dare approach, and forbidden domains better forgotten by the rest of the world.</text>
6137 | <text id="18130300">A hooked blade attached to a long handle. Wielded by the vulgar militia, its attacks can slip through an enemy's guard.
6138 |
6139 | The vulgar militia are the undecorated stewards of rancid, scorched battlefields that none dare approach, and forbidden domains better forgotten by the rest of the world.</text>
6140 | <text id="18130400">A hooked blade attached to a long handle. Wielded by the vulgar militia, its attacks can slip through an enemy's guard.
6141 |
6142 | The vulgar militia are the undecorated stewards of rancid, scorched battlefields that none dare approach, and forbidden domains better forgotten by the rest of the world.</text>
6143 | <text id="18130500">A hooked blade attached to a long handle. Wielded by the vulgar militia, its attacks can slip through an enemy's guard.
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06105 | modeled on a dragon.
06106 | A one-of-a-kind masterwork made by
06107 | a weaponsmith who was enamored with
06108 | dragons and their strength.</text>
06109 | <text id="18141100">Relatively large halberd with a striking
      | point
06110 | modeled on a dragon.
06111 | A one-of-a-kind masterwork made by
06112 | a weaponsmith who was enamored with
06113 | dragons and their strength.</text>
06114 | <text id="18141200">Relatively large halberd with a striking
      | point
06115 | modeled on a dragon.
06116 | A one-of-a-kind masterwork made by
06117 | a weaponsmith who was enamored with
06118 | dragons and their strength.</text>
06119 | <text id="18150000">Bronze halberd wielded by a gargoyle
      | champion.
06120 |
06121 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06122 | <text id="18150100">Bronze halberd wielded by a gargoyle
      | champion.
06123 |
06124 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06125 | <text id="18150200">Bronze halberd wielded by a gargoyle
      | champion.
06126 |
06127 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06128 | <text id="18150300">Bronze halberd wielded by a gargoyle
      | champion.
06129 |
06130 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06131 | <text id="18150400">Bronze halberd wielded by a gargoyle
      | champion.
06132 |
06133 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06134 | <text id="18150500">Bronze halberd wielded by a gargoyle
      | champion.
06135 |
06136 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06137 | <text id="18150600">Bronze halberd wielded by a gargoyle
      | champion.
06138 |
06139 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06140 | <text id="18150700">Bronze halberd wielded by a gargoyle
      | champion.
06141 |
06142 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06143 | <text id="18150800">Bronze halberd wielded by a gargoyle
      | champion.
06144 |
06145 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06146 | <text id="18150900">Bronze halberd wielded by a gargoyle
      | champion.
06147 |
06148 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06149 | <text id="18151000">Bronze halberd wielded by a gargoyle
      | champion.
06150 |
06151 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06152 | <text id="18151100">Bronze halberd wielded by a gargoyle
      | champion.
06153 |
06154 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06155 | <text id="18151200">Bronze halberd wielded by a gargoyle
      | champion.
06156 |
06157 | Just like the wielder, the missing parts have been mended
      | with corpse wax; a patchwork of champions.</text>
06158 | <text id="18160000">Bronze halberd wielded by a gargoyle
      | champion, mended with blackened corpse wax.
06159 |
06160 | Such is the mark of those who serve Maliketh, the Black
      | Blade.</text>
06161 | <text id="18160100">Halberd wielded by the gargoyles
06162 | serving under Maliketh.</text>
06163 | <text id="18160200">Halberd wielded by the gargoyles
06164 | serving under Maliketh.</text>
06165 | <text id="18160300">Halberd wielded by the gargoyles
06166 | serving under Maliketh.</text>
06167 | <text id="18160400">Halberd wielded by the gargoyles
06168 | serving under Maliketh.</text>
06169 | <text id="18160500">Halberd wielded by the gargoyles
06170 | serving under Maliketh.</text>
06171 | <text id="18160600">Halberd wielded by the gargoyles
06172 | serving under Maliketh.</text>
06173 | <text id="18160700">Halberd wielded by the gargoyles
06174 | serving under Maliketh.</text>
06175 | <text id="18160800">Halberd wielded by the gargoyles
06176 | serving under Maliketh.</text>
06177 | <text id="18160900">Halberd wielded by the gargoyles
06178 | serving under Maliketh.</text>
06179 | <text id="18161000">Halberd wielded by the gargoyles
06180 | serving under Maliketh.</text>
06181 | <text id="18161100">Halberd wielded by the gargoyles
06182 | serving under Maliketh.</text>
06183 | <text id="18161200">Halberd wielded by the gargoyles
06184 | serving under Maliketh.</text>
06185 | <text id="19000000">Large scythe featuring a long, slender
      | blade. Designed to reap, this weapon rapidly inflicts blood
      | loss while also deftly getting around raised enemy shields.
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6216 | modeled on a dragon.
6217 | A one-of-a-kind masterwork made by
6218 | a weaponsmith who was enamored with
6219 | dragons and their strength.</text>
6220 | <text id="18141100">Relatively large halberd with a striking
     | point
6221 | modeled on a dragon.
6222 | A one-of-a-kind masterwork made by
6223 | a weaponsmith who was enamored with
6224 | dragons and their strength.</text>
6225 | <text id="18141200">Relatively large halberd with a striking
     | point
6226 | modeled on a dragon.
6227 | A one-of-a-kind masterwork made by
6228 | a weaponsmith who was enamored with
6229 | dragons and their strength.</text>
6230 | <text id="18150000">Bronze halberd wielded by Valiant
     | Gargoyles.
6231 |
6232 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6233 | <text id="18150100">Bronze halberd wielded by Valiant
     | Gargoyles.
6234 |
6235 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6236 | <text id="18150200">Bronze halberd wielded by Valiant
     | Gargoyles.
6237 |
6238 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6239 | <text id="18150300">Bronze halberd wielded by Valiant
     | Gargoyles.
6240 |
6241 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6242 | <text id="18150400">Bronze halberd wielded by Valiant
     | Gargoyles.
6243 |
6244 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6245 | <text id="18150500">Bronze halberd wielded by Valiant
     | Gargoyles.
6246 |
6247 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6248 | <text id="18150600">Bronze halberd wielded by Valiant
     | Gargoyles.
6249 |
6250 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6251 | <text id="18150700">Bronze halberd wielded by Valiant
     | Gargoyles.
6252 |
6253 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6254 | <text id="18150800">Bronze halberd wielded by Valiant
     | Gargoyles.
6255 |
6256 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6257 | <text id="18150900">Bronze halberd wielded by Valiant
     | Gargoyles.
6258 |
6259 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6260 | <text id="18151000">Bronze halberd wielded by Valiant
     | Gargoyles.
6261 |
6262 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6263 | <text id="18151100">Bronze halberd wielded by Valiant
     | Gargoyles.
6264 |
6265 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6266 | <text id="18151200">Bronze halberd wielded by Valiant
     | Gargoyles.
6267 |
6268 | Just like the wielder, the missing parts have been mended
     | with corpse wax; a patchwork of champions.</text>
6269 | <text id="18160000">Bronze halberd wielded by Valiant
     | Gargoyles, mended with blackened corpse wax.
6270 | Deals holy damage.
6271 |
6272 | Such is the mark of those who serve Maliketh, the Black
     | Blade.</text>
6273 | <text id="18160100">Halberd wielded by the gargoyles
6274 | serving under Maliketh.</text>
6275 | <text id="18160200">Halberd wielded by the gargoyles
6276 | serving under Maliketh.</text>
6277 | <text id="18160300">Halberd wielded by the gargoyles
6278 | serving under Maliketh.</text>
6279 | <text id="18160400">Halberd wielded by the gargoyles
6280 | serving under Maliketh.</text>
6281 | <text id="18160500">Halberd wielded by the gargoyles
6282 | serving under Maliketh.</text>
6283 | <text id="18160600">Halberd wielded by the gargoyles
6284 | serving under Maliketh.</text>
6285 | <text id="18160700">Halberd wielded by the gargoyles
6286 | serving under Maliketh.</text>
6287 | <text id="18160800">Halberd wielded by the gargoyles
6288 | serving under Maliketh.</text>
6289 | <text id="18160900">Halberd wielded by the gargoyles
6290 | serving under Maliketh.</text>
6291 | <text id="18161000">Halberd wielded by the gargoyles
6292 | serving under Maliketh.</text>
6293 | <text id="18161100">Halberd wielded by the gargoyles
6294 | serving under Maliketh.</text>
6295 | <text id="18161200">Halberd wielded by the gargoyles
6296 | serving under Maliketh.</text>
6297 | <text id="19000000">Large scythe featuring a long, slender
     | blade. Designed to reap, this weapon is capable of rapidly
     | inflicting blood loss while also slipping through an enemy's
     | guard.
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06186	6298
06187	6299
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06188 <text id="19000100">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6300 <text id="19000100">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06189	6301
06190	6302
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06191 <text id="19000200">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6303 <text id="19000200">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06192	6304
06193	6305
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06194 <text id="19000300">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6306 <text id="19000300">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06195	6307
06196	6308
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06197 <text id="19000400">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6309 <text id="19000400">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06198	6310
06199	6311
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06200 <text id="19000500">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6312 <text id="19000500">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06201	6313
06202	6314
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06203 <text id="19000600">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6315 <text id="19000600">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06204	6316
06205	6317
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06206 <text id="19000700">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6318 <text id="19000700">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06207	6319
06208	6320
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06209 <text id="19000800">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6321 <text id="19000800">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06210	6322
06211	6323
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06212 <text id="19000900">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6324 <text id="19000900">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06213	6325
06214	6326
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06215 <text id="19001000">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6327 <text id="19001000">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06216	6328
06217	6329
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06218 <text id="19001100">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6330 <text id="19001100">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06219	6331
06220	6332
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06221 <text id="19001200">Large scythe featuring a long, slender blade. Designed to reap, this weapon rapidly inflicts blood loss while also deftly getting around raised enemy shields.	6333 <text id="19001200">Large scythe featuring a long, slender blade. Designed to reap, this weapon is capable of rapidly inflicting blood loss while also slipping through an enemy's guard.
06222	6334
06223	6335
In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>	In the hands of a highly dexterous wielder it is capable of striking fear into the heart of any foe.</text>
06224 <text id="19010000">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.	6336 <text id="19010000">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06225	6337
06226	6338
This weapon is said to have served as a charm against evil spirits in times of old.</text>	This weapon is said to have served as a charm against evil spirits in times of old.</text>
06227 <text id="19010100">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.	6339 <text id="19010100">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06228	6340
06229	6341
This weapon is said to have served as a charm against evil spirits in times of old.</text>	This weapon is said to have served as a charm against evil spirits in times of old.</text>
06230 <text id="19010200">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.	6342 <text id="19010200">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06231	6343
06232	6344
This weapon is said to have served as a charm against evil spirits in times of old.</text>	This weapon is said to have served as a charm against evil spirits in times of old.</text>
06233 <text id="19010300">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.	6345 <text id="19010300">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06234	6346
06235	6347
This weapon is said to have served as a charm against evil spirits in times of old.</text>	This weapon is said to have served as a charm against evil spirits in times of old.</text>

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06236 | <text id="19010400">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06237 |
06238 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06239 | <text id="19010500">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06240 |
06241 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06242 | <text id="19010600">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06243 |
06244 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06245 | <text id="19010700">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06246 |
06247 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06248 | <text id="19010800">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06249 |
06250 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06251 | <text id="19010900">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06252 |
06253 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06254 | <text id="19011000">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06255 |
06256 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06257 | <text id="19011100">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06258 |
06259 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06260 | <text id="19011200">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
06261 |
06262 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
06263 | <text id="19020000">War scythe of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
06264 |
06265 | This was the weapon of commanders in Malenia's army, and the half-halo blade deals holy damage.</text>
06266 | <text id="19050000">Scythe used both for collecting
06267 | and offering up the dead.
06268 | The blade itself seems to be
06269 | a tortured, maddened thing.</text>
06270 | <text id="19060000">Sacred scythe resembling a pair of white wings. Deals holy damage.
06271 |
06272 | According to pagan belief, white-winged maidens are said to be Death's gentle envoys.</text>
06273 | <text id="20000000">A leather whip. Not originally used for combat, but as an instrument of pain.
06274 |
06275 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
06276 | <text id="20000100">A leather whip. Not originally used for combat, but as an instrument of pain.
06277 |
06278 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
06279 | <text id="20000200">A leather whip. Not originally used for combat, but as an instrument of pain.
06280 |
06281 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
06282 | <text id="20000300">A leather whip. Not originally used for combat, but as an instrument of pain.
06283 |
06284 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
06285 | <text id="20000400">A leather whip. Not originally used for combat, but as an instrument of pain.
06286 |
06287 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
06288 | <text id="20000500">A leather whip. Not originally used for combat, but as an instrument of pain.
06289 |
06290 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
06291 | <text id="20000600">A leather whip. Not originally used for combat, but as an instrument of pain.
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6348 | <text id="19010400">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6349 |
6350 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6351 | <text id="19010500">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6352 |
6353 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6354 | <text id="19010600">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6355 |
6356 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6357 | <text id="19010700">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6358 |
6359 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6360 | <text id="19010800">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6361 |
6362 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6363 | <text id="19010900">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6364 |
6365 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6366 | <text id="19011000">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6367 |
6368 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6369 | <text id="19011100">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6370 |
6371 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6372 | <text id="19011200">Greatscythe comprised of a large blade affixed to a crooked stick. Weapon wielded by the aged grave keepers who tend the forgotten graveyards throughout the Lands Between.
6373 |
6374 | This weapon is said to have served as a charm against evil spirits in times of old.</text>
6375 | <text id="19020000">War scythe of the Cleanrot Knights who fought alongside Malenia, Blade of Miquella.
6376 |
6377 | This was the weapon of commanders in Malenia's army, and the half-halo blade deals holy damage.</text>
6378 | <text id="19050000">Scythe used both for collecting
6379 | and offering up the dead.
6380 | The blade itself seems to be
6381 | a tortured, maddened thing.</text>
6382 | <text id="19060000">Sacred scythe resembling a pair of white wings. Deals holy damage.
6383 |
6384 | According to pagan belief, white-winged maidens are said to be Death's gentle envoys.</text>
6385 | <text id="20000000">A leather whip. Not originally used for combat, but as an instrument of pain.
6386 |
6387 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
6388 | <text id="20000100">A leather whip. Not originally used for combat, but as an instrument of pain.
6389 |
6390 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
6391 | <text id="20000200">A leather whip. Not originally used for combat, but as an instrument of pain.
6392 |
6393 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
6394 | <text id="20000300">A leather whip. Not originally used for combat, but as an instrument of pain.
6395 |
6396 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
6397 | <text id="20000400">A leather whip. Not originally used for combat, but as an instrument of pain.
6398 |
6399 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
6400 | <text id="20000500">A leather whip. Not originally used for combat, but as an instrument of pain.
6401 |
6402 | Though its supple attacks cannot be thwarted by parrying or even guarding, it is incapable of dealing critical hits.</text>
6403 | <text id="20000600">A leather whip. Not originally used for combat, but as an instrument of pain.
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06292 |                                                                  6404 |
06293 |   Though its supple attacks cannot be thwarted by parrying or    6405 |   Though its supple attacks cannot be thwarted by parrying or
      |   even guarding, it is incapable of dealing critical hits.</     |   even guarding, it is incapable of dealing critical hits.</
      |   text>                                                          |   text>
06294 |   <text id="20000700">A leather whip. Not originally used for    6406 |   <text id="20000700">A leather whip. Not originally used for
      |   combat, but as an instrument of pain.                          |   combat, but as an instrument of pain.
06295 |                                                                  6407 |
06296 |   Though its supple attacks cannot be thwarted by parrying or    6408 |   Though its supple attacks cannot be thwarted by parrying or
      |   even guarding, it is incapable of dealing critical hits.</     |   even guarding, it is incapable of dealing critical hits.</
      |   text>                                                          |   text>
06297 |   <text id="20000800">A leather whip. Not originally used for    6409 |   <text id="20000800">A leather whip. Not originally used for
      |   combat, but as an instrument of pain.                          |   combat, but as an instrument of pain.
06298 |                                                                  6410 |
06299 |   Though its supple attacks cannot be thwarted by parrying or    6411 |   Though its supple attacks cannot be thwarted by parrying or
      |   even guarding, it is incapable of dealing critical hits.</     |   even guarding, it is incapable of dealing critical hits.</
      |   text>                                                          |   text>
06300 |   <text id="20000900">A leather whip. Not originally used for    6412 |   <text id="20000900">A leather whip. Not originally used for
      |   combat, but as an instrument of pain.                          |   combat, but as an instrument of pain.
06301 |                                                                  6413 |
06302 |   Though its supple attacks cannot be thwarted by parrying or    6414 |   Though its supple attacks cannot be thwarted by parrying or
      |   even guarding, it is incapable of dealing critical hits.</     |   even guarding, it is incapable of dealing critical hits.</
      |   text>                                                          |   text>
06303 |   <text id="20001000">A leather whip. Not originally used for    6415 |   <text id="20001000">A leather whip. Not originally used for
      |   combat, but as an instrument of pain.                          |   combat, but as an instrument of pain.
06304 |                                                                  6416 |
06305 |   Though its supple attacks cannot be thwarted by parrying or    6417 |   Though its supple attacks cannot be thwarted by parrying or
      |   even guarding, it is incapable of dealing critical hits.</     |   even guarding, it is incapable of dealing critical hits.</
      |   text>                                                          |   text>
06306 |   <text id="20001100">A leather whip. Not originally used for    6418 |   <text id="20001100">A leather whip. Not originally used for
      |   combat, but as an instrument of pain.                          |   combat, but as an instrument of pain.
06307 |                                                                  6419 |
06308 |   Though its supple attacks cannot be thwarted by parrying or    6420 |   Though its supple attacks cannot be thwarted by parrying or
      |   even guarding, it is incapable of dealing critical hits.</     |   even guarding, it is incapable of dealing critical hits.</
      |   text>                                                          |   text>
06309 |   <text id="20001200">A leather whip. Not originally used for    6421 |   <text id="20001200">A leather whip. Not originally used for
      |   combat, but as an instrument of pain.                          |   combat, but as an instrument of pain.
06310 |                                                                  6422 |
06311 |   Though its supple attacks cannot be thwarted by parrying or    6423 |   Though its supple attacks cannot be thwarted by parrying or
      |   even guarding, it is incapable of dealing critical hits.</     |   even guarding, it is incapable of dealing critical hits.</
      |   text>                                                          |   text>
06312 |   <text id="20020000">Hefty whip covered in crimson thorns.      6424 |   <text id="20020000">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06313 |                                                                  6425 |
06314 |   Very effective at inflicting blood loss.</text>                6426 |   Very effective at inflicting blood loss.</text>
06315 |   <text id="20020100">Hefty whip covered in crimson thorns.      6427 |   <text id="20020100">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06316 |                                                                  6428 |
06317 |   Very effective at inflicting blood loss.</text>                6429 |   Very effective at inflicting blood loss.</text>
06318 |   <text id="20020200">Hefty whip covered in crimson thorns.      6430 |   <text id="20020200">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06319 |                                                                  6431 |
06320 |   Very effective at inflicting blood loss.</text>                6432 |   Very effective at inflicting blood loss.</text>
06321 |   <text id="20020300">Hefty whip covered in crimson thorns.      6433 |   <text id="20020300">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06322 |                                                                  6434 |
06323 |   Very effective at inflicting blood loss.</text>                6435 |   Very effective at inflicting blood loss.</text>
06324 |   <text id="20020400">Hefty whip covered in crimson thorns.      6436 |   <text id="20020400">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06325 |                                                                  6437 |
06326 |   Very effective at inflicting blood loss.</text>                6438 |   Very effective at inflicting blood loss.</text>
06327 |   <text id="20020500">Hefty whip covered in crimson thorns.      6439 |   <text id="20020500">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06328 |                                                                  6440 |
06329 |   Very effective at inflicting blood loss.</text>                6441 |   Very effective at inflicting blood loss.</text>
06330 |   <text id="20020600">Hefty whip covered in crimson thorns.      6442 |   <text id="20020600">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06331 |                                                                  6443 |
06332 |   Very effective at inflicting blood loss.</text>                6444 |   Very effective at inflicting blood loss.</text>
06333 |   <text id="20020700">Hefty whip covered in crimson thorns.      6445 |   <text id="20020700">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06334 |                                                                  6446 |
06335 |   Very effective at inflicting blood loss.</text>                6447 |   Very effective at inflicting blood loss.</text>
06336 |   <text id="20020800">Hefty whip covered in crimson thorns.      6448 |   <text id="20020800">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06337 |                                                                  6449 |
06338 |   Very effective at inflicting blood loss.</text>                6450 |   Very effective at inflicting blood loss.</text>
06339 |   <text id="20020900">Hefty whip covered in crimson thorns.      6451 |   <text id="20020900">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06340 |                                                                  6452 |
06341 |   Very effective at inflicting blood loss.</text>                6453 |   Very effective at inflicting blood loss.</text>
06342 |   <text id="20021000">Hefty whip covered in crimson thorns.      6454 |   <text id="20021000">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06343 |                                                                  6455 |
06344 |   Very effective at inflicting blood loss.</text>                6456 |   Very effective at inflicting blood loss.</text>
06345 |   <text id="20021100">Hefty whip covered in crimson thorns.      6457 |   <text id="20021100">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
      |                                                                  |   image of the briars of sin.
06346 |                                                                  6458 |
06347 |   Very effective at inflicting blood loss.</text>                6459 |   Very effective at inflicting blood loss.</text>
06348 |   <text id="20021200">Hefty whip covered in crimson thorns.      6460 |   <text id="20021200">Hefty whip covered in crimson thorns.
      |   Weapon of the prelates who lead the Fire Monks. A device of    |   Weapon of the Prelates who lead the Fire Monks. A device of
      |   fearsome religious encouragement, the briars represent sins.   |   fearsome religious encouragement, it is fashioned in the
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06349 |
06350 |  Very effective at inflicting blood loss.</text>
06351 |  <text id="20030000">This charm is a three pronged
      |  candlestick with solid flames formed of the magma of Mt.
      |  Gelmir.
06352 |
06353 |  When wielded as a weapon, the flames become supple whips of
      |  lava.</text>
06354 |  <text id="20030100">Whip with a unique three-headed shape.
06355 |
06356 |  The power of flame dwells within, and when
06357 |  imbued with magic, lava spews from its end.</text>
06358 |  <text id="20030200">Whip with a unique three-headed shape.
06359 |
06360 |  The power of flame dwells within, and when
06361 |  imbued with magic, lava spews from its end.</text>
06362 |  <text id="20030300">Whip with a unique three-headed shape.
06363 |
06364 |  The power of flame dwells within, and when
06365 |  imbued with magic, lava spews from its end.</text>
06366 |  <text id="20030400">Whip with a unique three-headed shape.
06367 |
06368 |  The power of flame dwells within, and when
06369 |  imbued with magic, lava spews from its end.</text>
06370 |  <text id="20030500">Whip with a unique three-headed shape.
06371 |
06372 |  The power of flame dwells within, and when
06373 |  imbued with magic, lava spews from its end.</text>
06374 |  <text id="20030600">Whip with a unique three-headed shape.
06375 |
06376 |  The power of flame dwells within, and when
06377 |  imbued with magic, lava spews from its end.</text>
06378 |  <text id="20030700">Whip with a unique three-headed shape.
06379 |
06380 |  The power of flame dwells within, and when
06381 |  imbued with magic, lava spews from its end.</text>
06382 |  <text id="20030800">Whip with a unique three-headed shape.
06383 |
06384 |  The power of flame dwells within, and when
06385 |  imbued with magic, lava spews from its end.</text>
06386 |  <text id="20030900">Whip with a unique three-headed shape.
06387 |
06388 |  The power of flame dwells within, and when
06389 |  imbued with magic, lava spews from its end.</text>
06390 |  <text id="20031000">Whip with a unique three-headed shape.
06391 |
06392 |  The power of flame dwells within, and when
06393 |  imbued with magic, lava spews from its end.</text>
06394 |  <text id="20031100">Whip with a unique three-headed shape.
06395 |
06396 |  The power of flame dwells within, and when
06397 |  imbued with magic, lava spews from its end.</text>
06398 |  <text id="20031200">Whip with a unique three-headed shape.
06399 |
06400 |  The power of flame dwells within, and when
06401 |  imbued with magic, lava spews from its end.</text>
06402 |  <text id="20050000">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
      |  is handed down through the generations of the illustrious
      |  House Hoslow.
06403 |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
06404 |  "The tale of House Hoslow is told in blood."</text>
06405 |  <text id="20050100">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
      |  is handed down through the generations of the illustrious
      |  House Hoslow.
06406 |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
06407 |  "The tale of House Hoslow is told in blood."</text>
06408 |  <text id="20050200">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
      |  is handed down through the generations of the illustrious
      |  House Hoslow.
06409 |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
06410 |  "The tale of House Hoslow is told in blood."</text>
06411 |  <text id="20050300">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
      |  is handed down through the generations of the illustrious
      |  House Hoslow.
06412 |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
06413 |  "The tale of House Hoslow is told in blood."</text>
06414 |  <text id="20050400">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
      |  is handed down through the generations of the illustrious
      |  House Hoslow.
06415 |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
06416 |  "The tale of House Hoslow is told in blood."</text>
06417 |  <text id="20050500">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
      |  is handed down through the generations of the illustrious
      |  House Hoslow.
06418 |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
06419 |  "The tale of House Hoslow is told in blood."</text>
06420 |  <text id="20050600">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
      |  is handed down through the generations of the illustrious
      |  House Hoslow.
06421 |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
06422 |  "The tale of House Hoslow is told in blood."</text>
06423 |  <text id="20050700">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
      |  is handed down through the generations of the illustrious
      |  House Hoslow.
06424 |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
06425 |  "The tale of House Hoslow is told in blood."</text>
06426 |  <text id="20050800">Metal whip formed of chain-link blades
      |  that have the appearance of flower petals. This work of art
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      |  image of the briars of sin.
6461  |
6462  |  Very effective at inflicting blood loss.</text>
6463  |  <text id="20030000">This ritual implement is a three pronged
      |  candlestick with solid flames formed of the magma of Mt.
      |  Gelmir.
6464  |
6465  |  When wielded as a weapon, the flames become supple whips of
      |  lava.</text>
6466  |  <text id="20030100">Whip with a unique three-headed shape.
6467  |
6468  |  The power of flame dwells within, and when
6469  |  imbued with magic, lava spews from its end.</text>
6470  |  <text id="20030200">Whip with a unique three-headed shape.
6471  |
6472  |  The power of flame dwells within, and when
6473  |  imbued with magic, lava spews from its end.</text>
6474  |  <text id="20030300">Whip with a unique three-headed shape.
6475  |
6476  |  The power of flame dwells within, and when
6477  |  imbued with magic, lava spews from its end.</text>
6478  |  <text id="20030400">Whip with a unique three-headed shape.
6479  |
6480  |  The power of flame dwells within, and when
6481  |  imbued with magic, lava spews from its end.</text>
6482  |  <text id="20030500">Whip with a unique three-headed shape.
6483  |
6484  |  The power of flame dwells within, and when
6485  |  imbued with magic, lava spews from its end.</text>
6486  |  <text id="20030600">Whip with a unique three-headed shape.
6487  |
6488  |  The power of flame dwells within, and when
6489  |  imbued with magic, lava spews from its end.</text>
6490  |  <text id="20030700">Whip with a unique three-headed shape.
6491  |
6492  |  The power of flame dwells within, and when
6493  |  imbued with magic, lava spews from its end.</text>
6494  |  <text id="20030800">Whip with a unique three-headed shape.
6495  |
6496  |  The power of flame dwells within, and when
6497  |  imbued with magic, lava spews from its end.</text>
6498  |  <text id="20030900">Whip with a unique three-headed shape.
6499  |
6500  |  The power of flame dwells within, and when
6501  |  imbued with magic, lava spews from its end.</text>
6502  |  <text id="20031000">Whip with a unique three-headed shape.
6503  |
6504  |  The power of flame dwells within, and when
6505  |  imbued with magic, lava spews from its end.</text>
6506  |  <text id="20031100">Whip with a unique three-headed shape.
6507  |
6508  |  The power of flame dwells within, and when
6509  |  imbued with magic, lava spews from its end.</text>
6510  |  <text id="20031200">Whip with a unique three-headed shape.
6511  |
6512  |  The power of flame dwells within, and when
6513  |  imbued with magic, lava spews from its end.</text>
6514  |  <text id="20050000">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
      |  work of art is handed down through the generations of the
      |  illustrious House Hoslow.
6515  |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
6516  |  "The tale of House Hoslow is told in blood."</text>
6517  |  <text id="20050100">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
      |  work of art is handed down through the generations of the
      |  illustrious House Hoslow.
6518  |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
6519  |  "The tale of House Hoslow is told in blood."</text>
6520  |  <text id="20050200">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
      |  work of art is handed down through the generations of the
      |  illustrious House Hoslow.
6521  |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
6522  |  "The tale of House Hoslow is told in blood."</text>
6523  |  <text id="20050300">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
      |  work of art is handed down through the generations of the
      |  illustrious House Hoslow.
6524  |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
6525  |  "The tale of House Hoslow is told in blood."</text>
6526  |  <text id="20050400">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
      |  work of art is handed down through the generations of the
      |  illustrious House Hoslow.
6527  |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
6528  |  "The tale of House Hoslow is told in blood."</text>
6529  |  <text id="20050500">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
      |  work of art is handed down through the generations of the
      |  illustrious House Hoslow.
6530  |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
6531  |  "The tale of House Hoslow is told in blood."</text>
6532  |  <text id="20050600">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
      |  work of art is handed down through the generations of the
      |  illustrious House Hoslow.
6533  |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
6534  |  "The tale of House Hoslow is told in blood."</text>
6535  |  <text id="20050700">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
      |  work of art is handed down through the generations of the
      |  illustrious House Hoslow.
6536  |  High dexterity is required to wield this weapon, but it
      |  excels at inflicting devastating blood loss.
6537  |  "The tale of House Hoslow is told in blood."</text>
6538  |  <text id="20050800">Metal whip formed of razor-sharp chain-
      |  link blades that have the appearance of flower petals. This
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is handed down through the generations of the illustrious House Hoslow.	work of art is handed down through the generations of the illustrious House Hoslow.
06427 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.	6539 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.
06428 "The tale of House Hoslow is told in blood."</text>	6540 "The tale of House Hoslow is told in blood."</text>
06429 <text id="20050900">Metal whip formed of chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow.	6541 <text id="20050900">Metal whip formed of razor-sharp chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow.
06430 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.	6542 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.
06431 "The tale of House Hoslow is told in blood."</text>	6543 "The tale of House Hoslow is told in blood."</text>
06432 <text id="20051000">Metal whip formed of chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow.	6544 <text id="20051000">Metal whip formed of razor-sharp chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow.
06433 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.	6545 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.
06434 "The tale of House Hoslow is told in blood."</text>	6546 "The tale of House Hoslow is told in blood."</text>
06435 <text id="20051100">Metal whip formed of chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow.	6547 <text id="20051100">Metal whip formed of razor-sharp chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow.
06436 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.	6548 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.
06437 "The tale of House Hoslow is told in blood."</text>	6549 "The tale of House Hoslow is told in blood."</text>
06438 <text id="20051200">Metal whip formed of chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow.	6550 <text id="20051200">Metal whip formed of razor-sharp chain-link blades that have the appearance of flower petals. This work of art is handed down through the generations of the illustrious House Hoslow.
06439 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.	6551 High dexterity is required to wield this weapon, but it excels at inflicting devastating blood loss.
06440 "The tale of House Hoslow is told in blood."</text>	6552 "The tale of House Hoslow is told in blood."</text>
06441 <text id="20060000">Hefty whip woven from the flame-red hair of a Fire Giant.	6553 <text id="20060000">Hefty whip woven from the flame-red hair of a Fire Giant.
06442	6554
06443 Every giant is red of hair, and Radagon was said to have despised his own red locks. Perhaps that was a curse of the giants.</text>	6555 Every giant is red of hair, and Radagon was said to have despised his own red locks. Perhaps that was a curse of their kind.</text>
06444 <text id="20070000">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6556 <text id="20070000">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06445	6557
06446 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6558 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06447 <text id="20070100">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6559 <text id="20070100">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06448	6560
06449 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6561 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06450 <text id="20070200">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6562 <text id="20070200">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06451	6563
06452 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6564 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06453 <text id="20070300">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6565 <text id="20070300">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06454	6566
06455 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6567 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06456 <text id="20070400">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6568 <text id="20070400">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06457	6569
06458 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6570 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06459 <text id="20070500">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6571 <text id="20070500">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06460	6572
06461 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6573 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06462 <text id="20070600">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6574 <text id="20070600">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06463	6575
06464 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6576 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06465 <text id="20070700">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6577 <text id="20070700">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06466	6578
06467 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6579 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06468 <text id="20070800">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6580 <text id="20070800">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06469	6581
06470 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6582 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06471 <text id="20070900">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6583 <text id="20070900">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06472	6584
06473 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6585 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06474 <text id="20071000">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6586 <text id="20071000">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06475	6587
06476 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6588 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06477 <text id="20071100">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6589 <text id="20071100">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06478	6590
06479 Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>	6591 Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06480 <text id="20071200">This weapon made of extremely thin, flexible blades of metal is wielded like a whip nightfolk warriors.	6592 <text id="20071200">This weapon made of extremely thin, flexible blades of metal is wielded like a whip by Nightfolk warriors.
06481	6593

06482	Though In essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
06483	<text id="21000000">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06484	
06485	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06486	<text id="21000100">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06487	
06488	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06489	<text id="21000200">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06490	
06491	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06492	<text id="21000300">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06493	
06494	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06495	<text id="21000400">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06496	
06497	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06498	<text id="21000500">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06499	
06500	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06501	<text id="21000600">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06502	
06503	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06504	<text id="21000700">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06505	
06506	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06507	<text id="21000800">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06508	
06509	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06510	<text id="21000900">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06511	
06512	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06513	<text id="21001000">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06514	
06515	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06516	<text id="21001100">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06517	
06518	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06519	<text id="21001200">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
06520	
06521	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06522	<text id="21010000">A caestus with the rivets changed for blood loss inducing spikes.
06523	
06524	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06525	<text id="21010100">A caestus with the rivets changed for blood loss inducing spikes.
06526	
06527	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06528	<text id="21010200">A caestus with the rivets changed for blood loss inducing spikes.
06529	
06530	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06531	<text id="21010300">A caestus with the rivets changed for blood loss inducing spikes.
06532	
06533	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06534	<text id="21010400">A caestus with the rivets changed for blood loss inducing spikes.
06535	
06536	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06537	<text id="21010500">A caestus with the rivets changed for blood loss inducing spikes.
06538	
06539	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06540	<text id="21010600">A caestus with the rivets changed for blood loss inducing spikes.
06541	
06542	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06543	<text id="21010700">A caestus with the rivets changed for blood loss inducing spikes.
06544	
06545	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06546	<text id="21010800">A caestus with the rivets changed for blood loss inducing spikes.
06547	
06548	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
06549	<text id="21010900">A caestus with the rivets changed for blood loss inducing spikes.
06550	

6594	Though in essence a whip with a cutting edge, it can also be used as a spear to pierce foes.</text>
6595	<text id="21000000">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6596	
6597	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6598	<text id="21000100">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6599	
6600	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6601	<text id="21000200">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6602	
6603	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6604	<text id="21000300">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6605	
6606	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6607	<text id="21000400">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6608	
6609	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6610	<text id="21000500">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6611	
6612	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6613	<text id="21000600">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6614	
6615	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6616	<text id="21000700">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6617	
6618	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6619	<text id="21000800">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6620	
6621	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6622	<text id="21000900">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6623	
6624	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6625	<text id="21001000">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6626	
6627	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6628	<text id="21001100">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6629	
6630	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6631	<text id="21001200">A weapon built for striking with the fists, made of tough leather inlaid with iron rivets.
6632	
6633	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6634	<text id="21010000">A caestus with the rivets replaced by blood loss-inducing spikes.
6635	
6636	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6637	<text id="21010100">A caestus with the rivets replaced by blood loss-inducing spikes.
6638	
6639	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6640	<text id="21010200">A caestus with the rivets replaced by blood loss-inducing spikes.
6641	
6642	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6643	<text id="21010300">A caestus with the rivets replaced by blood loss-inducing spikes.
6644	
6645	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6646	<text id="21010400">A caestus with the rivets replaced by blood loss-inducing spikes.
6647	
6648	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6649	<text id="21010500">A caestus with the rivets replaced by blood loss-inducing spikes.
6650	
6651	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6652	<text id="21010600">A caestus with the rivets replaced by blood loss-inducing spikes.
6653	
6654	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6655	<text id="21010700">A caestus with the rivets replaced by blood loss-inducing spikes.
6656	
6657	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6658	<text id="21010800">A caestus with the rivets replaced by blood loss-inducing spikes.
6659	
6660	Fist weapons come in pairs, and two-handing this weapon will equip it to both hands.</text>
6661	<text id="21010900">A caestus with the rivets replaced by blood loss-inducing spikes.
6662	

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06551   Fist weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06552   <text id="21011000">A caestus with the rivets changed for
        blood loss inducing spikes.
06553
06554   Fist weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06555   <text id="21011100">A caestus with the rivets changed for
        blood loss inducing spikes.
06556
06557   Fist weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06558   <text id="21011200">A caestus with the rivets changed for
        blood loss inducing spikes.
06559
06560   Fist weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06561   <text id="21060000">Head of a dragon, grafted to Godrick's
        left arm. The embodiment of all that remains of his power.
06562
06563   The wielder's arm will take the form of a small dragon,
        sprouting sharp dragon fangs at the fist.</text>
06564   <text id="21070000">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06565
06566   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06567   <text id="21070100">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06568
06569   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06570   <text id="21070200">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06571
06572   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06573   <text id="21070300">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06574
06575   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06576   <text id="21070400">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06577
06578   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06579   <text id="21070500">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06580
06581   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06582   <text id="21070600">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06583
06584   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06585   <text id="21070700">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06586
06587   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06588   <text id="21070800">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06589
06590   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06591   <text id="21070900">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06592
06593   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06594   <text id="21071000">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06595
06596   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06597   <text id="21071100">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06598
06599   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06600   <text id="21071200">Iron manifer of spherical shape. Its
        weighty blows break bones with ease.
06601
06602   Signature weapon of the blackguard Big Boggart, a coward who
        prefers not to fight.</text>
06603   <text id="21080000">Spherical iron manifer covered in spikes
        which induce blood loss.
06604
06605   Certain chivalric romances allude to the use of these
        weapons in brutal games of pugilism.</text>
06606   <text id="21080100">Spherical iron manifer covered in spikes
        which induce blood loss.
06607
06608   Certain chivalric romances allude to the use of these
        weapons in brutal games of pugilism.</text>
06609   <text id="21080200">Spherical iron manifer covered in spikes
        which induce blood loss.
06610
06611   Certain chivalric romances allude to the use of these
        weapons in brutal games of pugilism.</text>
06612   <text id="21080300">Spherical iron manifer covered in spikes
        which induce blood loss.
06613
06614   Certain chivalric romances allude to the use of these
        weapons in brutal games of pugilism.</text>
06615   <text id="21080400">Spherical iron manifer covered in spikes
        which induce blood loss.
06616
06617   Certain chivalric romances allude to the use of these
        weapons in brutal games of pugilism.</text>
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6663    Fist weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6664    <text id="21011000">A caestus with the rivets replaced by
        blood loss-inducing spikes.
6665
6666    Fist weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6667    <text id="21011100">A caestus with the rivets replaced by
        blood loss-inducing spikes.
6668
6669    Fist weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6670    <text id="21011200">A caestus with the rivets replaced by
        blood loss-inducing spikes.
6671
6672    Fist weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6673    <text id="21060000">The embodiment of the power that still
        remained in the dragon's head that was grafted to Godrick's
        left arm.
6674
6675    The wielder's arm will take the form of a small dragon,
        sprouting sharp dragon fangs at the fist.
6676    This weapon cannot be two-handed.</text>
6677
        <text id="21070000">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6678
6679    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6680    <text id="21070100">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6681
6682    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6683    <text id="21070200">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6684
6685    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6686    <text id="21070300">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6687
6688    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6689    <text id="21070400">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6690
6691    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6692    <text id="21070500">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6693
6694    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6695    <text id="21070600">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6696
6697    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6698    <text id="21070700">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6699
6700    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6701    <text id="21070800">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6702
6703    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6704    <text id="21070900">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6705
6706    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6707    <text id="21071000">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6708
6709    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6710    <text id="21071100">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6711
6712    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6713    <text id="21071200">Iron manifer of spherical shape. Big
        Boggart the blackguard's weapon of choice.
6714
6715    Not a weapon to be taken lightly, as its weighty blows
        shatter bones with ease.</text>
6716    <text id="21080000">Spherical iron manifer covered in spikes
        which induce blood loss.
6717
6718    Used in brutal games of pugilism.</text>
6719    <text id="21080100">Spherical iron manifer covered in spikes
        which induce blood loss.
6720
6721    Used in brutal games of pugilism.</text>
6722    <text id="21080200">Spherical iron manifer covered in spikes
        which induce blood loss.
6723
6724    Used in brutal games of pugilism.</text>
6725    <text id="21080300">Spherical iron manifer covered in spikes
        which induce blood loss.
6726
6727    Used in brutal games of pugilism.</text>
6728    <text id="21080400">Spherical iron manifer covered in spikes
        which induce blood loss.
6729
6730    Used in brutal games of pugilism.</text>
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06618 <text id="21080500">Spherical iron manifer covered in spikes which induce blood loss.
06619
06620 Certain chivalric romances allude to the use of these weapons in brutal games of pugilism.</text>
06621 <text id="21080600">Spherical iron manifer covered in spikes which induce blood loss.
06622
06623 Certain chivalric romances allude to the use of these weapons in brutal games of pugilism.</text>
06624 <text id="21080700">Spherical iron manifer covered in spikes which induce blood loss.
06625
06626 Certain chivalric romances allude to the use of these weapons in brutal games of pugilism.</text>
06627 <text id="21080800">Spherical iron manifer covered in spikes which induce blood loss.
06628
06629 Certain chivalric romances allude to the use of these weapons in brutal games of pugilism.</text>
06630 <text id="21080900">Spherical iron manifer covered in spikes which induce blood loss.
06631
06632 Certain chivalric romances allude to the use of these weapons in brutal games of pugilism.</text>
06633 <text id="21081000">Spherical iron manifer covered in spikes which induce blood loss.
06634
06635 Certain chivalric romances allude to the use of these weapons in brutal games of pugilism.</text>
06636 <text id="21081100">Spherical iron manifer covered in spikes which induce blood loss.
06637
06638 Certain chivalric romances allude to the use of these weapons in brutal games of pugilism.</text>
06639 <text id="21081200">Spherical iron manifer covered in spikes which induce blood loss.
06640
06641 Certain chivalric romances allude to the use of these weapons in brutal games of pugilism.</text>
06642 <text id="21100000">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06643
06644 This weapon is considered to excel at piercing attacks.</text>
06645 <text id="21100100">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06646
06647 This weapon is considered to excel at piercing attacks.</text>
06648 <text id="21100200">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06649
06650 This weapon is considered to excel at piercing attacks.</text>
06651 <text id="21100300">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06652
06653 This weapon is considered to excel at piercing attacks.</text>
06654 <text id="21100400">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06655
06656 This weapon is considered to excel at piercing attacks.</text>
06657 <text id="21100500">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06658
06659 This weapon is considered to excel at piercing attacks.</text>
06660 <text id="21100600">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06661
06662 This weapon is considered to excel at piercing attacks.</text>
06663 <text id="21100700">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06664
06665 This weapon is considered to excel at piercing attacks.</text>
06666 <text id="21100800">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06667
06668 This weapon is considered to excel at piercing attacks.</text>
06669 <text id="21100900">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
06670
06671 This weapon is considered to excel at piercing attacks.</text>
06672 <text id="21101000">Foreign dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.
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6731 <text id="21080500">Spherical iron manifer covered in spikes which induce blood loss.
6732
6733 Used in brutal games of pugilism.</text>
6734 <text id="21080600">Spherical iron manifer covered in spikes which induce blood loss.
6735
6736 Used in brutal games of pugilism.</text>
6737 <text id="21080700">Spherical iron manifer covered in spikes which induce blood loss.
6738
6739 Used in brutal games of pugilism.</text>
6740 <text id="21080800">Spherical iron manifer covered in spikes which induce blood loss.
6741
6742 Used in brutal games of pugilism.</text>
6743 <text id="21080900">Spherical iron manifer covered in spikes which induce blood loss.
6744
6745 Used in brutal games of pugilism.</text>
6746 <text id="21081000">Spherical iron manifer covered in spikes which induce blood loss.
6747
6748 Used in brutal games of pugilism.</text>
6749 <text id="21081100">Spherical iron manifer covered in spikes which induce blood loss.
6750
6751 Used in brutal games of pugilism.</text>
6752 <text id="21081200">Spherical iron manifer covered in spikes which induce blood loss.
6753
6754 Used in brutal games of pugilism.</text>
6755 <text id="21100000">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6756 <text id="21100100">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6757 <text id="21100200">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6758 <text id="21100300">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6759 <text id="21100400">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6760 <text id="21100500">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6761 <text id="21100600">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6762 <text id="21100700">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6763 <text id="21100800">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6764 <text id="21100900">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6765 <text id="21101000">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6766 <text id="21101100">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
6767 <text id="21101200">Imported dagger design with a rather unique handle. The blade can be swung about as the extension of one's fist.</text>
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06673
06674   This weapon is considered to excel at piercing attacks.</
        text>
06675   <text id="21101100">Foreign dagger design with a rather
        unique handle. The blade can be swung about as the extension
        of one's fist.
06676
06677   This weapon is considered to excel at piercing attacks.</
        text>
06678   <text id="21101200">Foreign dagger design with a rather
        unique handle. The blade can be swung about as the extension
        of one's fist.
06679
06680   This weapon is considered to excel at piercing attacks.</
        text>
06681   <text id="21110000">Horrific weapon made of a hardened
        skeletal arm. Wielded by Ensha of the Royal Remains.
06682
06683   Fitted by entering the fist's grip until it digs in.

06684   "O clinging creature. A king relinquishes not the hand."</
        text>
06685   <text id="21120000">Bladed prosthetic leg enwreathed with
        the power of lightning, instead attached to the fist.
        Commander Niall, veteran of Sol Castle, offered this
        prosthesis in exchange for the lives of defeated knights
        held prisoner. He went on to lead these men as an army of no
        nation.</text>
06686   <text id="21130000">One of the weapons originating from the
        Two Fingers. A formless sequence of runic invocations
        comprise its blade, and as such no shield can repel it.
        Deals holy damage.
06687
06688   The furtive inscription appears to hang in the air; the
        language of light spoken by the Two Fingers.</text>
06689   <text id="22000000">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06690
06691   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06692   <text id="22000100">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06693
06694   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06695   <text id="22000200">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06696
06697   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06698   <text id="22000300">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06699
06700   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06701   <text id="22000400">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06702
06703   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06704   <text id="22000500">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06705
06706   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06707   <text id="22000600">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06708
06709   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06710   <text id="22000700">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06711
06712   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06713   <text id="22000800">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06714
06715   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06716   <text id="22000900">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06717
06718   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06719   <text id="22001000">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06720
06721   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06722   <text id="22001100">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06723
06724   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06725   <text id="22001200">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
06726
06727   Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
06728   <text id="22010000">Sinister claw designed for gladiatorial
        combat. Used by gladiators who once
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6768    <text id="21110000">Horrific weapon made of a hardened
        skeletal arm. Wielded by Ensha of the Royal Remains.
6769
6770    Fitted by placing one's hands into the fists' grips until
        they dig in.
6771    "O clinging creature. A king relinquishes not the hand."</
        text>
6772    <text id="21120000">Bladed prosthetic leg enwreathed with the
        power of lightning, instead attached to the fist. Commander
        Niall, veteran of Castle Sol, offered this prosthesis in
        exchange for the lives of defeated knights held prisoner. He
        went on to lead these men as an army of no nation.</text>
6773    <text id="21130000">One of the weapons originating from the
        Two Fingers. A formless sequence of ciphers comprise its
        blade, and as such no shield can repel it. Deals holy damage.
6774
6775    The furtive inscription appears to hang in the air; the
        language of light spoken by the Two Fingers.</text>
6776    <text id="22000000">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6777
6778    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6779    <text id="22000100">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6780
6781    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6782    <text id="22000200">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6783
6784    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6785    <text id="22000300">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6786
6787    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6788    <text id="22000400">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6789
6790    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6791    <text id="22000500">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6792
6793    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6794    <text id="22000600">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6795
6796    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6797    <text id="22000700">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6798
6799    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6800    <text id="22000800">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6801
6802    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6803    <text id="22000900">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6804
6805    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6806    <text id="22001000">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6807
6808    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6809    <text id="22001100">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6810
6811    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6812    <text id="22001200">Weapon worn on the fist comprised of
        sharp parallel blades favored by those who lurk in the dark.
        Lacerations cause blood loss with great effect.
6813
6814    Claw weapons come in pairs, and two-handing this weapon will
        equip it to both hands.</text>
6815    <text id="22010000">One of the weapons designed for
        gladiatorial combat. Used by duelists who were exiled from
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06729	fought for their lives in the colosseum.
06730	
06731	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06732	<text id="22010100">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06733	fought for their lives in the colosseum.
06734	
06735	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06736	<text id="22010200">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06737	fought for their lives in the colosseum.
06738	
06739	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06740	<text id="22010300">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06741	fought for their lives in the colosseum.
06742	
06743	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06744	<text id="22010400">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06745	fought for their lives in the colosseum.
06746	
06747	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06748	<text id="22010500">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06749	fought for their lives in the colosseum.
06750	
06751	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06752	<text id="22010600">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06753	fought for their lives in the colosseum.
06754	
06755	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06756	<text id="22010700">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06757	fought for their lives in the colosseum.
06758	
06759	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06760	<text id="22010800">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06761	fought for their lives in the colosseum.
06762	
06763	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06764	<text id="22010900">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06765	fought for their lives in the colosseum.
06766	
06767	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06768	<text id="22011000">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06769	fought for their lives in the colosseum.
06770	
06771	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06772	<text id="22011100">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06773	fought for their lives in the colosseum.
06774	
06775	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06776	<text id="22011200">Sinister claw designed for gladiatorial combat. Used by gladiators who once
06777	fought for their lives in the colosseum.
06778	
06779	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
06780	<text id="22020000">Large curved claws used by Bloodhound Knights.
06781	
06782	The curve allows them to get behind raised shields.</text>
06783	<text id="22020100">Large curved claws used by Bloodhound Knights.
06784	
06785	The curve allows them to get behind raised shields.</text>
06786	<text id="22020200">Large curved claws used by Bloodhound Knights.
06787	
06788	The curve allows them to get behind raised shields.</text>
06789	<text id="22020300">Large curved claws used by Bloodhound Knights.
06790	
06791	The curve allows them to get behind raised shields.</text>
06792	<text id="22020400">Large curved claws used by Bloodhound Knights.
06793	
06794	The curve allows them to get behind raised shields.</text>
06795	<text id="22020500">Large curved claws used by Bloodhound

	the colosseum.
6816	
6817	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6818	<text id="22010100">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6819	
6820	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6821	<text id="22010200">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6822	
6823	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6824	<text id="22010300">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6825	
6826	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6827	<text id="22010400">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6828	
6829	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6830	<text id="22010500">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6831	
6832	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6833	<text id="22010600">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6834	
6835	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6836	<text id="22010700">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6837	
6838	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6839	<text id="22010800">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6840	
6841	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6842	<text id="22010900">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6843	
6844	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6845	<text id="22011000">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6846	
6847	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6848	<text id="22011100">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6849	
6850	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6851	<text id="22011200">One of the weapons designed for gladiatorial combat. Used by duelists who were exiled from the colosseum.
6852	
6853	The black fang protruding from the bronze snake head is coated in deadly poison.</text>
6854	<text id="22020000">Large curved claws used by Bloodhound Knights.
6855	
6856	The curve allows the weapon to slip through an enemy's guard.</text>
6857	<text id="22020100">Large curved claws used by Bloodhound Knights.
6858	
6859	The curve allows the weapon to slip through an enemy's guard.</text>
6860	<text id="22020200">Large curved claws used by Bloodhound Knights.
6861	
6862	The curve allows the weapon to slip through an enemy's guard.</text>
6863	<text id="22020300">Large curved claws used by Bloodhound Knights.
6864	
6865	The curve allows the weapon to slip through an enemy's guard.</text>
6866	<text id="22020400">Large curved claws used by Bloodhound Knights.
6867	
6868	The curve allows the weapon to slip through an enemy's guard.</text>
6869	<text id="22020500">Large curved claws used by Bloodhound

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Knights.
                                                
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06857 | Besides excelling at airborne attacks, its charge attack
      | mimics the vicious swoop of a bird of prey. </text>
06858 | <text id="23000000">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06859 |
06860 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06861 | <text id="23000100">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06862 |
06863 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06864 | <text id="23000200">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06865 |
06866 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06867 | <text id="23000300">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06868 |
06869 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06870 | <text id="23000400">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06871 |
06872 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06873 | <text id="23000500">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06874 |
06875 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06876 | <text id="23000600">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06877 |
06878 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06879 | <text id="23000700">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06880 |
06881 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06882 | <text id="23000800">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06883 |
06884 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06885 | <text id="23000900">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06886 |
06887 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06888 | <text id="23001000">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06889 |
06890 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06891 | <text id="23001100">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06892 |
06893 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06894 | <text id="23001200">Colossal hammer with the appearance of
      | roiling flames. Weapon of the prelates who lead the Fire
      | Monks. Its heft represents the weight of their guardianship.
06895 |
06896 | The hammer's head is unusually substantial, and heavy
      | attacks will fling foes into the air.</text>
06897 | <text id="23010000">Large stone staff embedded with
      | glintstone. Wielded by Burial Tree Watchdogs who protect
      | underground crypts.
06898 |
06899 | The Watchdogs, battered and broken over their lengthy
      | tenure, rule the crypts and even command the imps, it is
      | said.</text>
06900 | <text id="23010100">Great hammer wielded by golems
06901 | protecting the Undercapital Labyrinth.
06902 | Extraordinary strength is required
06903 | to wield something so heavy.</text>
06904 | <text id="23010200">Great hammer wielded by golems
06905 | protecting the Undercapital Labyrinth.
06906 | Extraordinary strength is required
06907 | to wield something so heavy.</text>
06908 | <text id="23010300">Great hammer wielded by golems
06909 | protecting the Undercapital Labyrinth.
06910 | Extraordinary strength is required
06911 | to wield something so heavy.</text>
06912 | <text id="23010400">Great hammer wielded by golems
06913 | protecting the Undercapital Labyrinth.
06914 | Extraordinary strength is required
06915 | to wield something so heavy.</text>
06916 | <text id="23010500">Great hammer wielded by golems
06917 | protecting the Undercapital Labyrinth.
06918 | Extraordinary strength is required
06919 | to wield something so heavy.</text>
06920 | <text id="23010600">Great hammer wielded by golems
06921 | protecting the Undercapital Labyrinth.
06922 | Extraordinary strength is required
06923 | to wield something so heavy.</text>
06924 | <text id="23010700">Great hammer wielded by golems
06925 | protecting the Undercapital Labyrinth.
06926 | Extraordinary strength is required
06927 | to wield something so heavy.</text>
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6931 | Besides excelling at airborne attacks, its charge attack
     | mimics the vicious swoop of a bird of prey. </text>
6932 | <text id="23000000">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6933 |
6934 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6935 | <text id="23000100">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6936 |
6937 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6938 | <text id="23000200">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6939 |
6940 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6941 | <text id="23000300">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6942 |
6943 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6944 | <text id="23000400">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6945 |
6946 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6947 | <text id="23000500">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6948 |
6949 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6950 | <text id="23000600">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6951 |
6952 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6953 | <text id="23000700">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6954 |
6955 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6956 | <text id="23000800">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6957 |
6958 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6959 | <text id="23000900">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6960 |
6961 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6962 | <text id="23001000">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6963 |
6964 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6965 | <text id="23001100">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6966 |
6967 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6968 | <text id="23001200">Colossal hammer with the appearance of
     | roiling flames. Weapon of the Prelates who lead the Fire
     | Monks. Its heft represents the weight of their guardianship.
6969 |
6970 | The hammer's head is unusually substantial, and strong
     | attacks will fling foes into the air.</text>
6971 | <text id="23010000">Large stone staff embedded with
     | glintstone. Wielded by Erdtree Burial Watchdogs who protect
     | catacombs.
6972 |
6973 | The Watchdogs, battered and broken over their lengthy tenure,
     | rule the catacombs and are even said to command the imps.</
     | text>
6974 | <text id="23010100">Great hammer wielded by golems
6975 | protecting the Undercapital Labyrinth.
6976 | Extraordinary strength is required
6977 | to wield something so heavy.</text>
6978 | <text id="23010200">Great hammer wielded by golems
6979 | protecting the Undercapital Labyrinth.
6980 | Extraordinary strength is required
6981 | to wield something so heavy.</text>
6982 | <text id="23010300">Great hammer wielded by golems
6983 | protecting the Undercapital Labyrinth.
6984 | Extraordinary strength is required
6985 | to wield something so heavy.</text>
6986 | <text id="23010400">Great hammer wielded by golems
6987 | protecting the Undercapital Labyrinth.
6988 | Extraordinary strength is required
6989 | to wield something so heavy.</text>
6990 | <text id="23010500">Great hammer wielded by golems
6991 | protecting the Undercapital Labyrinth.
6992 | Extraordinary strength is required
6993 | to wield something so heavy.</text>
6994 | <text id="23010600">Great hammer wielded by golems
6995 | protecting the Undercapital Labyrinth.
6996 | Extraordinary strength is required
6997 | to wield something so heavy.</text>
6998 | <text id="23010700">Great hammer wielded by golems
6999 | protecting the Undercapital Labyrinth.
7000 | Extraordinary strength is required
7001 | to wield something so heavy.</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 6928

```
06928   <text id="23010800">Great hammer wielded by golems
06929   protecting the Undercapital Labyrinth.
06930   Extraordinary strength is required
06931   to wield something so heavy.</text>
06932   <text id="23010900">Great hammer wielded by golems
06933   protecting the Undercapital Labyrinth.
06934   Extraordinary strength is required
06935   to wield something so heavy.</text>
06936   <text id="23011000">Great hammer wielded by golems
06937   protecting the Undercapital Labyrinth.
06938   Extraordinary strength is required
06939   to wield something so heavy.</text>
06940   <text id="23011100">Great hammer wielded by golems
06941   protecting the Undercapital Labyrinth.
06942   Extraordinary strength is required
06943   to wield something so heavy.</text>
06944   <text id="23011200">Great hammer wielded by golems
06945   protecting the Undercapital Labyrinth.
06946   Extraordinary strength is required
06947   to wield something so heavy.</text>
06948   <text id="23020000">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06949
06950   Wielding it is quite the sacrilegious act.</text>
06951   <text id="23020100">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06952
06953   Wielding it is quite the sacrilegious act.</text>
06954   <text id="23020200">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06955
06956   Wielding it is quite the sacrilegious act.</text>
06957   <text id="23020300">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06958
06959   Wielding it is quite the sacrilegious act.</text>
06960   <text id="23020400">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06961
06962   Wielding it is quite the sacrilegious act.</text>
06963   <text id="23020500">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06964
06965   Wielding it is quite the sacrilegious act.</text>
06966   <text id="23020600">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06967
06968   Wielding it is quite the sacrilegious act.</text>
06969   <text id="23020700">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06970
06971   Wielding it is quite the sacrilegious act.</text>
06972   <text id="23020800">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
      weapon, imbued with holy power, will never snap.
06973
06974   Wielding it is quite the sacrilegious act.</text>
06975   <text id="23020900">An enormous club of hard wood. Hammering
      foes with this striking weapon requires nothing but brute
      strength. Said to be a withered branch of the Erdtree, this
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 7002

```
7002    <text id="23010800">Great hammer wielded by golems
7003    protecting the Undercapital Labyrinth.
7004    Extraordinary strength is required
7005    to wield something so heavy.</text>
7006    <text id="23010900">Great hammer wielded by golems
7007    protecting the Undercapital Labyrinth.
7008    Extraordinary strength is required
7009    to wield something so heavy.</text>
7010    <text id="23011000">Great hammer wielded by golems
7011    protecting the Undercapital Labyrinth.
7012    Extraordinary strength is required
7013    to wield something so heavy.</text>
7014    <text id="23011100">Great hammer wielded by golems
7015    protecting the Undercapital Labyrinth.
7016    Extraordinary strength is required
7017    to wield something so heavy.</text>
7018    <text id="23011200">Great hammer wielded by golems
7019    protecting the Undercapital Labyrinth.
7020    Extraordinary strength is required
7021    to wield something so heavy.</text>
7022    <text id="23020000">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7023    <text id="23020100">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7024    <text id="23020200">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7025    <text id="23020300">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7026    <text id="23020400">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7027    <text id="23020500">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7028    <text id="23020600">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7029    <text id="23020700">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7030    <text id="23020800">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7031    <text id="23020900">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7032    <text id="23021000">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7033    <text id="23021100">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7034    <text id="23021200">An enormous club of hard wood. Wildly
      hammering foes with this striking weapon requires no
      dexterity; only brute force. While it may seem sacrilegious,
      this weapon is said to be a withered branch of the Erdtree.
      Imbued with holy power, this weapon will never snap.</text>
7035    <text id="23030000">Fanned golden horn of the Oracle Envoys.
      Profoundly weighty, its blows are sure to be felt.
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06975  weapon, imbued with holy power, will never snap.
06976
06977  Wielding it is quite the sacrilegious act.</text>
06978  <text id="23021000">An enormous club of hard wood. Hammering
       foes with this striking weapon requires nothing but brute
       strength. Said to be a withered branch of the Erdtree, this
       weapon, imbued with holy power, will never snap.
06979
06980  Wielding it is quite the sacrilegious act.</text>
06981  <text id="23021100">An enormous club of hard wood. Hammering
       foes with this striking weapon requires nothing but brute
       strength. Said to be a withered branch of the Erdtree, this
       weapon, imbued with holy power, will never snap.
06982
06983  Wielding it is quite the sacrilegious act.</text>
06984  <text id="23021200">An enormous club of hard wood. Hammering
       foes with this striking weapon requires nothing but brute
       strength. Said to be a withered branch of the Erdtree, this
       weapon, imbued with holy power, will never snap.
06985
06986  Wielding it is quite the sacrilegious act.</text>
06987  <text id="23030000">Fanned golden horn of the Oracle's
       envoys. Profoundly weighty, its blows are sure to be felt.
06988                                                                  7036
06989  Though originally an instrument, it could not be sounded by    7037  Originally an instrument, but one that cannot be sounded by a
       humans, who found another use for it. Perhaps the time of            mere human. Or perhaps it is too early to sound the call.</
       its signal is merely yet to come.</text>                             text>
06990  <text id="23040000">Greataxe designed for gladiatorial         7038  <text id="23040000">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
06991  fought for their lives in the colosseum.
06992                                                                  7039
06993  A weapon reserved for gladiator champions, the charge attack    7040  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
06994  <text id="23040100">Greataxe designed for gladiatorial         7041  <text id="23040100">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
06995  fought for their lives in the colosseum.
06996                                                                  7042
06997  A weapon reserved for gladiator champions, the charge attack    7043  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
06998  <text id="23040200">Greataxe designed for gladiatorial         7044  <text id="23040200">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
06999  fought for their lives in the colosseum.
07000                                                                  7045
07001  A weapon reserved for gladiator champions, the charge attack    7046  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07002  <text id="23040300">Greataxe designed for gladiatorial         7047  <text id="23040300">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07003  fought for their lives in the colosseum.
07004                                                                  7048
07005  A weapon reserved for gladiator champions, the charge attack    7049  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07006  <text id="23040400">Greataxe designed for gladiatorial         7050  <text id="23040400">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07007  fought for their lives in the colosseum.
07008                                                                  7051
07009  A weapon reserved for gladiator champions, the charge attack    7052  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07010  <text id="23040500">Greataxe designed for gladiatorial         7053  <text id="23040500">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07011  fought for their lives in the colosseum.
07012                                                                  7054
07013  A weapon reserved for gladiator champions, the charge attack    7055  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07014  <text id="23040600">Greataxe designed for gladiatorial         7056  <text id="23040600">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07015  fought for their lives in the colosseum.
07016                                                                  7057
07017  A weapon reserved for gladiator champions, the charge attack    7058  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07018  <text id="23040700">Greataxe designed for gladiatorial         7059  <text id="23040700">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07019  fought for their lives in the colosseum.
07020                                                                  7060
07021  A weapon reserved for gladiator champions, the charge attack    7061  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07022  <text id="23040800">Greataxe designed for gladiatorial         7062  <text id="23040800">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07023  fought for their lives in the colosseum.
07024                                                                  7063
07025  A weapon reserved for gladiator champions, the charge attack    7064  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07026  <text id="23040900">Greataxe designed for gladiatorial         7065  <text id="23040900">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07027  fought for their lives in the colosseum.
07028                                                                  7066
07029  A weapon reserved for gladiator champions, the charge attack    7067  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07030  <text id="23041000">Greataxe designed for gladiatorial         7068  <text id="23041000">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07031  fought for their lives in the colosseum.
07032                                                                  7069
07033  A weapon reserved for gladiator champions, the charge attack    7070  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07034  <text id="23041100">Greataxe designed for gladiatorial         7071  <text id="23041100">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07035  fought for their lives in the colosseum.
07036                                                                  7072
07037  A weapon reserved for gladiator champions, the charge attack    7073  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07038  <text id="23041200">Greataxe designed for gladiatorial         7074  <text id="23041200">Greataxe designed for gladiatorial
       combat. Used by gladiators who once                                  combat. Used by duelists who were exiled from the colosseum.
07039  fought for their lives in the colosseum.
07040                                                                  7075
07041  A weapon reserved for gladiator champions, the charge attack    7076  A weapon reserved for duelist champions, the charge attack is
       is particularly ferocious.</text>                                    particularly ferocious.</text>
07042  <text id="23050000">Weapon of Godfrey, Elden Lord. It was       7077  <text id="23050000">Weapon of Godfrey, Elden Lord. It was
       broken in a battle fought as leader of the Tarnished during          broken in a battle fought as leader of the Tarnished during
       the Long March. This weapon is symbolic of Godfrey's vow to          the Long March. This weapon is symbolic of Godfrey's vow to
       conduct himself as a lord, later becoming an emblem of the           conduct himself as a lord, later becoming an emblem of the
       golden lineage. In the days of the past, a crown was                 golden lineage. In the days of the past, a crown was
       warranted with strength.</text>                                      warranted with strength.</text>
07043  <text id="23060000">Weapon whittled from the claw of a          7078  <text id="23060000">Weapon said to have been whittled from
       great, ancient dragon. Weapon of grotesque Arbor Sentinels           the claw of a great, ancient dragon, wielded by grotesque
       who worship the dragons of old.                                      Tree Sentinels who yet serve the Erdtree.
07044                                                                  7079
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 7045

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 7080

07045	The claw is enwreathed with lightning, and tears through the dragons' feeble descendants with ease.</text>
07046	<text id="23070000">Ceremonial staff depicting the Erdtree in its historic radiance. Wielded by the avatars who protect the Minor Erdtrees.
07047	
07048	The avatars, emerging in the wake of the Elden Ring's shattering, were determined to protect the withering Erdtree's offspring.</text>
07049	<text id="23080000">Part of a falling star beast's jaw, hard and light-devouring, fashioned into a weapon.
07050	
07051	With its sharp point, this colossal weapon can skewer foes.</text>
07052	<text id="23100000">Great iron wheel lined with jagged blades. Device of torture used by Inquisitor Ghiza. The wheel's rotation causes severe pain and blood loss.
07053	
07054	The design was adopted for use as the iconic weapon wielded by Iron Virgin traps.</text>
07055	<text id="23110000">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07056	<text id="23110100">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07057	<text id="23110200">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07058	<text id="23110300">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07059	<text id="23110400">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07060	<text id="23110500">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07061	<text id="23110600">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07062	<text id="23110700">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07063	<text id="23110800">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07064	<text id="23110900">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07065	<text id="23111000">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07066	<text id="23111100">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07067	<text id="23111200">A hammer made from a boulder, used in the War of the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
07068	<text id="23120000">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07069	<text id="23120100">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07070	<text id="23120200">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07071	<text id="23120300">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07072	<text id="23120400">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07073	<text id="23120500">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian

7080	The claw is enwreathed with lightning, and tears through the dragons' feeble descendants with ease.</text>
7081	<text id="23070000">Ceremonial staff depicting the Erdtree in its historic radiance. Wielded by the avatars who protect the Minor Erdtrees.
7082	
7083	The avatars, emerging in the wake of the Elden Ring's shattering, were determined to protect the withering Erdtree's offspring.</text>
7084	<text id="23080000">Part of a Fallingstar Beast's jaw, hard and shining black, fashioned into a weapon.
7085	
7086	With its sharp point, this colossal weapon can skewer foes.</text>
7087	<text id="23100000">Great iron wheel lined with flesh-flaying blades. Device of torture used by Inquisitor Ghiza. As the wheel spins it causes severe pain and blood loss.
7088	
7089	The design was adopted for use as the iconic weapon wielded by Iron Virgins.</text>
7090	<text id="23110000">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7091	<text id="23110100">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7092	<text id="23110200">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7093	<text id="23110300">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7094	<text id="23110400">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7095	<text id="23110500">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7096	<text id="23110600">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7097	<text id="23110700">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7098	<text id="23110800">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7099	<text id="23110900">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7100	<text id="23111000">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7101	<text id="23111100">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7102	<text id="23111200">A hammer made from a boulder, used in the War against the Giants. One of the heftiest weapons in the entire Lands Between. After the giants were quelled, and man turned against man in violence, this weapon was all but forgotten. Man has grown feeble in comparison to his forebears.</text>
7103	<text id="23120000">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7104	<text id="23120100">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7105	<text id="23120200">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7106	<text id="23120300">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7107	<text id="23120400">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7108	<text id="23120500">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian

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Golem.</text>
07074 | <text id="23120600">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07075 | <text id="23120700">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07076 | <text id="23120800">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07077 | <text id="23120900">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07078 | <text id="23121000">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07079 | <text id="23121100">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07080 | <text id="23121200">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
07081 | <text id="23130000">Mining tool of digger trolls used to crack bedrock.
07082 |
07083 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07084 | <text id="23130100">Mining tool of digger trolls used to crack bedrock.
07085 |
07086 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07087 | <text id="23130200">Mining tool of digger trolls used to crack bedrock.
07088 |
07089 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07090 | <text id="23130300">Mining tool of digger trolls used to crack bedrock.
07091 |
07092 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07093 | <text id="23130400">Mining tool of digger trolls used to crack bedrock.
07094 |
07095 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07096 | <text id="23130500">Mining tool of digger trolls used to crack bedrock.
07097 |
07098 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07099 | <text id="23130600">Mining tool of digger trolls used to crack bedrock.
07100 |
07101 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07102 | <text id="23130700">Mining tool of digger trolls used to crack bedrock.
07103 |
07104 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07105 | <text id="23130800">Mining tool of digger trolls used to crack bedrock.
07106 |
07107 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07108 | <text id="23130900">Mining tool of digger trolls used to crack bedrock.
07109 |
07110 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07111 | <text id="23131000">Mining tool of digger trolls used to crack bedrock.
07112 |
07113 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07114 | <text id="23131100">Mining tool of digger trolls used to crack bedrock.
07115 |
07116 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07117 | <text id="23131200">Mining tool of digger trolls used to crack bedrock.
07118 |
07119 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered a miraculous feat.</text>
07120 | <text id="23140000">Ceremonial staff depicting the Erdtree in its historic radiance. It festers with scarlet rot.
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Golem.</text>
7109 | <text id="23120600">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7110 | <text id="23120700">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7111 | <text id="23120800">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7112 | <text id="23120900">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7113 | <text id="23121000">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7114 | <text id="23121100">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7115 | <text id="23121200">A great halberd of black stone crafted by a civilization now gone to ruin. Wielded by the Guardian Golem.</text>
7116 | <text id="23130000">Mining tool of stonedigger trolls used to crack bedrock.
7117 |
7118 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7119 | <text id="23130100">Mining tool of stonedigger trolls used to crack bedrock.
7120 |
7121 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7122 | <text id="23130200">Mining tool of stonedigger trolls used to crack bedrock.
7123 |
7124 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7125 | <text id="23130300">Mining tool of stonedigger trolls used to crack bedrock.
7126 |
7127 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7128 | <text id="23130400">Mining tool of stonedigger trolls used to crack bedrock.
7129 |
7130 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7131 | <text id="23130500">Mining tool of stonedigger trolls used to crack bedrock.
7132 |
7133 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7134 | <text id="23130600">Mining tool of stonedigger trolls used to crack bedrock.
7135 |
7136 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7137 | <text id="23130700">Mining tool of stonedigger trolls used to crack bedrock.
7138 |
7139 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7140 | <text id="23130800">Mining tool of stonedigger trolls used to crack bedrock.
7141 |
7142 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7143 | <text id="23130900">Mining tool of stonedigger trolls used to crack bedrock.
7144 |
7145 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7146 | <text id="23131000">Mining tool of stonedigger trolls used to crack bedrock.
7147 |
7148 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7149 | <text id="23131100">Mining tool of stonedigger trolls used to crack bedrock.
7150 |
7151 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7152 | <text id="23131200">Mining tool of stonedigger trolls used to crack bedrock.
7153 |
7154 | Trolls are descended from the giants, and these were supposedly once used as ceremonial smithing tools. In the distant past, smithing was considered divine.</text>
7155 | <text id="23140000">Ceremonial staff depicting the Erdtree in its historic radiance. It festers with scarlet rot.
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07121 |                                                                  | 7156 |
07122 |   Wielded by the avatars who protect the Minor Erdtrees.</       | 7157 |   Wielded by the avatars who protect the Minor Erdtrees.</text>
      |   text>                                                          |      |
07123 |   <text id="23150000">Greataxe designed for gladiatorial         | 7158 |   <text id="23150000">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07124 |                                                                  | 7159 |
07125 |   Used by gladiators who once fought for their lives in the      | 7160 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07126 |   <text id="23150100">Greataxe designed for gladiatorial         | 7161 |   <text id="23150100">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07127 |                                                                  | 7162 |
07128 |   Used by gladiators who once fought for their lives in the      | 7163 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07129 |   <text id="23150200">Greataxe designed for gladiatorial         | 7164 |   <text id="23150200">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07130 |                                                                  | 7165 |
07131 |   Used by gladiators who once fought for their lives in the      | 7166 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07132 |   <text id="23150300">Greataxe designed for gladiatorial         | 7167 |   <text id="23150300">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07133 |                                                                  | 7168 |
07134 |   Used by gladiators who once fought for their lives in the      | 7169 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07135 |   <text id="23150400">Greataxe designed for gladiatorial         | 7170 |   <text id="23150400">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07136 |                                                                  | 7171 |
07137 |   Used by gladiators who once fought for their lives in the      | 7172 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07138 |   <text id="23150500">Greataxe designed for gladiatorial         | 7173 |   <text id="23150500">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07139 |                                                                  | 7174 |
07140 |   Used by gladiators who once fought for their lives in the      | 7175 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07141 |   <text id="23150600">Greataxe designed for gladiatorial         | 7176 |   <text id="23150600">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07142 |                                                                  | 7177 |
07143 |   Used by gladiators who once fought for their lives in the      | 7178 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07144 |   <text id="23150700">Greataxe designed for gladiatorial         | 7179 |   <text id="23150700">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07145 |                                                                  | 7180 |
07146 |   Used by gladiators who once fought for their lives in the      | 7181 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07147 |   <text id="23150800">Greataxe designed for gladiatorial         | 7182 |   <text id="23150800">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07148 |                                                                  | 7183 |
07149 |   Used by gladiators who once fought for their lives in the      | 7184 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07150 |   <text id="23150900">Greataxe designed for gladiatorial         | 7185 |   <text id="23150900">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07151 |                                                                  | 7186 |
07152 |   Used by gladiators who once fought for their lives in the      | 7187 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07153 |   <text id="23151000">Greataxe designed for gladiatorial         | 7188 |   <text id="23151000">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07154 |                                                                  | 7189 |
07155 |   Used by gladiators who once fought for their lives in the      | 7190 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07156 |   <text id="23151100">Greataxe designed for gladiatorial         | 7191 |   <text id="23151100">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07157 |                                                                  | 7192 |
07158 |   Used by gladiators who once fought for their lives in the      | 7193 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07159 |   <text id="23151200">Greataxe designed for gladiatorial         | 7194 |   <text id="23151200">Greataxe designed for gladiatorial
      |   combat, now festering with scarlet rot.                        |      |   combat, now festering with scarlet rot.
07160 |                                                                  | 7195 |
07161 |   Used by gladiators who once fought for their lives in the      | 7196 |   Used by duelists who were exiled from the colosseum.</text>
      |   colosseum.</text>                                              |      |
07162 |   <text id="24000000">This torch's tip is wrapped in oil-       | 7197 |   <text id="24000000">This torch's tip is wrapped in oil-soaked
      |   soaked rags and set on fire.                                   |      |   rags and set on fire.
07163 |   The flame can illuminate dark locales, or be used to attack    | 7198 |   The flame can illuminate dark locales, or be used to attack
      |   enemies.                                                       |      |   enemies.
07164 |                                                                  | 7199 |
07165 |   Can be raised up when equipped in the left hand,               | 7200 |   Can be raised up when equipped in the left hand,
07166 |   illuminating more of the surrounding area.</text>              | 7201 |   illuminating more of the surrounding area.</text>
07167 |   <text id="24020000">Torch wound with metal wire. The flame     | 7202 |   <text id="24020000">Torch wound with metal wire. The flame
      |   can illuminate dark locales, or be used to attack enemies.     |      |   can illuminate dark locales, or be used to attack enemies.
07168 |                                                                  | 7203 |
07169 |   Heavier than a normal torch, but the heated filament boosts    | 7204 |   Heavier than a normal torch, but the heated filament boosts
      |   fire damage dealt.</text>                                      |      |   fire damage dealt.</text>
07170 |   <text id="24040000">Candlestand torch that burns with a        | 7205 |   <text id="24040000">Candlestand torch that burns with a
      |   violet flame. The carvings depict St. Trina, but in adult      |      |   light-purple flame. The carvings depict St. Trina, but in
      |   form, somewhat unnervingly.                                    |      |   adult form, somewhat unnervingly.
07171 |                                                                  | 7206 |
07172 |   The violet flame induces sleep.</text>                         | 7207 |   The light-purple flame induces sleep.</text>
07173 |   <text id="24050000">Metal torch that burns with cold           | 7208 |   <text id="24050000">Metal torch that burns with cold
      |   ghostflame. Tool of the Falling Hawks who prowl the            |      |   ghostflame. Tool of the Fallen Hawks who prowl the
      |   underground rivers. When the band's last embers were used up   |      |   underground rivers. When the band's last embers were used up
      |   in their long search, they began to burn the bones of their    |      |   in their long search, they began to burn the bones of their
      |   fellows, acquiring the cold ghostflame, but sealing their      |      |   fellows, acquiring the cold ghostflame, but sealing their
      |   fate as dwellers of the underground for all eternity.</text>   |      |   fate as dwellers of the underground for all eternity.</text>
07174 |   <text id="24060000">A torch which burns oil infused with a     | 7209 |   <text id="24060000">A torch which burns oil infused with a
      |   special incense. The aroma pacifies wild beasts.               |      |   special incense. The aroma pacifies wild beasts.
07175 |                                                                  | 7210 |
07176 |   Torches such as these were used to keep unwelcome beasts       | 7211 |   Torches such as these were used to keep unwelcome beasts away
      |   away from treasure troves hidden in caves.</text>              |      |   from treasure troves hidden in caves.</text>
07177 |   <text id="24070000">Torch given to protectors of the           | 7212 |   <text id="24070000">Torch given to protectors of the Erdtree.
      |   Erdtree. Its flames are bestowed with a special incantation    |      |   Its flames are bestowed with a special incantation which
      |   which allows the bearer to see assassins cloaked in veils.     |      |   allows the bearer to see assassins cloaked in veils.
      |   Furnished on behalf of the Erdtree and the Grace-Given Lord    |      |   Furnished on behalf of the Erdtree and the Grace-Given Lord
      |   such that a Night of Black Knives will never come again.</     |      |   such that a Night of Black Knives will never come again.</
      |   text>                                                          |      |   text>
07178 |   <text id="30000000">A small metal roundshield. The bump in     | 7213 |   <text id="30000000">A small metal roundshield. The bump in
      |   the center is designed to parry.                               |      |   the center is designed to parry.
07179 |                                                                  | 7214 |
07180 |   A well-timed parry deflects an enemy's attack, breaking        | 7215 |   A well-timed parry deflects an enemy's attack, breaking their
      |   their stance and leaving them open to  a critical hit.         |      |   stance and leaving them open to a critical hit. Though risk
      |   Though risk is inherent, this shield favors aggression.</      |      |   is inherent, this shield favors aggression.</text>
      |   text>                                                          |      |
07181 |   <text id="30000100">A small metal roundshield. The bump in     | 7216 |   <text id="30000100">A small metal roundshield. The bump in
      |   the center is designed to parry.                               |      |   the center is designed to parry.
07182 |                                                                  | 7217 |
07183 |   A well-timed parry deflects an enemy's attack, breaking        | 7218 |   A well-timed parry deflects an enemy's attack, breaking their
      |   their stance and leaving them open to  a critical hit.         |      |   stance and leaving them open to a critical hit. Though risk
      |   Though risk is inherent, this shield favors aggression.</      |      |   is inherent, this shield favors aggression.</text>
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text>
07184 <text id="30000200">A small metal roundshield. The bump in
      the center is designed to parry.
07185
07186 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07187 <text id="30000300">A small metal roundshield. The bump in
      the center is designed to parry.
07188
07189 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07190 <text id="30000400">A small metal roundshield. The bump in
      the center is designed to parry.
07191
07192 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07193 <text id="30000500">A small metal roundshield. The bump in
      the center is designed to parry.
07194
07195 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07196 <text id="30000600">A small metal roundshield. The bump in
      the center is designed to parry.
07197
07198 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07199 <text id="30000700">A small metal roundshield. The bump in
      the center is designed to parry.
07200
07201 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07202 <text id="30000800">A small metal roundshield. The bump in
      the center is designed to parry.
07203
07204 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07205 <text id="30000900">A small metal roundshield. The bump in
      the center is designed to parry.
07206
07207 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07208 <text id="30001000">A small metal roundshield. The bump in
      the center is designed to parry.
07209
07210 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07211 <text id="30001100">A small metal roundshield. The bump in
      the center is designed to parry.
07212
07213 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07214 <text id="30001200">A small metal roundshield. The bump in
      the center is designed to parry.
07215
07216 A well-timed parry deflects an enemy's attack, breaking
      their stance and leaving them open to a critical hit.
      Though risk is inherent, this shield favors aggression.</
      text>
07217 <text id="30010000">Shield used by perfume sorcerers.

07218 Made with lightweight metal so it can
07219 be held in the off-hand while casting spells.</text>

07220 <text id="30010100">Shield used by perfume sorcerers.

07221 Made with lightweight metal so it can
07222 be held in the off-hand while casting spells.</text>

07223 <text id="30010200">Shield used by perfume sorcerers.

07224 Made with lightweight metal so it can
07225 be held in the off-hand while casting spells.</text>

07226 <text id="30010300">Shield used by perfume sorcerers.

07227 Made with lightweight metal so it can
07228 be held in the off-hand while casting spells.</text>

07229 <text id="30010400">Shield used by perfume sorcerers.

07230 Made with lightweight metal so it can
07231 be held in the off-hand while casting spells.</text>

07232 <text id="30010500">Shield used by perfume sorcerers.

07233 Made with lightweight metal so it can
07234 be held in the off-hand while casting spells.</text>

07235 <text id="30010600">Shield used by perfume sorcerers.

07236 Made with lightweight metal so it can
07237 be held in the off-hand while casting spells.</text>

07238 <text id="30010700">Shield used by perfume sorcerers.
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7219 <text id="30000200">A small metal roundshield. The bump in
     the center is designed to parry.
7220
7221 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7222 <text id="30000300">A small metal roundshield. The bump in
     the center is designed to parry.
7223
7224 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7225 <text id="30000400">A small metal roundshield. The bump in
     the center is designed to parry.
7226
7227 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7228 <text id="30000500">A small metal roundshield. The bump in
     the center is designed to parry.
7229
7230 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7231 <text id="30000600">A small metal roundshield. The bump in
     the center is designed to parry.
7232
7233 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7234 <text id="30000700">A small metal roundshield. The bump in
     the center is designed to parry.
7235
7236 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7237 <text id="30000800">A small metal roundshield. The bump in
     the center is designed to parry.
7238
7239 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7240 <text id="30000900">A small metal roundshield. The bump in
     the center is designed to parry.
7241
7242 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7243 <text id="30001000">A small metal roundshield. The bump in
     the center is designed to parry.
7244
7245 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7246 <text id="30001100">A small metal roundshield. The bump in
     the center is designed to parry.
7247
7248 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7249 <text id="30001200">A small metal roundshield. The bump in
     the center is designed to parry.
7250
7251 A well-timed parry deflects an enemy's attack, breaking their
     stance and leaving them open to a critical hit. Though risk
     is inherent, this shield favors aggression.</text>
7252 <text id="30010000">Golden shield used by the perfumers of
     Leyndell during military service.

7253
7254 Made to be thin and light of weight, even those lacking
     strength can employ this immunity-boosting shield.</text>
7255 <text id="30010100">Golden shield used by the perfumers of
     Leyndell during military service.

7256
7257 Made to be thin and light of weight, even those lacking
     strength can employ this immunity-boosting shield.</text>
7258 <text id="30010200">Golden shield used by the perfumers of
     Leyndell during military service.

7259
7260 Made to be thin and light of weight, even those lacking
     strength can employ this immunity-boosting shield.</text>
7261 <text id="30010300">Golden shield used by the perfumers of
     Leyndell during military service.

7262
7263 Made to be thin and light of weight, even those lacking
     strength can employ this immunity-boosting shield.</text>
7264 <text id="30010400">Golden shield used by the perfumers of
     Leyndell during military service.

7265
7266 Made to be thin and light of weight, even those lacking
     strength can employ this immunity-boosting shield.</text>
7267 <text id="30010500">Golden shield used by the perfumers of
     Leyndell during military service.

7268
7269 Made to be thin and light of weight, even those lacking
     strength can employ this immunity-boosting shield.</text>
7270 <text id="30010600">Golden shield used by the perfumers of
     Leyndell during military service.

7271
7272 Made to be thin and light of weight, even those lacking
     strength can employ this immunity-boosting shield.</text>
7273 <text id="30010700">Golden shield used by the perfumers of
     Leyndell during military service.
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07239 |   Made with lightweight metal so it can
07240 |   be held in the off-hand while casting spells.</text>
07241 |   <text id="30010800">Shield used by perfume sorcerers.
07242 |   Made with lightweight metal so it can
07243 |   be held in the off-hand while casting spells.</text>
07244 |   <text id="30010900">Shield used by perfume sorcerers.
07245 |   Made with lightweight metal so it can
07246 |   be held in the off-hand while casting spells.</text>
07247 |   <text id="30011000">Shield used by perfume sorcerers.
07248 |   Made with lightweight metal so it can
07249 |   be held in the off-hand while casting spells.</text>
07250 |   <text id="30011100">Shield used by perfume sorcerers.
07251 |   Made with lightweight metal so it can
07252 |   be held in the off-hand while casting spells.</text>
07253 |   <text id="30011200">Shield used by perfume sorcerers.
07254 |   Made with lightweight metal so it can
07255 |   be held in the off-hand while casting spells.</text>
07256 |   <text id="30020000">Small metal roundshield with a serpent
      |   motif.
07257 |   Special treatment has been applied, giving
07258 |   it slight resistance to flame.</text>
07259 |   <text id="30020100">Small metal roundshield with a serpent
      |   motif.
07260 |   Special treatment has been applied, giving
07261 |   it slight resistance to flame.</text>
07262 |   <text id="30020200">Small metal roundshield with a serpent
      |   motif.
07263 |   Special treatment has been applied, giving
07264 |   it slight resistance to flame.</text>
07265 |   <text id="30020300">Small metal roundshield with a serpent
      |   motif.
07266 |   Special treatment has been applied, giving
07267 |   it slight resistance to flame.</text>
07268 |   <text id="30020400">Small metal roundshield with a serpent
      |   motif.
07269 |   Special treatment has been applied, giving
07270 |   it slight resistance to flame.</text>
07271 |   <text id="30020500">Small metal roundshield with a serpent
      |   motif.
07272 |   Special treatment has been applied, giving
07273 |   it slight resistance to flame.</text>
07274 |   <text id="30020600">Small metal roundshield with a serpent
      |   motif.
07275 |   Special treatment has been applied, giving
07276 |   it slight resistance to flame.</text>
07277 |   <text id="30020700">Small metal roundshield with a serpent
      |   motif.
07278 |   Special treatment has been applied, giving
07279 |   it slight resistance to flame.</text>
07280 |   <text id="30020800">Small metal roundshield with a serpent
      |   motif.
07281 |   Special treatment has been applied, giving
07282 |   it slight resistance to flame.</text>
07283 |   <text id="30020900">Small metal roundshield with a serpent
      |   motif.
07284 |   Special treatment has been applied, giving
07285 |   it slight resistance to flame.</text>
07286 |   <text id="30021000">Small metal roundshield with a serpent
      |   motif.
07287 |   Special treatment has been applied, giving
07288 |   it slight resistance to flame.</text>
07289 |   <text id="30021100">Small metal roundshield with a serpent
      |   motif.
07290 |   Special treatment has been applied, giving
07291 |   it slight resistance to flame.</text>
07292 |   <text id="30021200">Small metal roundshield with a serpent
      |   motif.
07293 |   Special treatment has been applied, giving
07294 |   it slight resistance to flame.</text>
07295 |   <text id="30030000">A creaky old wooden shield, circular in
      |   shape. Roughly reinforced with vines.
07296 |
07297 |   There are countless other shields available of better make.
      |   This piece of scrap isn't worth the effort of equipping.</
      |   text>
07298 |   <text id="30030100">A creaky old wooden shield, circular in
      |   shape. Roughly reinforced with vines.
07299 |
07300 |   There are countless other shields available of better make.
      |   This piece of scrap isn't worth the effort of equipping.</
      |   text>
07301 |   <text id="30030200">A creaky old wooden shield, circular in
      |   shape. Roughly reinforced with vines.
07302 |
07303 |   There are countless other shields available of better make.
      |   This piece of scrap isn't worth the effort of equipping.</
      |   text>
07304 |   <text id="30030300">A creaky old wooden shield, circular in
      |   shape. Roughly reinforced with vines.
07305 |
07306 |   There are countless other shields available of better make.
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7274 |
7275 |   Made to be thin and light of weight, even those lacking
     |   strength can employ this immunity-boosting shield.</text>
7276 |   <text id="30010800">Golden shield used by the perfumers of
     |   Leyndell during military service.
7277 |
7278 |   Made to be thin and light of weight, even those lacking
     |   strength can employ this immunity-boosting shield.</text>
7279 |   <text id="30010900">Golden shield used by the perfumers of
     |   Leyndell during military service.
7280 |
7281 |   Made to be thin and light of weight, even those lacking
     |   strength can employ this immunity-boosting shield.</text>
7282 |   <text id="30011000">Golden shield used by the perfumers of
     |   Leyndell during military service.
7283 |
7284 |   Made to be thin and light of weight, even those lacking
     |   strength can employ this immunity-boosting shield.</text>
7285 |   <text id="30011100">Golden shield used by the perfumers of
     |   Leyndell during military service.
7286 |
7287 |   Made to be thin and light of weight, even those lacking
     |   strength can employ this immunity-boosting shield.</text>
7288 |   <text id="30011200">Golden shield used by the perfumers of
     |   Leyndell during military service.
7289 |
7290 |   Made to be thin and light of weight, even those lacking
     |   strength can employ this immunity-boosting shield.</text>
7291 |   <text id="30020000">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7292 |
7293 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7294 |   <text id="30020100">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7295 |
7296 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7297 |   <text id="30020200">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7298 |
7299 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7300 |   <text id="30020300">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7301 |
7302 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7303 |   <text id="30020400">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7304 |
7305 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7306 |   <text id="30020500">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7307 |
7308 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7309 |   <text id="30020600">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7310 |
7311 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7312 |   <text id="30020700">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7313 |
7314 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7315 |   <text id="30020800">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7316 |
7317 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7318 |   <text id="30020900">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7319 |
7320 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7321 |   <text id="30021000">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7322 |
7323 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7324 |   <text id="30021100">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7325 |
7326 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7327 |   <text id="30021200">Small copper dome-shaped roundshield
     |   carried by the man-serpents of Mt. Gelmir.
7328 |
7329 |   Said to have been tempered in lava, it boasts great
     |   resistance to fire.</text>
7330 |   <text id="30030000">A creaky old wooden shield, circular in
     |   shape. Roughly reinforced with vines.
7331 |
7332 |   There are countless other shields available of better make.
     |   This piece of scrap isn't worth the effort of equipping.</
     |   text>
7333 |   <text id="30030100">A creaky old wooden shield, circular in
     |   shape. Roughly reinforced with vines.
7334 |
7335 |   There are countless other shields available of better make.
     |   This piece of scrap isn't worth the effort of equipping.</
     |   text>
7336 |   <text id="30030200">A creaky old wooden shield, circular in
     |   shape. Roughly reinforced with vines.
7337 |
7338 |   There are countless other shields available of better make.
     |   This piece of scrap isn't worth the effort of equipping.</
     |   text>
7339 |   <text id="30030300">A creaky old wooden shield, circular in
     |   shape. Roughly reinforced with vines.
7340 |
7341 |   There are countless other shields available of better make.
```

```
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030400">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030500">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030600">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030700">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030800">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030900">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30031000">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30031100">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30031200">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30040000">A piece removed from a wooden pillory.


It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040100">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040200">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040300">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040400">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040500">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040600">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040700">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040800">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30040900">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30041000">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30041100">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30041200">A piece removed from a wooden pillory.
It performs poorly as a shield, clearly not
designed for such use.
Still, it may be better than nothing.</text>
<text id="30060000">A broken earthenware jar.
While not originally used as a shield,
it has been treated with some sort of magic,
giving it slight resistance to lightning.</text>
<text id="30060100">A broken earthenware jar.
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This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030400">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030500">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030600">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030700">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030800">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30030900">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30031000">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30031100">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30031200">A creaky old wooden shield, circular in
shape. Roughly reinforced with vines.

There are countless other shields available of better make.
This piece of scrap isn't worth the effort of equipping.</
text>
<text id="30040000">Pillory made to punish serious felons,
used as a shield. Though made of good, sturdy wood, it is
only a makeshift tool and performs as such.
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07391    While not originally used as a shield,
07392    it has been treated with some sort of magic,
07393    giving it slight resistance to lightning.</text>
07394    <text id="30060200">A broken earthenware jar.
07395    While not originally used as a shield,
07396    it has been treated with some sort of magic,
07397    giving it slight resistance to lightning.</text>
07398    <text id="30060300">A broken earthenware jar.
07399    While not originally used as a shield,
07400    it has been treated with some sort of magic,
07401    giving it slight resistance to lightning.</text>
07402    <text id="30060400">A broken earthenware jar.
07403    While not originally used as a shield,
07404    it has been treated with some sort of magic,
07405    giving it slight resistance to lightning.</text>
07406    <text id="30060500">A broken earthenware jar.
07407    While not originally used as a shield,
07408    it has been treated with some sort of magic,
07409    giving it slight resistance to lightning.</text>
07410    <text id="30060600">A broken earthenware jar.
07411    While not originally used as a shield,
07412    it has been treated with some sort of magic,
07413    giving it slight resistance to lightning.</text>
07414    <text id="30060700">A broken earthenware jar.
07415    While not originally used as a shield,
07416    it has been treated with some sort of magic,
07417    giving it slight resistance to lightning.</text>
07418    <text id="30060800">A broken earthenware jar.
07419    While not originally used as a shield,
07420    it has been treated with some sort of magic,
07421    giving it slight resistance to lightning.</text>
07422    <text id="30060900">A broken earthenware jar.
07423    While not originally used as a shield,
07424    it has been treated with some sort of magic,
07425    giving it slight resistance to lightning.</text>
07426    <text id="30061000">A broken earthenware jar.
07427    While not originally used as a shield,
07428    it has been treated with some sort of magic,
07429    giving it slight resistance to lightning.</text>
07430    <text id="30061100">A broken earthenware jar.
07431    While not originally used as a shield,
07432    it has been treated with some sort of magic,
07433    giving it slight resistance to lightning.</text>
07434    <text id="30061200">A broken earthenware jar.
07435    While not originally used as a shield,
07436    it has been treated with some sort of magic,
07437    giving it slight resistance to lightning.</text>
07438    <text id="30070000">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07439
07440    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07441    <text id="30070100">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07442
07443    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07444    <text id="30070200">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07445
07446    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07447    <text id="30070300">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07448
07449    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07450    <text id="30070400">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07451
07452    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07453    <text id="30070500">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07454
07455    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07456    <text id="30070600">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07457
07458    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07459    <text id="30070700">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07460
07461    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07462    <text id="30070800">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07463
07464    Its emblem is an ancient red thorn design. Though it isn't
         much, it offers greater fire damage negation than most
         shields.</text>
07465    <text id="30070900">A small, wooden roundshield. It is light
         and easy to use, but cannot offer the damage negation of a
         metal shield.
07466
07467    Its emblem is an ancient red thorn design. Though it isn't
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7370
7371    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7372    <text id="30040100">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7373
7374    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7375    <text id="30040200">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7376
7377    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7378    <text id="30040300">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7379
7380    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7381    <text id="30040400">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7382
7383    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7384    <text id="30040500">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7385
7386    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7387    <text id="30040600">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7388
7389    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7390    <text id="30040700">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7391
7392    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7393    <text id="30040800">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7394
7395    Perhaps due to its use as a device with which the guilty were
        made to endure prolonged suffering, it raises vitality.</
        text>
7396    <text id="30040900">Pillory made to punish serious felons,
        used as a shield. Though made of good, sturdy wood, it is
        only a makeshift tool and performs as such.
7397
7398    Perhaps due to its use as a device with which the guilty were
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much, it offers greater fire damage negation than most shields.</text>
07468 <text id="30071000">A small, wooden roundshield. It is light and easy to use, but cannot offer the damage negation of a metal shield.
07469
07470 Its emblem is an ancient red thorn design. Though it isn't much, it offers greater fire damage negation than most shields.</text>
07471 <text id="30071100">A small, wooden roundshield. It is light and easy to use, but cannot offer the damage negation of a metal shield.
07472
07473 Its emblem is an ancient red thorn design. Though it isn't much, it offers greater fire damage negation than most shields.</text>
07474 <text id="30071200">A small, wooden roundshield. It is light and easy to use, but cannot offer the damage negation of a metal shield.
07475
07476 Its emblem is an ancient red thorn design. Though it isn't much, it offers greater fire damage negation than most shields.</text>
07477 <text id="30080000">Wooden roundshield engraved with Rune symbols.
07478 Offers significant magic damage negation.</text>
07479 <text id="30080100">Wooden roundshield engraved with Rune symbols.
07480 Offers significant magic damage negation.</text>
07481 <text id="30080200">Wooden roundshield engraved with Rune symbols.
07482 Offers significant magic damage negation.</text>
07483 <text id="30080300">Wooden roundshield engraved with Rune symbols.
07484 Offers significant magic damage negation.</text>
07485 <text id="30080400">Wooden roundshield engraved with Rune symbols.
07486 Offers significant magic damage negation.</text>
07487 <text id="30080500">Wooden roundshield engraved with Rune symbols.
07488 Offers significant magic damage negation.</text>
07489 <text id="30080600">Wooden roundshield engraved with Rune symbols.
07490 Offers significant magic damage negation.</text>
07491 <text id="30080700">Wooden roundshield engraved with Rune symbols.
07492 Offers significant magic damage negation.</text>
07493 <text id="30080800">Wooden roundshield engraved with Rune symbols.
07494 Offers significant magic damage negation.</text>
07495 <text id="30080900">Wooden roundshield engraved with Rune symbols.
07496 Offers significant magic damage negation.</text>
07497 <text id="30081000">Wooden roundshield engraved with Rune symbols.
07498 Offers significant magic damage negation.</text>
07499 <text id="30081100">Wooden roundshield engraved with Rune symbols.
07500 Offers significant magic damage negation.</text>
07501 <text id="30081200">Wooden roundshield engraved with Rune symbols.
07502 Offers significant magic damage negation.</text>
07503 <text id="30090000">Small wooden roundshield that has been reinforced with riveted metal.
07504 Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07505
07506 The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07507 <text id="30090100">Small wooden roundshield that has been reinforced with riveted metal.
07508 Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07509
07510 The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07511 <text id="30090200">Small wooden roundshield that has been reinforced with riveted metal.
07512 Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07513
07514 The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07515 <text id="30090300">Small wooden roundshield that has been reinforced with riveted metal.
07516 Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07517
07518 The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07519 <text id="30090400">Small wooden roundshield that has been reinforced with riveted metal.
07520 Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07521
07522 The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had,
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made to endure prolonged suffering, it raises vitality.</text>
7399 <text id="30041000">Pillory made to punish serious felons, used as a shield. Though made of good, sturdy wood, it is only a makeshift tool and performs as such.
7400
7401 Perhaps due to its use as a device with which the guilty were made to endure prolonged suffering, it raises vitality.</text>
7402 <text id="30041100">Pillory made to punish serious felons, used as a shield. Though made of good, sturdy wood, it is only a makeshift tool and performs as such.
7403
7404 Perhaps due to its use as a device with which the guilty were made to endure prolonged suffering, it raises vitality.</text>
7405 <text id="30041200">Pillory made to punish serious felons, used as a shield. Though made of good, sturdy wood, it is only a makeshift tool and performs as such.
7406
7407 Perhaps due to its use as a device with which the guilty were made to endure prolonged suffering, it raises vitality.</text>
7408 <text id="30060000">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7409
7410 The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7411 <text id="30060100">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7412
7413 The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7414 <text id="30060200">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7415
7416 The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7417 <text id="30060300">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7418
7419 The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7420 <text id="30060400">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7421
7422 The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
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	it appears to have no special defensive properties beyond the mundane.</text>
07523	<text id="30090500">Small wooden roundshield that has been reinforced with riveted metal.
07524	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07525	
07526	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07527	<text id="30090600">Small wooden roundshield that has been reinforced with riveted metal.
07528	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07529	
07530	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07531	<text id="30090700">Small wooden roundshield that has been reinforced with riveted metal.
07532	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07533	
07534	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07535	<text id="30090800">Small wooden roundshield that has been reinforced with riveted metal.
07536	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07537	
07538	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07539	<text id="30090900">Small wooden roundshield that has been reinforced with riveted metal.
07540	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07541	
07542	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07543	<text id="30091000">Small wooden roundshield that has been reinforced with riveted metal.
07544	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07545	
07546	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07547	<text id="30091100">Small wooden roundshield that has been reinforced with riveted metal.
07548	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07549	
07550	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07551	<text id="30091200">Small wooden roundshield that has been reinforced with riveted metal.
07552	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07553	
07554	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07555	<text id="30100000">Small wooden roundshield that has been reinforced with riveted metal.
07556	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07557	
07558	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07559	<text id="30100100">Small wooden roundshield that has been reinforced with riveted metal.
07560	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07561	
07562	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07563	<text id="30100200">Small wooden roundshield that has been reinforced with riveted metal.

7423	<text id="30060500">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7424	
7425	The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7426	<text id="30060600">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7427	
7428	The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7429	<text id="30060700">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7430	
7431	The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7432	<text id="30060800">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7433	
7434	The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7435	<text id="30060900">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7436	
7437	The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7438	<text id="30061000">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7439	
7440	The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7441	<text id="30061100">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7442	
7443	The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7444	<text id="30061200">Shield fashioned from a tall broken jar carried by the beastmen of Farum Azula. There is a particular knack to wielding it.
7445	
7446	The beastmen have always fired earthenware jars for the express purpose of making shields. Such are their ways, strange though they are.</text>
7447	<text id="30070000">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7448	
7449	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7450	<text id="30070100">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7451	
7452	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7453	<text id="30070200">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 7564

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 7454

07564	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07565	
07566	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07567	<text id="30100300">Small wooden roundshield that has been reinforced with riveted metal.
07568	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07569	
07570	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07571	<text id="30100400">Small wooden roundshield that has been reinforced with riveted metal.
07572	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07573	
07574	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07575	<text id="30100500">Small wooden roundshield that has been reinforced with riveted metal.
07576	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07577	
07578	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07579	<text id="30100600">Small wooden roundshield that has been reinforced with riveted metal.
07580	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07581	
07582	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07583	<text id="30100700">Small wooden roundshield that has been reinforced with riveted metal.
07584	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07585	
07586	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07587	<text id="30100800">Small wooden roundshield that has been reinforced with riveted metal.
07588	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07589	
07590	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07591	<text id="30100900">Small wooden roundshield that has been reinforced with riveted metal.
07592	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07593	
07594	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07595	<text id="30101000">Small wooden roundshield that has been reinforced with riveted metal.
07596	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07597	
07598	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07599	<text id="30101100">Small wooden roundshield that has been reinforced with riveted metal.
07600	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07601	
07602	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say it represents a tree. Whatever significance it may have had, it appears to have no special defensive properties beyond the mundane.</text>
07603	<text id="30101200">Small wooden roundshield that has been reinforced with riveted metal.
07604	Though lightweight and easy to handle, it does not negate damage as effectively as a true metal shield.
07605	
07606	The crest-like design of the metal is believed to have ancient origins. Some say it represents a sword; others say

7454	
7455	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7456	<text id="30070300">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7457	
7458	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7459	<text id="30070400">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7460	
7461	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7462	<text id="30070500">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7463	
7464	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7465	<text id="30070600">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7466	
7467	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7468	<text id="30070700">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7469	
7470	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7471	<text id="30070800">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7472	
7473	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7474	<text id="30070900">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7475	
7476	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7477	<text id="30071000">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7478	
7479	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7480	<text id="30071100">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7481	
7482	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>
7483	<text id="30071200">A small, wooden roundshield. It is light and easy to handle, but cannot offer the damage negation of a metal shield.
7484	
7485	Its emblem is an ancient thorn design. Though it isn't much, it boosts fire damage negation.</text>

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it represents a tree. Whatever significance it may have had,
it appears to have no special defensive properties beyond
the mundane.</text>
07607  <text id="30110000">Worn-out iron roundshield.


07608  Extremely common and plain, yet it
07609  significantly reduces the onset of madness.</text>
07610  <text id="30110100">Worn-out iron roundshield.
07611  Extremely common and plain, yet it
07612  significantly reduces the onset of madness.</text>
07613  <text id="30110200">Worn-out iron roundshield.
07614  Extremely common and plain, yet it
07615  significantly reduces the onset of madness.</text>
07616  <text id="30110300">Worn-out iron roundshield.
07617  Extremely common and plain, yet it
07618  significantly reduces the onset of madness.</text>
07619  <text id="30110400">Worn-out iron roundshield.
07620  Extremely common and plain, yet it
07621  significantly reduces the onset of madness.</text>
07622  <text id="30110500">Worn-out iron roundshield.
07623  Extremely common and plain, yet it
07624  significantly reduces the onset of madness.</text>
07625  <text id="30110600">Worn-out iron roundshield.
07626  Extremely common and plain, yet it
07627  significantly reduces the onset of madness.</text>
07628  <text id="30110700">Worn-out iron roundshield.
07629  Extremely common and plain, yet it
07630  significantly reduces the onset of madness.</text>
07631  <text id="30110800">Worn-out iron roundshield.
07632  Extremely common and plain, yet it
07633  significantly reduces the onset of madness.</text>
07634  <text id="30110900">Worn-out iron roundshield.
07635  Extremely common and plain, yet it
07636  significantly reduces the onset of madness.</text>
07637  <text id="30111000">Worn-out iron roundshield.
07638  Extremely common and plain, yet it
07639  significantly reduces the onset of madness.</text>
07640  <text id="30111100">Worn-out iron roundshield.
07641  Extremely common and plain, yet it
07642  significantly reduces the onset of madness.</text>
07643  <text id="30111200">Worn-out iron roundshield.
07644  Extremely common and plain, yet it
07645  significantly reduces the onset of madness.</text>
07646  <text id="30120000">A small iron roundshield.
07647  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07648  <text id="30120100">A small iron roundshield.
07649  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07650  <text id="30120200">A small iron roundshield.
07651  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07652  <text id="30120300">A small iron roundshield.
07653  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07654  <text id="30120400">A small iron roundshield.
07655  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07656  <text id="30120500">A small iron roundshield.
07657  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07658  <text id="30120600">A small iron roundshield.
07659  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07660  <text id="30120700">A small iron roundshield.
07661  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07662  <text id="30120800">A small iron roundshield.
07663  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07664  <text id="30120900">A small iron roundshield.
07665  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07666  <text id="30121000">A small iron roundshield.
07667  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07668  <text id="30121100">A small iron roundshield.
07669  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07670  <text id="30121200">A small iron roundshield.
07671  It is well-balanced and offers impressive damage reduction
     for a small shield.</text>
07672  <text id="30130000">Roundshield made from brass.
07673  As commonplace as its iron counterpart,
07674  but kept in good condition.</text>
07675  <text id="30130100">Roundshield made from brass.
07676  As commonplace as its iron counterpart,
07677  but kept in good condition.</text>
07678  <text id="30130200">Roundshield made from brass.
07679  As commonplace as its iron counterpart,
07680  but kept in good condition.</text>
07681  <text id="30130300">Roundshield made from brass.
07682  As commonplace as its iron counterpart,
07683  but kept in good condition.</text>
07684  <text id="30130400">Roundshield made from brass.
07685  As commonplace as its iron counterpart,
07686  but kept in good condition.</text>
07687  <text id="30130500">Roundshield made from brass.
07688  As commonplace as its iron counterpart,
07689  but kept in good condition.</text>
07690  <text id="30130600">Roundshield made from brass.
07691  As commonplace as its iron counterpart,
07692  but kept in good condition.</text>
07693  <text id="30130700">Roundshield made from brass.
07694  As commonplace as its iron counterpart,
07695  but kept in good condition.</text>
07696  <text id="30130800">Roundshield made from brass.
07697  As commonplace as its iron counterpart,
07698  but kept in good condition.</text>
07699  <text id="30130900">Roundshield made from brass.
07700  As commonplace as its iron counterpart,
07701  but kept in good condition.</text>
07702  <text id="30131000">Roundshield made from brass.
07703  As commonplace as its iron counterpart,
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7486  <text id="30080000">A small, wooden roundshield. It is light
      and easy to handle, but cannot offer the damage negation of a
      metal shield.
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07704    but kept in good condition.</text>
07705    <text id="30131100">Roundshield made from brass.
07706    As commonplace as its iron counterpart,
07707    but kept in good condition.</text>
07708    <text id="30131200">Roundshield made from brass.
07709    As commonplace as its iron counterpart,
07710    but kept in good condition.</text>
07711    <text id="30140000">Small iron shield with a blue ice crest.
07712    Offers significant frostbite and magic damage negation.</
         text>
07713    <text id="30140100">Small iron shield with a blue ice crest.
07714    Offers significant frostbite and magic damage negation.</
         text>
07715    <text id="30140200">Small iron shield with a blue ice crest.
07716    Offers significant frostbite and magic damage negation.</
         text>
07717    <text id="30140300">Small iron shield with a blue ice crest.
07718    Offers significant frostbite and magic damage negation.</
         text>
07719    <text id="30140400">Small iron shield with a blue ice crest.
07720    Offers significant frostbite and magic damage negation.</
         text>
07721    <text id="30140500">Small iron shield with a blue ice crest.
07722    Offers significant frostbite and magic damage negation.</
         text>
07723    <text id="30140600">Small iron shield with a blue ice crest.
07724    Offers significant frostbite and magic damage negation.</
         text>
07725    <text id="30140700">Small iron shield with a blue ice crest.
07726    Offers significant frostbite and magic damage negation.</
         text>
07727    <text id="30140800">Small iron shield with a blue ice crest.
07728    Offers significant frostbite and magic damage negation.</
         text>
07729    <text id="30140900">Small iron shield with a blue ice crest.
07730    Offers significant frostbite and magic damage negation.</
         text>
07731    <text id="30141000">Small iron shield with a blue ice crest.
07732    Offers significant frostbite and magic damage negation.</
         text>
07733    <text id="30141100">Small iron shield with a blue ice crest.
07734    Offers significant frostbite and magic damage negation.</
         text>
07735    <text id="30141200">Small iron shield with a blue ice crest.
07736    Offers significant frostbite and magic damage negation.</
         text>
07737    <text id="30150000">Small shield forged from lava not yet
         cooled.
07738    Deals fire damage when used to strike the enemy,
07739    and offers significant frostbite damage negation.</text>
07740    <text id="30150100">Small shield forged from lava not yet
         cooled.
07741    Deals fire damage when used to strike the enemy,
07742    and offers significant frostbite damage negation.</text>
07743    <text id="30150200">Small shield forged from lava not yet
         cooled.
07744    Deals fire damage when used to strike the enemy,
07745    and offers significant frostbite damage negation.</text>
07746    <text id="30150300">Small shield forged from lava not yet
         cooled.
07747    Deals fire damage when used to strike the enemy,
07748    and offers significant frostbite damage negation.</text>
07749    <text id="30150400">Small shield forged from lava not yet
         cooled.
07750    Deals fire damage when used to strike the enemy,
07751    and offers significant frostbite damage negation.</text>
07752    <text id="30150500">Small shield forged from lava not yet
         cooled.
07753    Deals fire damage when used to strike the enemy,
07754    and offers significant frostbite damage negation.</text>
07755    <text id="30150600">Small shield forged from lava not yet
         cooled.
07756    Deals fire damage when used to strike the enemy,
07757    and offers significant frostbite damage negation.</text>
07758    <text id="30150700">Small shield forged from lava not yet
         cooled.
07759    Deals fire damage when used to strike the enemy,
07760    and offers significant frostbite damage negation.</text>
07761    <text id="30150800">Small shield forged from lava not yet
         cooled.
07762    Deals fire damage when used to strike the enemy,
07763    and offers significant frostbite damage negation.</text>
07764    <text id="30150900">Small shield forged from lava not yet
         cooled.
07765    Deals fire damage when used to strike the enemy,
07766    and offers significant frostbite damage negation.</text>
07767    <text id="30151000">Small shield forged from lava not yet
         cooled.
07768    Deals fire damage when used to strike the enemy,
07769    and offers significant frostbite damage negation.</text>
07770    <text id="30151100">Small shield forged from lava not yet
         cooled.
07771    Deals fire damage when used to strike the enemy,
07772    and offers significant frostbite damage negation.</text>
07773    <text id="30151200">Small shield forged from lava not yet
         cooled.
07774    Deals fire damage when used to strike the enemy,
07775    and offers significant frostbite damage negation.</text>
07776    <text id="30190000">Wooden roundshield with numerous
07777    antlers attached to its face.
07778    The antlers pierce enemies and can
07779    cause hemorrhaging.</text>
07780    <text id="30190100">Wooden roundshield with numerous
07781    antlers attached to its face.
07782    The antlers pierce enemies and can
07783    cause hemorrhaging.</text>
07784    <text id="30190200">Wooden roundshield with numerous
07785    antlers attached to its face.
07786    The antlers pierce enemies and can
07787    cause hemorrhaging.</text>
07788    <text id="30190300">Wooden roundshield with numerous
07789    antlers attached to its face.
07790    The antlers pierce enemies and can
07791    cause hemorrhaging.</text>
07792    <text id="30190400">Wooden roundshield with numerous
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07793    antlers attached to its face.
07794    The antlers pierce enemies and can
07795    cause hemorrhaging.</text>
07796    <text id="30190500">Wooden roundshield with numerous
07797    antlers attached to its face.
07798    The antlers pierce enemies and can
07799    cause hemorrhaging.</text>
07800    <text id="30190600">Wooden roundshield with numerous
07801    antlers attached to its face.
07802    The antlers pierce enemies and can
07803    cause hemorrhaging.</text>
07804    <text id="30190700">Wooden roundshield with numerous
07805    antlers attached to its face.
07806    The antlers pierce enemies and can
07807    cause hemorrhaging.</text>
07808    <text id="30190800">Wooden roundshield with numerous
07809    antlers attached to its face.
07810    The antlers pierce enemies and can
07811    cause hemorrhaging.</text>
07812    <text id="30190900">Wooden roundshield with numerous
07813    antlers attached to its face.
07814    The antlers pierce enemies and can
07815    cause hemorrhaging.</text>
07816    <text id="30191000">Wooden roundshield with numerous
07817    antlers attached to its face.
07818    The antlers pierce enemies and can
07819    cause hemorrhaging.</text>
07820    <text id="30191100">Wooden roundshield with numerous
07821    antlers attached to its face.
07822    The antlers pierce enemies and can
07823    cause hemorrhaging.</text>
07824    <text id="30191200">Wooden roundshield with numerous
07825    antlers attached to its face.
07826    The antlers pierce enemies and can
07827    cause hemorrhaging.</text>
07828    <text id="30200000">An extremely odd shield adorned with a
       coiled bronze snake.
07829    An excellent choice for attention-seekers.
07830
07831    This shield provides an effective defense against poison—
       after all, how does one poison a poisonous snake?</text>
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7487
7488    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7489    <text id="30080100">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7490
7491    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7492    <text id="30080200">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7493
7494    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7495    <text id="30080300">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7496
7497    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7498    <text id="30080400">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7499
7500    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7501    <text id="30080500">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7502
7503    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7504    <text id="30080600">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7505
7506    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7507    <text id="30080700">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7508
7509    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7510    <text id="30080800">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7511
7512    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7513    <text id="30080900">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7514
7515    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7516    <text id="30081000">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7517
7518    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7519    <text id="30081100">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7520
7521    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7522    <text id="30081200">A small, wooden roundshield. It is light
        and easy to handle, but cannot offer the damage negation of a
        metal shield.
7523
7524    An ancient cipher engraving lines the circumference. Though
        it isn't much, it boosts holy damage negation.</text>
7525    <text id="30090000">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
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cannot offer the damage negation of a true metal shield.
7526
7527    The design riveted to the center represents both sword and
        tree.</text>
7528    <text id="30090100">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7529
7530    The design riveted to the center represents both sword and
        tree.</text>
7531    <text id="30090200">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7532
7533    The design riveted to the center represents both sword and
        tree.</text>
7534    <text id="30090300">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7535
7536    The design riveted to the center represents both sword and
        tree.</text>
7537    <text id="30090400">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7538
7539    The design riveted to the center represents both sword and
        tree.</text>
7540    <text id="30090500">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7541
7542    The design riveted to the center represents both sword and
        tree.</text>
7543    <text id="30090600">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7544
7545    The design riveted to the center represents both sword and
        tree.</text>
7546    <text id="30090700">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7547
7548    The design riveted to the center represents both sword and
        tree.</text>
7549    <text id="30090800">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7550
7551    The design riveted to the center represents both sword and
        tree.</text>
7552    <text id="30090900">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7553
7554    The design riveted to the center represents both sword and
        tree.</text>
7555    <text id="30091000">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7556
7557    The design riveted to the center represents both sword and
        tree.</text>
7558    <text id="30091100">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7559
7560    The design riveted to the center represents both sword and
        tree.</text>
7561    <text id="30091200">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7562
7563    The design riveted to the center represents both sword and
        tree.</text>
7564    <text id="30100000">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7565
7566    The design is said to represent the stars of the night sky,
        portending fate.</text>
7567    <text id="30100100">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7568
7569    The design is said to represent the stars of the night sky,
        portending fate.</text>
7570    <text id="30100200">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7571
7572    The design is said to represent the stars of the night sky,
        portending fate.</text>
7573    <text id="30100300">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7574
7575    The design is said to represent the stars of the night sky,
        portending fate.</text>
7576    <text id="30100400">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7577
7578    The design is said to represent the stars of the night sky,
        portending fate.</text>
7579    <text id="30100500">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7580
7581    The design is said to represent the stars of the night sky,
        portending fate.</text>
7582    <text id="30100600">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
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7583
7584    The design is said to represent the stars of the night sky,
        portending fate.</text>
7585    <text id="30100700">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7586
7587    The design is said to represent the stars of the night sky,
        portending fate.</text>
7588    <text id="30100800">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7589
7590    The design is said to represent the stars of the night sky,
        portending fate.</text>
7591    <text id="30100900">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7592
7593    The design is said to represent the stars of the night sky,
        portending fate.</text>
7594    <text id="30101000">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7595
7596    The design is said to represent the stars of the night sky,
        portending fate.</text>
7597    <text id="30101100">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7598
7599    The design is said to represent the stars of the night sky,
        portending fate.</text>
7600    <text id="30101200">Small wooden roundshield that has been
        reinforced with metal. It is light and easy to handle, but
        cannot offer the damage negation of a true metal shield.
7601
7602    The design is said to represent the stars of the night sky,
        portending fate.</text>
7603    <text id="30110000">Small metal roundshield depicting a
        sinister rift.
7604
7605    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7606    <text id="30110100">Small metal roundshield depicting a
        sinister rift.
7607
7608    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7609    <text id="30110200">Small metal roundshield depicting a
        sinister rift.
7610
7611    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7612    <text id="30110300">Small metal roundshield depicting a
        sinister rift.
7613
7614    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7615    <text id="30110400">Small metal roundshield depicting a
        sinister rift.
7616
7617    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7618    <text id="30110500">Small metal roundshield depicting a
        sinister rift.
7619
7620    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7621    <text id="30110600">Small metal roundshield depicting a
        sinister rift.
7622
7623    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7624    <text id="30110700">Small metal roundshield depicting a
        sinister rift.
7625
7626    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7627    <text id="30110800">Small metal roundshield depicting a
        sinister rift.
7628
7629    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7630    <text id="30110900">Small metal roundshield depicting a
        sinister rift.
7631
7632    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7633    <text id="30111000">Small metal roundshield depicting a
        sinister rift.
7634
7635    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7636    <text id="30111100">Small metal roundshield depicting a
        sinister rift.
7637
7638    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7639    <text id="30111200">Small metal roundshield depicting a
        sinister rift.
7640
7641    An antiquated charm that glares back at an enemy, it boosts
        focus.</text>
7642    <text id="30120000">An ordinary small roundshield made of
        metal. Heavier than a wooden shield, but boasts higher damage
        negation.
7643
7644    Finely balanced, this shield is easy to use.</text>
7645    <text id="30120100">An ordinary small roundshield made of
        metal. Heavier than a wooden shield, but boasts higher damage
        negation.
7646
7647    Finely balanced, this shield is easy to use.</text>
7648    <text id="30120200">An ordinary small roundshield made of
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metal. Heavier than a wooden shield, but boasts higher damage negation.
7649
7650    Finely balanced, this shield is easy to use.</text>
7651    <text id="30120300">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7652
7653    Finely balanced, this shield is easy to use.</text>
7654    <text id="30120400">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7655
7656    Finely balanced, this shield is easy to use.</text>
7657    <text id="30120500">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7658
7659    Finely balanced, this shield is easy to use.</text>
7660    <text id="30120600">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7661
7662    Finely balanced, this shield is easy to use.</text>
7663    <text id="30120700">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7664
7665    Finely balanced, this shield is easy to use.</text>
7666    <text id="30120800">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7667
7668    Finely balanced, this shield is easy to use.</text>
7669    <text id="30120900">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7670
7671    Finely balanced, this shield is easy to use.</text>
7672    <text id="30121000">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7673
7674    Finely balanced, this shield is easy to use.</text>
7675    <text id="30121100">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7676
7677    Finely balanced, this shield is easy to use.</text>
7678    <text id="30121200">An ordinary small roundshield made of metal. Heavier than a wooden shield, but boasts higher damage negation.
7679
7680    Finely balanced, this shield is easy to use.</text>
7681    <text id="30130000">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7682
7683    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7684    <text id="30130100">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7685
7686    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7687    <text id="30130200">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7688
7689    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7690    <text id="30130300">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7691
7692    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7693    <text id="30130400">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7694
7695    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7696    <text id="30130500">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7697
7698    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7699    <text id="30130600">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7700
7701    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7702    <text id="30130700">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7703
7704    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7705    <text id="30130800">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7706
7707    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7708    <text id="30130900">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7709
7710    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7711    <text id="30131000">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7712
7713    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7714    <text id="30131100">Small metal roundshield. Heavier than a wooden shield, but boasts higher damage negation.
7715
7716    Though the gold leaf is peeling and the effect is slight, it still boosts holy damage negation.</text>
7717    <text id="30131200">Small metal roundshield. Heavier than a
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wooden shield, but boasts higher damage negation.
7718
7719    Though the gold leaf is peeling and the effect is slight, it
        still boosts holy damage negation.</text>
7720    <text id="30140000">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7721
7722    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7723    <text id="30140100">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7724
7725    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7726    <text id="30140200">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7727
7728    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7729    <text id="30140300">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7730
7731    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7732    <text id="30140400">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7733
7734    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7735    <text id="30140500">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7736
7737    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7738    <text id="30140600">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7739
7740    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7741    <text id="30140700">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7742
7743    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7744    <text id="30140800">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7745
7746    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7747    <text id="30140900">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7748
7749    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7750    <text id="30141000">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7751
7752    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7753    <text id="30141100">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7754
7755    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7756    <text id="30141200">Small metal roundshield. Heavier than a
        wooden shield, but boasts higher damage negation.
7757
7758    The ice crest originates from a Carian princess. Though the
        effect is slight, it boosts magic damage negation and
        resistance to frost.</text>
7759    <text id="30150000">Small shield made upon Mt. Gelmir forged
        from uncooling lava.
7760
7761    Resists frost with its heat, and can even be used to deal
        fire damage if wielded as a weapon.</text>
7762    <text id="30150100">Small shield made upon Mt. Gelmir forged
        from uncooling lava.
7763
7764    Resists frost with its heat, and can even be used to deal
        fire damage if wielded as a weapon.</text>
7765    <text id="30150200">Small shield made upon Mt. Gelmir forged
        from uncooling lava.
7766
7767    Resists frost with its heat, and can even be used to deal
        fire damage if wielded as a weapon.</text>
7768    <text id="30150300">Small shield made upon Mt. Gelmir forged
        from uncooling lava.
7769
7770    Resists frost with its heat, and can even be used to deal
        fire damage if wielded as a weapon.</text>
7771    <text id="30150400">Small shield made upon Mt. Gelmir forged
        from uncooling lava.
7772
7773    Resists frost with its heat, and can even be used to deal
        fire damage if wielded as a weapon.</text>
7774    <text id="30150500">Small shield made upon Mt. Gelmir forged
        from uncooling lava.
7775
7776    Resists frost with its heat, and can even be used to deal
        fire damage if wielded as a weapon.</text>
7777    <text id="30150600">Small shield made upon Mt. Gelmir forged
        from uncooling lava.
7778
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7779  Resists frost with its heat, and can even be used to deal
      fire damage if wielded as a weapon.</text>
7780  <text id="30150700">Small shield made upon Mt. Gelmir forged
      from uncooling lava.
7781
7782  Resists frost with its heat, and can even be used to deal
      fire damage if wielded as a weapon.</text>
7783  <text id="30150800">Small shield made upon Mt. Gelmir forged
      from uncooling lava.
7784
7785  Resists frost with its heat, and can even be used to deal
      fire damage if wielded as a weapon.</text>
7786  <text id="30150900">Small shield made upon Mt. Gelmir forged
      from uncooling lava.
7787
7788  Resists frost with its heat, and can even be used to deal
      fire damage if wielded as a weapon.</text>
7789  <text id="30151000">Small shield made upon Mt. Gelmir forged
      from uncooling lava.
7790
7791  Resists frost with its heat, and can even be used to deal
      fire damage if wielded as a weapon.</text>
7792  <text id="30151100">Small shield made upon Mt. Gelmir forged
      from uncooling lava.
7793
7794  Resists frost with its heat, and can even be used to deal
      fire damage if wielded as a weapon.</text>
7795  <text id="30151200">Small shield made upon Mt. Gelmir forged
      from uncooling lava.
7796
7797  Resists frost with its heat, and can even be used to deal
      fire damage if wielded as a weapon.</text>
7798  <text id="30190000">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7799  <text id="30190100">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7800  <text id="30190200">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7801  <text id="30190300">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7802  <text id="30190400">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7803  <text id="30190500">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7804  <text id="30190600">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7805  <text id="30190700">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7806  <text id="30190800">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7807  <text id="30190900">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7808  <text id="30191000">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7809  <text id="30191100">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7810  <text id="30191200">Small shield of antlers arranged in an
      eddy-like pattern. If used to attack a foe, the shield's
      antlers inflict blood loss. Once given to a Tarnished warrior
      who cultivated close ties to the ancestral followers. Though
      the effect is only slight, it boosts immunity, robustness,
      and focus.</text>
7811  <text id="30200000">Armament designed for gladiatorial
      combat. Rises above its peers as a particularly showy
      specimen.
7812
7813  The sculpted bronze snake is a poisonous breed, boosting the
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07832    <text id="31000000">A standard medium-sized metal shield.
07833
07834    Metal shields are very reliable, negating all
07835    incoming physical damage when guarding.
07836    </text>
07837    <text id="31000100">A standard medium-sized metal shield.
07838
07839    Metal shields are very reliable, negating all
07840    incoming physical damage when guarding.
07841    </text>
07842    <text id="31000200">A standard medium-sized metal shield.
07843
07844    Metal shields are very reliable, negating all
07845    incoming physical damage when guarding.
07846    </text>
07847    <text id="31000300">A standard medium-sized metal shield.
07848
07849    Metal shields are very reliable, negating all
07850    incoming physical damage when guarding.
07851    </text>
07852    <text id="31000400">A standard medium-sized metal shield.
07853
07854    Metal shields are very reliable, negating all
07855    incoming physical damage when guarding.
07856    </text>
07857    <text id="31000500">A standard medium-sized metal shield.
07858
07859    Metal shields are very reliable, negating all
07860    incoming physical damage when guarding.
07861    </text>
07862    <text id="31000600">A standard medium-sized metal shield.
07863
07864    Metal shields are very reliable, negating all
07865    incoming physical damage when guarding.
07866    </text>
07867    <text id="31000700">A standard medium-sized metal shield.
07868
07869    Metal shields are very reliable, negating all
07870    incoming physical damage when guarding.
07871    </text>
07872    <text id="31000800">A standard medium-sized metal shield.
07873
07874    Metal shields are very reliable, negating all
07875    incoming physical damage when guarding.
07876    </text>
07877    <text id="31000900">A standard medium-sized metal shield.
07878
07879    Metal shields are very reliable, negating all
07880    incoming physical damage when guarding.
07881    </text>
07882    <text id="31001000">A standard medium-sized metal shield.
07883
07884    Metal shields are very reliable, negating all
07885    incoming physical damage when guarding.
07886    </text>
07887    <text id="31001100">A standard medium-sized metal shield.
07888
07889    Metal shields are very reliable, negating all
07890    incoming physical damage when guarding.
07891    </text>
07892    <text id="31001200">A standard medium-sized metal shield.
07893
07894    Metal shields are very reliable, negating all
07895    incoming physical damage when guarding.
07896    </text>
07897    <text id="31010000">Leather roundshield engraved with a
         crest.
07898    Bestowed upon knights who lost their home,
07899    due to some unknown reason or offense.
07900
07901    Many of these knights were said to have been
07902    escorted away, carrying with them a heavy heart
07903    as they set off to take root in distant lands.</text>
07904    <text id="31010100">Leather roundshield engraved with a
         crest.
07905    Bestowed upon knights who lost their home,
07906    due to some unknown reason or offense.
07907
07908    Many of these knights were said to have been
07909    escorted away, carrying with them a heavy heart
```

```
7814    wielder's resistance to poison.</text>
7814    <text id="31000000">A standard medium-sized metal shield.
7815
7816    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7817    <text id="31000100">A standard medium-sized metal shield.
7818
7819    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7820    <text id="31000200">A standard medium-sized metal shield.
7821
7822    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7823    <text id="31000300">A standard medium-sized metal shield.
7824
7825    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7826    <text id="31000400">A standard medium-sized metal shield.
7827
7828    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7829    <text id="31000500">A standard medium-sized metal shield.
7830
7831    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7832    <text id="31000600">A standard medium-sized metal shield.
7833
7834    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7835    <text id="31000700">A standard medium-sized metal shield.
7836
7837    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7838    <text id="31000800">A standard medium-sized metal shield.
7839
7840    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7841    <text id="31000900">A standard medium-sized metal shield.
7842
7843    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7844    <text id="31001000">A standard medium-sized metal shield.
7845
7846    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7847    <text id="31001100">A standard medium-sized metal shield.
7848
7849    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7850    <text id="31001200">A standard medium-sized metal shield.
7851
7852    Metal shields reliably negate physical damage when guarding,
        a trait which made them highly trusted on the battlefield.</
        text>
7853    <text id="31010000">Leather shield of Stormveil soldiers.
        Much like the castle, it is marred by mottling and thorns.
7854
7855    Some say it is the curse of grafting which causes such
        affliction, while others talk of its root being something
        altogether more sinister hidden deep within the castle.</
        text>
7856    <text id="31010100">Leather shield of Stormveil soldiers.
        Much like the castle, it is marred by mottling and thorns.
7857
7858    Some say it is the curse of grafting which causes such
        affliction, while others talk of its root being something
        altogether more sinister hidden deep within the castle.</
        text>
7859    <text id="31010200">Leather shield of Stormveil soldiers.
```

07910	as they set off to take root in distant lands.</text>	
07911	<text id="31010200">Leather roundshield engraved with a crest.	
07912	Bestowed upon knights who lost their home,	
07913	due to some unknown reason or offense.	
07914		7860
07915	Many of these knights were said to have been	7861 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07916	escorted away, carrying with them a heavy heart	7862 <text id="31010300">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07917	as they set off to take root in distant lands.</text>	
07918	<text id="31010300">Leather roundshield engraved with a crest.	
07919	Bestowed upon knights who lost their home,	
07920	due to some unknown reason or offense.	
07921		7863
07922	Many of these knights were said to have been	7864 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07923	escorted away, carrying with them a heavy heart	7865 <text id="31010400">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07924	as they set off to take root in distant lands.</text>	
07925	<text id="31010400">Leather roundshield engraved with a crest.	
07926	Bestowed upon knights who lost their home,	
07927	due to some unknown reason or offense.	
07928		7866
07929	Many of these knights were said to have been	7867 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07930	escorted away, carrying with them a heavy heart	7868 <text id="31010500">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07931	as they set off to take root in distant lands.</text>	
07932	<text id="31010500">Leather roundshield engraved with a crest.	
07933	Bestowed upon knights who lost their home,	
07934	due to some unknown reason or offense.	
07935		7869
07936	Many of these knights were said to have been	7870 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07937	escorted away, carrying with them a heavy heart	7871 <text id="31010600">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07938	as they set off to take root in distant lands.</text>	
07939	<text id="31010600">Leather roundshield engraved with a crest.	
07940	Bestowed upon knights who lost their home,	
07941	due to some unknown reason or offense.	
07942		7872
07943	Many of these knights were said to have been	7873 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07944	escorted away, carrying with them a heavy heart	7874 <text id="31010700">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07945	as they set off to take root in distant lands.</text>	
07946	<text id="31010700">Leather roundshield engraved with a crest.	
07947	Bestowed upon knights who lost their home,	
07948	due to some unknown reason or offense.	
07949		7875
07950	Many of these knights were said to have been	7876 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07951	escorted away, carrying with them a heavy heart	7877 <text id="31010800">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07952	as they set off to take root in distant lands.</text>	
07953	<text id="31010800">Leather roundshield engraved with a crest.	
07954	Bestowed upon knights who lost their home,	
07955	due to some unknown reason or offense.	
07956		7878
07957	Many of these knights were said to have been	7879 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07958	escorted away, carrying with them a heavy heart	7880 <text id="31010900">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07959	as they set off to take root in distant lands.</text>	
07960	<text id="31010900">Leather roundshield engraved with a crest.	
07961	Bestowed upon knights who lost their home,	
07962	due to some unknown reason or offense.	
07963		7881
07964	Many of these knights were said to have been	7882 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07965	escorted away, carrying with them a heavy heart	7883 <text id="31011000">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07966	as they set off to take root in distant lands.</text>	
07967	<text id="31011000">Leather roundshield engraved with a crest.	
07968	Bestowed upon knights who lost their home,	
07969	due to some unknown reason or offense.	
07970		7884
07971	Many of these knights were said to have been	7885 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07972	escorted away, carrying with them a heavy heart	7886 <text id="31011100">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07973	as they set off to take root in distant lands.</text>	
07974	<text id="31011100">Leather roundshield engraved with a crest.	
07975	Bestowed upon knights who lost their home,	
07976	due to some unknown reason or offense.	
07977		7887

07978 Many of these knights were said to have been	7888 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07979 escorted away, carrying with them a heavy heart	7889 <text id="31011200">Leather shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07980 as they set off to take root in distant lands.</text>	
07981 <text id="31011200">Leather roundshield engraved with a crest.	
07982 Bestowed upon knights who lost their home,	
07983 due to some unknown reason or offense.	
07984	7890
07985 Many of these knights were said to have been	7891 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07986 escorted away, carrying with them a heavy heart	7892 <text id="31020000">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07987 as they set off to take root in distant lands.</text>	7893
07988 <text id="31020000">A tall, wooden shield engraved with a crest.</text>	7894 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07989 <text id="31020100">A tall, wooden shield engraved with a crest.</text>	7895 <text id="31020100">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07990 <text id="31020200">A tall, wooden shield engraved with a crest.</text>	7896
07991 <text id="31020300">A tall, wooden shield engraved with a crest.</text>	7897 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07992 <text id="31020400">A tall, wooden shield engraved with a crest.</text>	7898 <text id="31020200">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07993 <text id="31020500">A tall, wooden shield engraved with a crest.</text>	7899
07994 <text id="31020600">A tall, wooden shield engraved with a crest.</text>	7900 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07995 <text id="31020700">A tall, wooden shield engraved with a crest.</text>	7901 <text id="31020300">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07996 <text id="31020800">A tall, wooden shield engraved with a crest.</text>	7902
07997 <text id="31020900">A tall, wooden shield engraved with a crest.</text>	7903 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
07998 <text id="31021000">A tall, wooden shield engraved with a crest.</text>	7904 <text id="31020400">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
07999 <text id="31021100">A tall, wooden shield engraved with a crest.</text>	7905
08000 <text id="31021200">A tall, wooden shield engraved with a crest.</text>	7906 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08001 <text id="31030000">A narrow, metal shield.	7907 <text id="31020500">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
08002 Tailored for use by both cavalry and	7908
08003 soldiers fighting in close-quarters.</text>	7909 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08004 <text id="31030100">A narrow, metal shield.	7910 <text id="31020600">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
08005 Tailored for use by both cavalry and	7911
08006 soldiers fighting in close-quarters.</text>	7912 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08007 <text id="31030200">A narrow, metal shield.	7913 <text id="31020700">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
08008 Tailored for use by both cavalry and	7914
08009 soldiers fighting in close-quarters.</text>	7915 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08010 <text id="31030300">A narrow, metal shield.	7916 <text id="31020800">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
08011 Tailored for use by both cavalry and	7917
08012 soldiers fighting in close-quarters.</text>	7918 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08013 <text id="31030400">A narrow, metal shield.	7919 <text id="31020900">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
08014 Tailored for use by both cavalry and	7920
08015 soldiers fighting in close-quarters.</text>	7921 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08016 <text id="31030500">A narrow, metal shield.	7922 <text id="31021000">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
08017 Tailored for use by both cavalry and	7923
08018 soldiers fighting in close-quarters.</text>	7924 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08019 <text id="31030600">A narrow, metal shield.	7925 <text id="31021100">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
08020 Tailored for use by both cavalry and	7926
08021 soldiers fighting in close-quarters.</text>	7927 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08022 <text id="31030700">A narrow, metal shield.	7928 <text id="31021200">Wooden shield of Stormveil soldiers. Much like the castle, it is marred by mottling and thorns.
08023 Tailored for use by both cavalry and	7929
08024 soldiers fighting in close-quarters.</text>	7930 Some say it is the curse of grafting which causes such affliction, while others talk of its root being something altogether more sinister hidden deep within the castle.</text>
08025 <text id="31030800">A narrow, metal shield.	7931 <text id="31030000">A tall medium-sized metal shield. Given to knights who, whether by misfortune or misdeed, were forced to abandon their homes.
08026 Tailored for use by both cavalry and	7932

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 8027

```
08027    soldiers fighting in close-quarters.</text>

08028    <text id="31030900">A narrow, metal shield.

08029    Tailored for use by both cavalry and
08030    soldiers fighting in close-quarters.</text>

08031    <text id="31031000">A narrow, metal shield.

08032    Tailored for use by both cavalry and
08033    soldiers fighting in close-quarters.</text>

08034    <text id="31031100">A narrow, metal shield.

08035    Tailored for use by both cavalry and
08036    soldiers fighting in close-quarters.</text>

08037    <text id="31031200">A narrow, metal shield.

08038    Tailored for use by both cavalry and
08039    soldiers fighting in close-quarters.</text>

08040    <text id="310400000">Iron roundshield wielded by demi-human
         warriors.

08041    Lightweight and easy to wield,
08042    despite being made of metal.</text>

08043    <text id="310401000">Iron roundshield wielded by demi-human
         warriors.

08044    Lightweight and easy to wield,
08045    despite being made of metal.</text>

08046    <text id="310402000">Iron roundshield wielded by demi-human
         warriors.

08047    Lightweight and easy to wield,
08048    despite being made of metal.</text>

08049    <text id="310403000">Iron roundshield wielded by demi-human
         warriors.

08050    Lightweight and easy to wield,
08051    despite being made of metal.</text>

08052    <text id="310404000">Iron roundshield wielded by demi-human
         warriors.

08053    Lightweight and easy to wield,
08054    despite being made of metal.</text>

08055    <text id="310405000">Iron roundshield wielded by demi-human
         warriors.

08056    Lightweight and easy to wield,
08057    despite being made of metal.</text>

08058    <text id="310406000">Iron roundshield wielded by demi-human
         warriors.

08059    Lightweight and easy to wield,
08060    despite being made of metal.</text>

08061    <text id="310407000">Iron roundshield wielded by demi-human
         warriors.

08062    Lightweight and easy to wield,
08063    despite being made of metal.</text>

08064    <text id="31040800">Iron roundshield wielded by demi-human
         warriors.

08065    Lightweight and easy to wield,
08066    despite being made of metal.</text>

08067    <text id="31040900">Iron roundshield wielded by demi-human
         warriors.
08068    Lightweight and easy to wield,

08069    despite being made of metal.</text>

08070    <text id="31041000">Iron roundshield wielded by demi-human
         warriors.

08071    Lightweight and easy to wield,
08072    despite being made of metal.</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 7933

```
7933     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7934     <text id="31030100">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7935
7936     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7937     <text id="31030200">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7938
7939     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7940     <text id="31030300">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7941
7942     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7943     <text id="31030400">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7944
7945     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7946     <text id="31030500">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7947
7948     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7949     <text id="31030600">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7950
7951     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7952     <text id="31030700">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7953
7954     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7955     <text id="31030800">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7956
7957     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7958     <text id="31030900">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7959
7960     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7961     <text id="31031000">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7962
7963     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7964     <text id="31031100">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7965
7966     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7967     <text id="31031200">A tall medium-sized metal shield. Given
         to knights who, whether by misfortune or misdeed, were forced
         to abandon their homes.
7968
7969     Most of these knights were sent to the fringes, where they
         were forced to start anew with only despair for company.</
         text>
7970     <text id="31040000">Tall oval shield made of metal carried by
         young Albinaurics. The ornamentation represents the
         primordial drop of dew from which they are said to have been
         created.
7971     Boasts exceptional magic damage negation. The Albinaurics'
         most formidable foes were sorcerers, after all.</text>
7972     <text id="31040100">Tall oval shield made of metal carried by
         young Albinaurics. The ornamentation represents the
         primordial drop of dew from which they are said to have been
         created.
7973     Boasts exceptional magic damage negation. The Albinaurics'
         most formidable foes were sorcerers, after all.</text>
7974     <text id="31040200">Tall oval shield made of metal carried by
         young Albinaurics. The ornamentation represents the
         primordial drop of dew from which they are said to have been
         created.
7975     Boasts exceptional magic damage negation. The Albinaurics'
         most formidable foes were sorcerers, after all.</text>
7976     <text id="31040300">Tall oval shield made of metal carried by
         young Albinaurics. The ornamentation represents the
         primordial drop of dew from which they are said to have been
         created.
7977     Boasts exceptional magic damage negation. The Albinaurics'
         most formidable foes were sorcerers, after all.</text>
7978     <text id="31040400">Tall oval shield made of metal carried by
         young Albinaurics. The ornamentation represents the
         primordial drop of dew from which they are said to have been
         created.
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 8073

```
<text id="31041100">Iron roundshield wielded by demi-human warriors.
Lightweight and easy to wield,
despite being made of metal.</text>
<text id="31041200">Iron roundshield wielded by demi-human warriors.
Lightweight and easy to wield,
despite being made of metal.</text>
<text id="31050000">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050100">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050200">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050300">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050400">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050500">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050600">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050700">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050800">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31050900">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31051000">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31051100">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31051200">Iron shield allegedly made in ancient times.
Now falling apart after countless battles, it
has exhausted its use as a defensive armament.</text>
<text id="31060000">Silver shield of the Arbor Sentinels,
who tended to the sacred tree of
Miquella, son of the gods.
Offers high resistance against magic.</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 7979

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Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31040500">Tall oval shield made of metal carried by young Albinaurics. The ornamentation represents the primordial drop of dew from which they are said to have been created.
Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31040600">Tall oval shield made of metal carried by young Albinaurics. The ornamentation represents the primordial drop of dew from which they are said to have been created.
Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31040700">Tall oval shield made of metal carried by young Albinaurics. The ornamentation represents the primordial drop of dew from which they are said to have been created.
Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31040800">Tall oval shield made of metal carried by young Albinaurics. The ornamentation represents the primordial drop of dew from which they are said to have been created.
Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31040900">Tall oval shield made of metal carried by young Albinaurics. The ornamentation represents the primordial drop of dew from which they are said to have been created.
Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31041000">Tall oval shield made of metal carried by young Albinaurics. The ornamentation represents the primordial drop of dew from which they are said to have been created.
Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31041100">Tall oval shield made of metal carried by young Albinaurics. The ornamentation represents the primordial drop of dew from which they are said to have been created.
Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31041200">Tall oval shield made of metal carried by young Albinaurics. The ornamentation represents the primordial drop of dew from which they are said to have been created.
Boasts exceptional magic damage negation. The Albinaurics' most formidable foes were sorcerers, after all.</text>
<text id="31050000">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050100">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050200">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050300">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050400">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050500">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050600">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050700">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050800">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31050900">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31051000">Shield of honor depicting a city crowned by the sun. It has seen better days.
Much like the wear upon the shield, the Seat of the Sun is long faded away.</text>
<text id="31051100">Shield of honor depicting a city crowned
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    ability to negate damage.</text>
08148   <text id="31080000">A standard medium-sized metal shield.
08149   Marked with a scorpion crest.</text>
08150   <text id="31080100">A standard medium-sized metal shield.
08151   Marked with a scorpion crest.</text>
08152   <text id="31080200">A standard medium-sized metal shield.
08153   Marked with a scorpion crest.</text>
08154   <text id="31080300">A standard medium-sized metal shield.
08155   Marked with a scorpion crest.</text>
08156   <text id="31080400">A standard medium-sized metal shield.
08157   Marked with a scorpion crest.</text>
08158   <text id="31080500">A standard medium-sized metal shield.
08159   Marked with a scorpion crest.</text>
08160   <text id="31080600">A standard medium-sized metal shield.
08161   Marked with a scorpion crest.</text>
08162   <text id="31080700">A standard medium-sized metal shield.
08163   Marked with a scorpion crest.</text>
08164   <text id="31080800">A standard medium-sized metal shield.
08165   Marked with a scorpion crest.</text>
08166   <text id="31080900">A standard medium-sized metal shield.
08167   Marked with a scorpion crest.</text>
08168   <text id="31081000">A standard medium-sized metal shield.
08169   Marked with a scorpion crest.</text>
08170   <text id="31081100">A standard medium-sized metal shield.
08171   Marked with a scorpion crest.</text>
08172   <text id="31081200">A standard medium-sized metal shield.
08173   Marked with a scorpion crest.</text>
08174   <text id="31090000">A standard medium-sized metal shield.
08175   Marked with a twin bird crest.</text>
08176   <text id="31090100">A standard medium-sized metal shield.
08177   Marked with a twin bird crest.</text>
08178   <text id="31090200">A standard medium-sized metal shield.
08179   Marked with a twin bird crest.</text>
08180   <text id="31090300">A standard medium-sized metal shield.
08181   Marked with a twin bird crest.</text>
08182   <text id="31090400">A standard medium-sized metal shield.
08183   Marked with a twin bird crest.</text>
08184   <text id="31090500">A standard medium-sized metal shield.
08185   Marked with a twin bird crest.</text>
08186   <text id="31090600">A standard medium-sized metal shield.
08187   Marked with a twin bird crest.</text>
08188   <text id="31090700">A standard medium-sized metal shield.
08189   Marked with a twin bird crest.</text>
08190   <text id="31090800">A standard medium-sized metal shield.
08191   Marked with a twin bird crest.</text>
08192   <text id="31090900">A standard medium-sized metal shield.
08193   Marked with a twin bird crest.</text>
08194   <text id="31091000">A standard medium-sized metal shield.
08195   Marked with a twin bird crest.</text>
08196   <text id="31091100">A standard medium-sized metal shield.
08197   Marked with a twin bird crest.</text>
08198   <text id="31091200">A standard medium-sized metal shield.
08199   Marked with a twin bird crest.</text>
08200   <text id="31100000">A standard medium-sized metal shield.
08201   Depicts a gold cross on a blue background.</text>
08202   <text id="31100100">A standard medium-sized metal shield.
08203   Depicts a gold cross on a blue background.</text>
08204   <text id="31100200">A standard medium-sized metal shield.
08205   Depicts a gold cross on a blue background.</text>
08206   <text id="31100300">A standard medium-sized metal shield.
08207   Depicts a gold cross on a blue background.</text>
08208   <text id="31100400">A standard medium-sized metal shield.
08209   Depicts a gold cross on a blue background.</text>
08210   <text id="31100500">A standard medium-sized metal shield.
08211   Depicts a gold cross on a blue background.</text>
08212   <text id="31100600">A standard medium-sized metal shield.
08213   Depicts a gold cross on a blue background.</text>
08214   <text id="31100700">A standard medium-sized metal shield.
08215   Depicts a gold cross on a blue background.</text>
08216   <text id="31100800">A standard medium-sized metal shield.
08217   Depicts a gold cross on a blue background.</text>
08218   <text id="31100900">A standard medium-sized metal shield.
08219   Depicts a gold cross on a blue background.</text>
08220   <text id="31101000">A standard medium-sized metal shield.
08221   Depicts a gold cross on a blue background.</text>
08222   <text id="31101100">A standard medium-sized metal shield.
08223   Depicts a gold cross on a blue background.</text>
08224   <text id="31101200">A standard medium-sized metal shield.
08225   Depicts a gold cross on a blue background.</text>
08226   <text id="31130000">Shield used by royal soldiers.
08227   Mass produced in large numbers,
08228   there's nothing unusual about it.</text>
08229   <text id="31130100">Shield used by royal soldiers.
08230   Mass produced in large numbers,
08231   there's nothing unusual about it.</text>
08232   <text id="31130200">Shield used by royal soldiers.
08233   Mass produced in large numbers,
08234   there's nothing unusual about it.</text>
08235   <text id="31130300">Shield used by royal soldiers.
08236   Mass produced in large numbers,
08237   there's nothing unusual about it.</text>
08238   <text id="31130400">Shield used by royal soldiers.
08239   Mass produced in large numbers,
08240   there's nothing unusual about it.</text>
08241   <text id="31130500">Shield used by royal soldiers.
08242   Mass produced in large numbers,
08243   there's nothing unusual about it.</text>
08244   <text id="31130600">Shield used by royal soldiers.
08245   Mass produced in large numbers,
08246   there's nothing unusual about it.</text>
08247   <text id="31130700">Shield used by royal soldiers.
08248   Mass produced in large numbers,
08249   there's nothing unusual about it.</text>
08250   <text id="31130800">Shield used by royal soldiers.
08251   Mass produced in large numbers,
08252   there's nothing unusual about it.</text>
08253   <text id="31130900">Shield used by royal soldiers.
08254   Mass produced in large numbers,
08255   there's nothing unusual about it.</text>
08256   <text id="31131000">Shield used by royal soldiers.
08257   Mass produced in large numbers,
08258   there's nothing unusual about it.</text>
08259   <text id="31131100">Shield used by royal soldiers.
08260   Mass produced in large numbers,
08261   there's nothing unusual about it.</text>
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08262    <text id="31131200">Shield used by royal soldiers.
08263    Mass produced in large numbers,
08264    there's nothing unusual about it.</text>
08265    <text id="31140000">Shield fashioned from a tortoise shell.
08266    Boosts stamina recovery speed.</text>
08267    <text id="31140100">Shield fashioned from a tortoise shell.
08268    Boosts stamina recovery speed.</text>
08269    <text id="31140200">Shield fashioned from a tortoise shell.
08270    Boosts stamina recovery speed.</text>
08271    <text id="31140300">Shield fashioned from a tortoise shell.
08272    Boosts stamina recovery speed.</text>
08273    <text id="31140400">Shield fashioned from a tortoise shell.
08274    Boosts stamina recovery speed.</text>
08275    <text id="31140500">Shield fashioned from a tortoise shell.
08276    Boosts stamina recovery speed.</text>
08277    <text id="31140600">Shield fashioned from a tortoise shell.
08278    Boosts stamina recovery speed.</text>
08279    <text id="31140700">Shield fashioned from a tortoise shell.
08280    Boosts stamina recovery speed.</text>
08281    <text id="31140800">Shield fashioned from a tortoise shell.
08282    Boosts stamina recovery speed.</text>
08283    <text id="31140900">Shield fashioned from a tortoise shell.
08284    Boosts stamina recovery speed.</text>
08285    <text id="31141000">Shield fashioned from a tortoise shell.
08286    Boosts stamina recovery speed.</text>
08287    <text id="31141100">Shield fashioned from a tortoise shell.
08288    Boosts stamina recovery speed.</text>
08289    <text id="31141200">Shield fashioned from a tortoise shell.
08290    Boosts stamina recovery speed.</text>
08291    <text id="31170000">Shield covered in sharp spikes,
08292    depicting the image of a goddess.
08293
08294    Can also be used as a weapon,


08295    as the spikes cause severe hemorrhaging.</text>

08296    <text id="31170100">Shield covered in sharp spikes,
08297    depicting the image of a goddess.
08298
08299    Can also be used as a weapon,

08300    as the spikes cause severe hemorrhaging.</text>

08301    <text id="31170200">Shield covered in sharp spikes,
08302    depicting the image of a goddess.
08303
08304    Can also be used as a weapon,

08305    as the spikes cause severe hemorrhaging.</text>

08306    <text id="31170300">Shield covered in sharp spikes,
08307    depicting the image of a goddess.
08308
08309    Can also be used as a weapon,

08310    as the spikes cause severe hemorrhaging.</text>

08311    <text id="31170400">Shield covered in sharp spikes,
08312    depicting the image of a goddess.
08313
08314    Can also be used as a weapon,

08315    as the spikes cause severe hemorrhaging.</text>

08316    <text id="31170500">Shield covered in sharp spikes,
08317    depicting the image of a goddess.
08318
08319    Can also be used as a weapon,

08320    as the spikes cause severe hemorrhaging.</text>

08321    <text id="31170600">Shield covered in sharp spikes,
08322    depicting the image of a goddess.
08323
08324    Can also be used as a weapon,

08325    as the spikes cause severe hemorrhaging.</text>

08326    <text id="31170700">Shield covered in sharp spikes,
08327    depicting the image of a goddess.
08328
08329    Can also be used as a weapon,

08330    as the spikes cause severe hemorrhaging.</text>

08331    <text id="31170800">Shield covered in sharp spikes,
08332    depicting the image of a goddess.
08333
08334    Can also be used as a weapon,

08335    as the spikes cause severe hemorrhaging.</text>

08336    <text id="31170900">Shield covered in sharp spikes,
08337    depicting the image of a goddess.
08338
08339    Can also be used as a weapon,

08340    as the spikes cause severe hemorrhaging.</text>

08341    <text id="31171000">Shield covered in sharp spikes,
08342    depicting the image of a goddess.
08343
08344    Can also be used as a weapon,

08345    as the spikes cause severe hemorrhaging.</text>

08346    <text id="31171100">Shield covered in sharp spikes,
08347    depicting the image of a goddess.
08348
08349    Can also be used as a weapon,

08350    as the spikes cause severe hemorrhaging.</text>

08351    <text id="31171200">Shield covered in sharp spikes,
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8075
8076    Comparatively light for its size, this shield is easy to
        handle but lacks a true metal shield's ability to negate
        damage.</text>
8077    <text id="31080000">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8078
8079    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8080    <text id="31080100">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8081
8082    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8083    <text id="31080200">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8084
8085    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8086    <text id="31080300">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8087
8088    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8089    <text id="31080400">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8090
8091    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8092    <text id="31080500">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8093
8094    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8095    <text id="31080600">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8096
8097    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8098    <text id="31080700">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8099
8100    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8101    <text id="31080800">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8102
8103    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8104    <text id="31080900">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8105
8106    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8107    <text id="31081000">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8108
8109    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8110    <text id="31081100">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
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08352   depicting the image of a goddess.
08353
08354   Can also be used as a weapon,
08355   as the spikes cause severe hemorrhaging.</text>
08356   <text id="31190000">A teardrop-shaped shield embedded with
        blue glintstones.
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8111
8112    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8113    <text id="31081200">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8114
8115    Emblazoned with a yellow scorpion, a warning of surprise
        attacks and sudden strikes.</text>
8116    <text id="31090000">Shield featuring a vividly painted
        twinbird.
8117    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8118
8119    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8120    <text id="31090100">Shield featuring a vividly painted
        twinbird.
8121    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8122
8123    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8124    <text id="31090200">Shield featuring a vividly painted
        twinbird.
8125    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8126
8127    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8128    <text id="31090300">Shield featuring a vividly painted
        twinbird.
8129    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8130
8131    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8132    <text id="31090400">Shield featuring a vividly painted
        twinbird.
8133    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8134
8135    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8136    <text id="31090500">Shield featuring a vividly painted
        twinbird.
8137    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8138
8139    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8140    <text id="31090600">Shield featuring a vividly painted
        twinbird.
8141    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8142
8143    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8144    <text id="31090700">Shield featuring a vividly painted
        twinbird.
8145    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8146
8147    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8148    <text id="31090800">Shield featuring a vividly painted
        twinbird.
8149    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8150
8151    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8152    <text id="31090900">Shield featuring a vividly painted
        twinbird.
8153    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8154
8155    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8156    <text id="31091000">Shield featuring a vividly painted
        twinbird.
8157    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8158
8159    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8160    <text id="31091100">Shield featuring a vividly painted
        twinbird.
8161    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8162
8163    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8164    <text id="31091200">Shield featuring a vividly painted
        twinbird.
8165    The twinbird is said to be the envoy of an outer god, and
        mother of the Deathbirds.
8166
8167    At dwindling levels of HP, this shield slightly boosts both
        attack and defense.</text>
8168    <text id="31100000">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8169
8170    The design represents the Erdtree foregrounded against a blue
        sky.</text>
8171    <text id="31100100">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8172
8173    The design represents the Erdtree foregrounded against a blue
        sky.</text>
8174    <text id="31100200">A standard medium-sized metal shield.
        Highly reputed for its solid build and reliability.
8175
8176    The design represents the Erdtree foregrounded against a blue
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sky.</text>
<text id="31100300">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31100400">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31100500">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31100600">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31100700">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31100800">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31100900">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31101000">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31101100">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31101200">A standard medium-sized metal shield.
Highly reputed for its solid build and reliability.

The design represents the Erdtree foregrounded against a blue
sky.</text>
<text id="31130000">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130100">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130200">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130300">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130400">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130500">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130600">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130700">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130800">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31130900">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31131000">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31131100">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31131200">On the larger side for a medium-sized
shield, the face has been covered in brass.

Commonly employed in the Shattering.</text>
<text id="31140000">Shield fashioned from a great turtle
shell. The natural curve helps it contend with foes' attacks.

The turtle is a symbol of tirelessness, and this shield
boosts stamina recovery speed.</text>
<text id="31140100">Shield fashioned from a great turtle
shell. The natural curve helps it contend with foes' attacks.

The turtle is a symbol of tirelessness, and this shield
boosts stamina recovery speed.</text>
<text id="31140200">Shield fashioned from a great turtle
shell. The natural curve helps it contend with foes' attacks.
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8253
8254    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8255    <text id="31140300">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8256
8257    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8258    <text id="31140400">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8259
8260    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8261    <text id="31140500">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8262
8263    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8264    <text id="31140600">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8265
8266    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8267    <text id="31140700">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8268
8269    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8270    <text id="31140800">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8271
8272    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8273    <text id="31140900">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8274
8275    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8276    <text id="31141000">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8277
8278    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8279    <text id="31141100">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8280
8281    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8282    <text id="31141200">Shield fashioned from a great turtle
        shell. The natural curve helps it contend with foes' attacks.
8283
8284    The turtle is a symbol of tirelessness, and this shield
        boosts stamina recovery speed.</text>
8285    <text id="31170000">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8286
8287    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8288    <text id="31170100">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8289
8290    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8291    <text id="31170200">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8292
8293    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8294    <text id="31170300">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8295
8296    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8297    <text id="31170400">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8298
8299    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8300    <text id="31170500">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8301
8302    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8303    <text id="31170600">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8304
8305    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8306    <text id="31170700">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8307
8308    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8309    <text id="31170800">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8310
8311    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8312    <text id="31170900">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
        these lands.
8313
8314    Venerating the repose of the soul, this shield boosts focus.
        The briars can be used to attack foes.</text>
8315    <text id="31171000">Shield made to venerate a maiden whose
        eyes were crushed by Briars of Sin before being reborn in
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08357 | Carried by knights who served the Carian royal family.
08358 |
08359 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08360 | <text id="31190100">A teardrop-shaped shield embedded with
      | blue glintstones.
08361 | Carried by knights who served the Carian royal family.
08362 |
08363 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08364 | <text id="31190200">A teardrop-shaped shield embedded with
      | blue glintstones.
08365 | Carried by knights who served the Carian royal family.
08366 |
08367 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08368 | <text id="31190300">A teardrop-shaped shield embedded with
      | blue glintstones.
08369 | Carried by knights who served the Carian royal family.
08370 |
08371 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08372 | <text id="31190400">A teardrop-shaped shield embedded with
      | blue glintstones.
08373 | Carried by knights who served the Carian royal family.
08374 |
08375 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08376 | <text id="31190500">A teardrop-shaped shield embedded with
      | blue glintstones.
08377 | Carried by knights who served the Carian royal family.
08378 |
08379 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08380 | <text id="31190600">A teardrop-shaped shield embedded with
      | blue glintstones.
08381 | Carried by knights who served the Carian royal family.
08382 |
08383 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08384 | <text id="31190700">A teardrop-shaped shield embedded with
      | blue glintstones.
08385 | Carried by knights who served the Carian royal family.
08386 |
08387 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08388 | <text id="31190800">A teardrop-shaped shield embedded with
      | blue glintstones.
08389 | Carried by knights who served the Carian royal family.
08390 |
08391 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08392 | <text id="31190900">A teardrop-shaped shield embedded with
      | blue glintstones.
08393 | Carried by knights who served the Carian royal family.
08394 |
08395 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08396 | <text id="31191000">A teardrop-shaped shield embedded with
      | blue glintstones.
08397 | Carried by knights who served the Carian royal family.
08398 |
08399 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08400 | <text id="31191100">A teardrop-shaped shield embedded with
      | blue glintstones.
08401 | Carried by knights who served the Carian royal family.
08402 |
08403 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08404 | <text id="31191200">A teardrop-shaped shield embedded with
      | blue glintstones.
08405 | Carried by knights who served the Carian royal family.
08406 |
08407 | Excels when facing magic or holy attacks. Just who were
      | these knights preparing to fight?</text>
08408 | <text id="31230000">A round shield covered in leather. On
      | the larger side for a standard shield.
08409 |
08410 | Though its damage reduction may be lacking compared to a
      | metal shield, it can handle a wider range of attack
      | affinities.</text>
08411 | <text id="31230100">A round shield covered in leather. On
      | the larger side for a standard shield.
08412 |
08413 | Though its damage reduction may be lacking compared to a
      | metal shield, it can handle a wider range of attack
      | affinities.</text>
08414 | <text id="31230200">A round shield covered in leather. On
      | the larger side for a standard shield.
08415 |
08416 | Though its damage reduction may be lacking compared to a
      | metal shield, it can handle a wider range of attack
      | affinities.</text>
08417 | <text id="31230300">A round shield covered in leather. On
      | the larger side for a standard shield.
08418 |
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      | these lands.
8316  |
8317  | Venerating the repose of the soul, this shield boosts focus.
      | The briars can be used to attack foes.</text>
8318  | <text id="31171100">Shield made to venerate a maiden whose
      | eyes were crushed by Briars of Sin before being reborn in
      | these lands.
8319  |
8320  | Venerating the repose of the soul, this shield boosts focus.
      | The briars can be used to attack foes.</text>
8321  | <text id="31171200">Shield made to venerate a maiden whose
      | eyes were crushed by Briars of Sin before being reborn in
      | these lands.
8322  |
8323  | Venerating the repose of the soul, this shield boosts focus.
      | The briars can be used to attack foes.</text>
8324  | <text id="31190000">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8325  | Carried by knights who served the Carian royal family.
8326  |
8327  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8328  | <text id="31190100">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8329  | Carried by knights who served the Carian royal family.
8330  |
8331  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8332  | <text id="31190200">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8333  | Carried by knights who served the Carian royal family.
8334  |
8335  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8336  | <text id="31190300">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8337  | Carried by knights who served the Carian royal family.
8338  |
8339  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8340  | <text id="31190400">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8341  | Carried by knights who served the Carian royal family.
8342  |
8343  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8344  | <text id="31190500">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8345  | Carried by knights who served the Carian royal family.
8346  |
8347  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8348  | <text id="31190600">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8349  | Carried by knights who served the Carian royal family.
8350  |
8351  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8352  | <text id="31190700">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8353  | Carried by knights who served the Carian royal family.
8354  |
8355  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8356  | <text id="31190800">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8357  | Carried by knights who served the Carian royal family.
8358  |
8359  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8360  | <text id="31190900">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8361  | Carried by knights who served the Carian royal family.
8362  |
8363  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8364  | <text id="31191000">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8365  | Carried by knights who served the Carian royal family.
8366  |
8367  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8368  | <text id="31191100">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8369  | Carried by knights who served the Carian royal family.
8370  |
8371  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8372  | <text id="31191200">A teardrop-shaped, medium-sized shield
      | embedded with blue glintstones.
8373  | Carried by knights who served the Carian royal family.
8374  |
8375  | Excels when facing magic or holy attacks. Just who were these
      | knights preparing to fight?</text>
8376  | <text id="31230000">A roundshield covered in leather. On the
      | larger side for a medium-sized shield.
8377  |
8378  | Though its damage negation may be lacking compared to a metal
      | shield, it can handle a wider range of attack affinities.</
      | text>
8379  | <text id="31230100">A roundshield covered in leather. On the
      | larger side for a medium-sized shield.
8380  |
8381  | Though its damage negation may be lacking compared to a metal
      | shield, it can handle a wider range of attack affinities.</
      | text>
8382  | <text id="31230200">A roundshield covered in leather. On the
      | larger side for a medium-sized shield.
8383  |
8384  | Though its damage negation may be lacking compared to a metal
      | shield, it can handle a wider range of attack affinities.</
      | text>
8385  | <text id="31230300">A roundshield covered in leather. On the
      | larger side for a medium-sized shield.
8386  |
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08419    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08420    <text id="31230400">A round shield covered in leather. On
         the larger side for a standard shield.
08421
08422    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08423    <text id="31230500">A round shield covered in leather. On
         the larger side for a standard shield.
08424
08425    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08426    <text id="31230600">A round shield covered in leather. On
         the larger side for a standard shield.
08427
08428    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08429    <text id="31230700">A round shield covered in leather. On
         the larger side for a standard shield.
08430
08431    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08432    <text id="31230800">A round shield covered in leather. On
         the larger side for a standard shield.
08433
08434    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08435    <text id="31230900">A round shield covered in leather. On
         the larger side for a standard shield.
08436
08437    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08438    <text id="31231000">A round shield covered in leather. On
         the larger side for a standard shield.
08439
08440    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08441    <text id="31231100">A round shield covered in leather. On
         the larger side for a standard shield.
08442
08443    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08444    <text id="31231200">A round shield covered in leather. On
         the larger side for a standard shield.
08445
08446    Though its damage reduction may be lacking compared to a
         metal shield, it can handle a wider range of attack
         affinities.</text>
08447    <text id="31240000">A tall, wooden shield.

08448    Marked with a horsehead crest.</text>
08449    <text id="31240100">A tall, wooden shield.
08450    Marked with a horsehead crest.</text>
08451    <text id="31240200">A tall, wooden shield.
08452    Marked with a horsehead crest.</text>
08453    <text id="31240300">A tall, wooden shield.
08454    Marked with a horsehead crest.</text>
08455    <text id="31240400">A tall, wooden shield.
08456    Marked with a horsehead crest.</text>
08457    <text id="31240500">A tall, wooden shield.
08458    Marked with a horsehead crest.</text>
08459    <text id="31240600">A tall, wooden shield.
08460    Marked with a horsehead crest.</text>
08461    <text id="31240700">A tall, wooden shield.
08462    Marked with a horsehead crest.</text>
08463    <text id="31240800">A tall, wooden shield.
08464    Marked with a horsehead crest.</text>
08465    <text id="31240900">A tall, wooden shield.
08466    Marked with a horsehead crest.</text>
08467    <text id="31241000">A tall, wooden shield.
08468    Marked with a horsehead crest.</text>
08469    <text id="31241100">A tall, wooden shield.
08470    Marked with a horsehead crest.</text>
08471    <text id="31241200">A tall, wooden shield.
08472    Marked with a horsehead crest.</text>
08473    <text id="31250000">A tall, wooden shield.
08474    Marked with an Erdtree crest.</text>
08475    <text id="31250100">A tall, wooden shield.
08476    Marked with an Erdtree crest.</text>
08477    <text id="31250200">A tall, wooden shield.
08478    Marked with an Erdtree crest.</text>
08479    <text id="31250300">A tall, wooden shield.
08480    Marked with an Erdtree crest.</text>
08481    <text id="31250400">A tall, wooden shield.
08482    Marked with an Erdtree crest.</text>
08483    <text id="31250500">A tall, wooden shield.
08484    Marked with an Erdtree crest.</text>
08485    <text id="31250600">A tall, wooden shield.
08486    Marked with an Erdtree crest.</text>
08487    <text id="31250700">A tall, wooden shield.
08488    Marked with an Erdtree crest.</text>
08489    <text id="31250800">A tall, wooden shield.
08490    Marked with an Erdtree crest.</text>
08491    <text id="31250900">A tall, wooden shield.
08492    Marked with an Erdtree crest.</text>
08493    <text id="31251000">A tall, wooden shield.
08494    Marked with an Erdtree crest.</text>
08495    <text id="31251100">A tall, wooden shield.
08496    Marked with an Erdtree crest.</text>
08497    <text id="31251200">A tall, wooden shield.
08498    Marked with an Erdtree crest.</text>
08499    <text id="31260000">A tall, wooden shield.
08500    Marked with a flame crest.</text>
08501    <text id="31260100">A tall, wooden shield.
08502    Marked with a flame crest.</text>
08503    <text id="31260200">A tall, wooden shield.
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8387     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8388     <text id="31230400">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8389
8390     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8391     <text id="31230500">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8392
8393     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8394     <text id="31230600">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8395
8396     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8397     <text id="31230700">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8398
8399     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8400     <text id="31230800">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8401
8402     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8403     <text id="31230900">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8404
8405     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8406     <text id="31231000">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8407
8408     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8409     <text id="31231100">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8410
8411     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8412     <text id="31231200">A roundshield covered in leather. On the
         larger side for a medium-sized shield.
8413
8414     Though its damage negation may be lacking compared to a metal
         shield, it can handle a wider range of attack affinities.</
         text>
8415     <text id="31240000">A tall, medium-sized wooden shield. Light
         for its size, and easy to handle.
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08504    Marked with a flame crest.</text>
08505    <text id="31260300">A tall, wooden shield.
08506    Marked with a flame crest.</text>
08507    <text id="31260400">A tall, wooden shield.
08508    Marked with a flame crest.</text>
08509    <text id="31260500">A tall, wooden shield.
08510    Marked with a flame crest.</text>
08511    <text id="31260600">A tall, wooden shield.
08512    Marked with a flame crest.</text>
08513    <text id="31260700">A tall, wooden shield.
08514    Marked with a flame crest.</text>
08515    <text id="31260800">A tall, wooden shield.
08516    Marked with a flame crest.</text>
08517    <text id="31260900">A tall, wooden shield.
08518    Marked with a flame crest.</text>
08519    <text id="31261000">A tall, wooden shield.
08520    Marked with a flame crest.</text>
08521    <text id="31261100">A tall, wooden shield.
08522    Marked with a flame crest.</text>
08523    <text id="31261200">A tall, wooden shield.
08524    Marked with a flame crest.</text>
08525    <text id="31270000">A tall, wooden shield.
08526    Marked with a bird crest with spread wings.</text>
08527    <text id="31270100">A tall, wooden shield.
08528    Marked with a bird crest with spread wings.</text>
08529    <text id="31270200">A tall, wooden shield.
08530    Marked with a bird crest with spread wings.</text>
08531    <text id="31270300">A tall, wooden shield.
08532    Marked with a bird crest with spread wings.</text>
08533    <text id="31270400">A tall, wooden shield.
08534    Marked with a bird crest with spread wings.</text>
08535    <text id="31270500">A tall, wooden shield.
08536    Marked with a bird crest with spread wings.</text>
08537    <text id="31270600">A tall, wooden shield.
08538    Marked with a bird crest with spread wings.</text>
08539    <text id="31270700">A tall, wooden shield.
08540    Marked with a bird crest with spread wings.</text>
08541    <text id="31270800">A tall, wooden shield.
08542    Marked with a bird crest with spread wings.</text>
08543    <text id="31270900">A tall, wooden shield.
08544    Marked with a bird crest with spread wings.</text>
08545    <text id="31271000">A tall, wooden shield.
08546    Marked with a bird crest with spread wings.</text>
08547    <text id="31271100">A tall, wooden shield.
08548    Marked with a bird crest with spread wings.</text>
08549    <text id="31271200">A tall, wooden shield.
08550    Marked with a bird crest with spread wings.</text>
08551    <text id="31280000">A small metal shield.
08552    Standard equipment widely used by royal soldiers.</text>
08553    <text id="31280100">A small metal shield.
08554    Standard equipment widely used by royal soldiers.</text>
08555    <text id="31280200">A small metal shield.
08556    Standard equipment widely used by royal soldiers.</text>
08557    <text id="31280300">A small metal shield.
08558    Standard equipment widely used by royal soldiers.</text>
08559    <text id="31280400">A small metal shield.
08560    Standard equipment widely used by royal soldiers.</text>
08561    <text id="31280500">A small metal shield.
08562    Standard equipment widely used by royal soldiers.</text>
08563    <text id="31280600">A small metal shield.
08564    Standard equipment widely used by royal soldiers.</text>
08565    <text id="31280700">A small metal shield.
08566    Standard equipment widely used by royal soldiers.</text>
08567    <text id="31280800">A small metal shield.
08568    Standard equipment widely used by royal soldiers.</text>
08569    <text id="31280900">A small metal shield.
08570    Standard equipment widely used by royal soldiers.</text>
08571    <text id="31281000">A small metal shield.
08572    Standard equipment widely used by royal soldiers.</text>
08573    <text id="31281100">A small metal shield.
08574    Standard equipment widely used by royal soldiers.</text>
08575    <text id="31281200">A small metal shield.
08576    Standard equipment widely used by royal soldiers.</text>
08577    <text id="31290000">A small metal shield.
08578    Standard equipment with widespread use.
08579    Marked with a red wing crest.</text>
08580    <text id="31290100">A small metal shield.
08581    Standard equipment with widespread use.
08582    Marked with a red wing crest.</text>
08583    <text id="31290200">A small metal shield.
08584    Standard equipment with widespread use.
08585    Marked with a red wing crest.</text>
08586    <text id="31290300">A small metal shield.
08587    Standard equipment with widespread use.
08588    Marked with a red wing crest.</text>
08589    <text id="31290400">A small metal shield.
08590    Standard equipment with widespread use.
08591    Marked with a red wing crest.</text>
08592    <text id="31290500">A small metal shield.
08593    Standard equipment with widespread use.
08594    Marked with a red wing crest.</text>
08595    <text id="31290600">A small metal shield.
08596    Standard equipment with widespread use.
08597    Marked with a red wing crest.</text>
08598    <text id="31290700">A small metal shield.
08599    Standard equipment with widespread use.
08600    Marked with a red wing crest.</text>
08601    <text id="31290800">A small metal shield.
08602    Standard equipment with widespread use.
08603    Marked with a red wing crest.</text>
08604    <text id="31290900">A small metal shield.
08605    Standard equipment with widespread use.
08606    Marked with a red wing crest.</text>
08607    <text id="31291000">A small metal shield.
08608    Standard equipment with widespread use.
08609    Marked with a red wing crest.</text>
08610    <text id="31291100">A small metal shield.
08611    Standard equipment with widespread use.
08612    Marked with a red wing crest.</text>
08613    <text id="31291200">A small metal shield.
08614    Standard equipment with widespread use.
08615    Marked with a red wing crest.</text>
08616    <text id="31300000">A small metal shield.
08617    Standard equipment with widespread use.
08618    Marked with a forest crest.</text>
```

```
08619    <text id="31300100">A small metal shield.
08620    Standard equipment with widespread use.
08621    Marked with a forest crest.</text>
08622    <text id="31300200">A small metal shield.
08623    Standard equipment with widespread use.
08624    Marked with a forest crest.</text>
08625    <text id="31300300">A small metal shield.
08626    Standard equipment with widespread use.
08627    Marked with a forest crest.</text>
08628    <text id="31300400">A small metal shield.
08629    Standard equipment with widespread use.
08630    Marked with a forest crest.</text>
08631    <text id="31300500">A small metal shield.
08632    Standard equipment with widespread use.
08633    Marked with a forest crest.</text>
08634    <text id="31300600">A small metal shield.
08635    Standard equipment with widespread use.
08636    Marked with a forest crest.</text>
08637    <text id="31300700">A small metal shield.
08638    Standard equipment with widespread use.
08639    Marked with a forest crest.</text>
08640    <text id="31300800">A small metal shield.
08641    Standard equipment with widespread use.
08642    Marked with a forest crest.</text>
08643    <text id="31300900">A small metal shield.
08644    Standard equipment with widespread use.
08645    Marked with a forest crest.</text>
08646    <text id="31301000">A small metal shield.
08647    Standard equipment with widespread use.
08648    Marked with a forest crest.</text>
08649    <text id="31301100">A small metal shield.
08650    Standard equipment with widespread use.
08651    Marked with a forest crest.</text>
08652    <text id="31301200">A small metal shield.
08653    Standard equipment with widespread use.
08654    Marked with a forest crest.</text>
08655    <text id="31310000">A small metal shield.
08656    Standard equipment with widespread use.
08657    Marked with a sun crest.</text>
08658    <text id="31310100">A small metal shield.
08659    Standard equipment with widespread use.
08660    Marked with a sun crest.</text>
08661    <text id="31310200">A small metal shield.
08662    Standard equipment with widespread use.
08663    Marked with a sun crest.</text>
08664    <text id="31310300">A small metal shield.
08665    Standard equipment with widespread use.
08666    Marked with a sun crest.</text>
08667    <text id="31310400">A small metal shield.
08668    Standard equipment with widespread use.
08669    Marked with a sun crest.</text>
08670    <text id="31310500">A small metal shield.
08671    Standard equipment with widespread use.
08672    Marked with a sun crest.</text>
08673    <text id="31310600">A small metal shield.
08674    Standard equipment with widespread use.
08675    Marked with a sun crest.</text>
08676    <text id="31310700">A small metal shield.
08677    Standard equipment with widespread use.
08678    Marked with a sun crest.</text>
08679    <text id="31310800">A small metal shield.
08680    Standard equipment with widespread use.
08681    Marked with a sun crest.</text>
08682    <text id="31310900">A small metal shield.
08683    Standard equipment with widespread use.
08684    Marked with a sun crest.</text>
08685    <text id="31311000">A small metal shield.
08686    Standard equipment with widespread use.
08687    Marked with a sun crest.</text>
08688    <text id="31311100">A small metal shield.
08689    Standard equipment with widespread use.
08690    Marked with a sun crest.</text>
08691    <text id="31311200">A small metal shield.
08692    Standard equipment with widespread use.
08693    Marked with a sun crest.</text>
08694    <text id="31320000">A small metal shield.
08695    Standard equipment with widespread use.
08696    Marked with a hawk crest.</text>
08697    <text id="31320100">A small metal shield.
08698    Standard equipment with widespread use.
08699    Marked with a hawk crest.</text>
08700    <text id="31320200">A small metal shield.
08701    Standard equipment with widespread use.
08702    Marked with a hawk crest.</text>
08703    <text id="31320300">A small metal shield.
08704    Standard equipment with widespread use.
08705    Marked with a hawk crest.</text>
08706    <text id="31320400">A small metal shield.
08707    Standard equipment with widespread use.
08708    Marked with a hawk crest.</text>
08709    <text id="31320500">A small metal shield.
08710    Standard equipment with widespread use.
08711    Marked with a hawk crest.</text>
08712    <text id="31320600">A small metal shield.
08713    Standard equipment with widespread use.
08714    Marked with a hawk crest.</text>
08715    <text id="31320700">A small metal shield.
08716    Standard equipment with widespread use.
08717    Marked with a hawk crest.</text>
08718    <text id="31320800">A small metal shield.
08719    Standard equipment with widespread use.
08720    Marked with a hawk crest.</text>
08721    <text id="31320900">A small metal shield.
08722    Standard equipment with widespread use.
08723    Marked with a hawk crest.</text>
08724    <text id="31321000">A small metal shield.
08725    Standard equipment with widespread use.
08726    Marked with a hawk crest.</text>
08727    <text id="31321100">A small metal shield.
08728    Standard equipment with widespread use.
08729    Marked with a hawk crest.</text>
08730    <text id="31321200">A small metal shield.
08731    Standard equipment with widespread use.
08732    Marked with a hawk crest.</text>
08733    <text id="31330000">A small metal shield.
```

```
08734    Standard equipment with widespread use.</text>
08735    <text id="31330100">A small metal shield.
08736    Standard equipment with widespread use.</text>
08737    <text id="31330200">A small metal shield.
08738    Standard equipment with widespread use.</text>
08739    <text id="31330300">A small metal shield.
08740    Standard equipment with widespread use.</text>
08741    <text id="31330400">A small metal shield.
08742    Standard equipment with widespread use.</text>
08743    <text id="31330500">A small metal shield.
08744    Standard equipment with widespread use.</text>
08745    <text id="31330600">A small metal shield.
08746    Standard equipment with widespread use.</text>
08747    <text id="31330700">A small metal shield.
08748    Standard equipment with widespread use.</text>
08749    <text id="31330800">A small metal shield.
08750    Standard equipment with widespread use.</text>
08751    <text id="31330900">A small metal shield.
08752    Standard equipment with widespread use.</text>
08753    <text id="31331000">A small metal shield.
08754    Standard equipment with widespread use.</text>
08755    <text id="31331100">A small metal shield.
08756    Standard equipment with widespread use.</text>
08757    <text id="31331200">A small metal shield.
08758    Standard equipment with widespread use.</text>
08759    <text id="31340000">An orthodox medium-sized roundshield
08760    fitted with leather and marked with a star crest.</text>
08761    <text id="31340100">An orthodox medium-sized roundshield
08762    fitted with leather and marked with a star crest.</text>
08763    <text id="31340200">An orthodox medium-sized roundshield
08764    fitted with leather and marked with a star crest.</text>
08765    <text id="31340300">An orthodox medium-sized roundshield
08766    fitted with leather and marked with a star crest.</text>
08767    <text id="31340400">An orthodox medium-sized roundshield
08768    fitted with leather and marked with a star crest.</text>
08769    <text id="31340500">An orthodox medium-sized roundshield
08770    fitted with leather and marked with a star crest.</text>
08771    <text id="31340600">An orthodox medium-sized roundshield
08772    fitted with leather and marked with a star crest.</text>
08773    <text id="31340700">An orthodox medium-sized roundshield
08774    fitted with leather and marked with a star crest.</text>
08775    <text id="31340800">An orthodox medium-sized roundshield
08776    fitted with leather and marked with a star crest.</text>
08777    <text id="31340900">An orthodox medium-sized roundshield
08778    fitted with leather and marked with a star crest.</text>
08779    <text id="31341000">An orthodox medium-sized roundshield
08780    fitted with leather and marked with a star crest.</text>
08781    <text id="31341100">An orthodox medium-sized roundshield
08782    fitted with leather and marked with a star crest.</text>
08783    <text id="31341200">An orthodox medium-sized roundshield
08784    fitted with leather and marked with a star crest.</text>
08785    <text id="32000000">An iron greatshield that covers one's
         entire body.
08786    Greatshields are heavy and difficult to wield,
08787    but boast excellent defense.</text>
08788    <text id="32000100">An iron greatshield that covers one's
         entire body.
08789    Greatshields are heavy and difficult to wield,
08790    but boast excellent defense.</text>
08791    <text id="32000200">An iron greatshield that covers one's
         entire body.
08792    Greatshields are heavy and difficult to wield,
08793    but boast excellent defense.</text>
08794    <text id="32000300">An iron greatshield that covers one's
         entire body.
08795    Greatshields are heavy and difficult to wield,
08796    but boast excellent defense.</text>
08797    <text id="32000400">An iron greatshield that covers one's
         entire body.
08798    Greatshields are heavy and difficult to wield,
08799    but boast excellent defense.</text>
08800    <text id="32000500">An iron greatshield that covers one's
         entire body.
08801    Greatshields are heavy and difficult to wield,
08802    but boast excellent defense.</text>
08803    <text id="32000600">An iron greatshield that covers one's
         entire body.
08804    Greatshields are heavy and difficult to wield,
08805    but boast excellent defense.</text>
08806    <text id="32000700">An iron greatshield that covers one's
         entire body.
08807    Greatshields are heavy and difficult to wield,
08808    but boast excellent defense.</text>
08809    <text id="32000800">An iron greatshield that covers one's
         entire body.
08810    Greatshields are heavy and difficult to wield,
08811    but boast excellent defense.</text>
08812    <text id="32000900">An iron greatshield that covers one's
         entire body.
08813    Greatshields are heavy and difficult to wield,
08814    but boast excellent defense.</text>
08815    <text id="32001000">An iron greatshield that covers one's
         entire body.
08816    Greatshields are heavy and difficult to wield,
08817    but boast excellent defense.</text>
08818    <text id="32001100">An iron greatshield that covers one's
         entire body.
08819    Greatshields are heavy and difficult to wield,
08820    but boast excellent defense.</text>
08821    <text id="32001200">An iron greatshield that covers one's
         entire body.
08822    Greatshields are heavy and difficult to wield,
08823    but boast excellent defense.</text>
08824    <text id="32020000">Iron greatshield used by royal knights.
08825    Greatshields are heavy and difficult to wield,
08826    but boast excellent defense.</text>
08827    <text id="32020100">Iron greatshield used by royal knights.
08828    Greatshields are heavy and difficult to wield,
08829    but boast excellent defense.</text>
08830    <text id="32020200">Iron greatshield used by royal knights.
08831    Greatshields are heavy and difficult to wield,
08832    but boast excellent defense.</text>
08833    <text id="32020300">Iron greatshield used by royal knights.
08834    Greatshields are heavy and difficult to wield,
08835    but boast excellent defense.</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 8836

```
<text id="32020400">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32020500">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32020600">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32020700">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32020800">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32020900">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32021000">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32021100">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32021200">Iron greatshield used by royal knights.
Greatshields are heavy and difficult to wield,
but boast excellent defense.</text>
<text id="32030000">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030100">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030200">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030300">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030400">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030500">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030600">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030700">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030800">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32030900">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32031000">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32031100">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32031200">Greatshield inlaid with rune blessings,
gifted by Queen Marika herself.</text>
<text id="32040000">Elliptical greatshield of the Tree
Sentinels.

Made up of several alloys such as gold
and copper, as well as a material that

appears to be scales.
Offers high resistance against lightning.</text>
<text id="32040100">Elliptical greatshield of the Tree
Sentinels.

Made up of several alloys such as gold
and copper, as well as a material that

appears to be scales.
Offers high resistance against lightning.</text>
<text id="32040200">Elliptical greatshield of the Tree
Sentinels.

Made up of several alloys such as gold
and copper, as well as a material that

appears to be scales.
Offers high resistance against lightning.</text>
<text id="32040300">Elliptical greatshield of the Tree
Sentinels.

Made up of several alloys such as gold
and copper, as well as a material that

appears to be scales.
Offers high resistance against lightning.</text>
<text id="32040400">Elliptical greatshield of the Tree
Sentinels.

Made up of several alloys such as gold
and copper, as well as a material that

appears to be scales.
Offers high resistance against lightning.</text>
<text id="32040500">Elliptical greatshield of the Tree
Sentinels.

Made up of several alloys such as gold
and copper, as well as a material that

appears to be scales.
Offers high resistance against lightning.</text>
<text id="32040600">Elliptical greatshield of the Tree
Sentinels.

Made up of several alloys such as gold
and copper, as well as a material that

appears to be scales.
Offers high resistance against lightning.</text>
<text id="32040700">Elliptical greatshield of the Tree
Sentinels.

Made up of several alloys such as gold
and copper, as well as a material that
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 8416

```
The circular horsehead design evokes a swift gallop.</text>
<text id="31240100">A tall, medium-sized wooden shield. Light
for its size, and easy to handle.

The circular horsehead design evokes a swift gallop.</text>
<text id="31240200">A tall, medium-sized wooden shield. Light
for its size, and easy to handle.

The circular horsehead design evokes a swift gallop.</text>
<text id="31240300">A tall, medium-sized wooden shield. Light
for its size, and easy to handle.

The circular horsehead design evokes a swift gallop.</text>
<text id="31240400">A tall, medium-sized wooden shield. Light
for its size, and easy to handle.

The circular horsehead design evokes a swift gallop.</text>
<text id="31240500">A tall, medium-sized wooden shield. Light
for its size, and easy to handle.

The circular horsehead design evokes a swift gallop.</text>
<text id="31240600">A tall, medium-sized wooden shield. Light
for its size, and easy to handle.

The circular horsehead design evokes a swift gallop.</text>
<text id="31240700">A tall, medium-sized wooden shield. Light
for its size, and easy to handle.

The circular horsehead design evokes a swift gallop.</text>
<text id="31240800">A tall, medium-sized wooden shield. Light
for its size, and easy to handle.
```

```
08935    appears to be scales.
08936    Offers high resistance against lightning.</text>
08937    <text id="32040800">Elliptical greatshield of the Tree
         Sentinels.
08938
08939    Made up of several alloys such as gold
08940    and copper, as well as a material that

08941    appears to be scales.
08942    Offers high resistance against lightning.</text>
08943    <text id="32040900">Elliptical greatshield of the Tree
         Sentinels.
08944
08945    Made up of several alloys such as gold
08946    and copper, as well as a material that

08947    appears to be scales.
08948    Offers high resistance against lightning.</text>
08949    <text id="32041000">Elliptical greatshield of the Tree
         Sentinels.
08950
08951    Made up of several alloys such as gold
08952    and copper, as well as a material that

08953    appears to be scales.
08954    Offers high resistance against lightning.</text>
08955    <text id="32041100">Elliptical greatshield of the Tree
         Sentinels.
08956
08957    Made up of several alloys such as gold
08958    and copper, as well as a material that

08959    appears to be scales.
08960    Offers high resistance against lightning.</text>
08961    <text id="32041200">Elliptical greatshield of the Tree
         Sentinels.
08962
08963    Made up of several alloys such as gold
08964    and copper, as well as a material that

08965    appears to be scales.
08966    Offers high resistance against lightning.</text>
08967    <text id="32050000">Rune-accursed greatshield arranged
08968    with iron thorns.
08969    Favored by the Rune Hunter Knights.
08970
08971    Slamming this shield into an enemy

08972    is sure to cause hemorrhaging.</text>

08973    <text id="32050100">Rune-accursed greatshield arranged
08974    with iron thorns.
08975    Favored by the Rune Hunter Knights.
08976
08977    Slamming this shield into an enemy

08978    is sure to cause hemorrhaging.</text>

08979    <text id="32050200">Rune-accursed greatshield arranged
08980    with iron thorns.
08981    Favored by the Rune Hunter Knights.
08982
08983    Slamming this shield into an enemy

08984    is sure to cause hemorrhaging.</text>

08985    <text id="32050300">Rune-accursed greatshield arranged
08986    with iron thorns.
08987    Favored by the Rune Hunter Knights.
08988
08989    Slamming this shield into an enemy

08990    is sure to cause hemorrhaging.</text>

08991    <text id="32050400">Rune-accursed greatshield arranged
08992    with iron thorns.
08993    Favored by the Rune Hunter Knights.
08994
08995    Slamming this shield into an enemy

08996    is sure to cause hemorrhaging.</text>

08997    <text id="32050500">Rune-accursed greatshield arranged
08998    with iron thorns.
08999    Favored by the Rune Hunter Knights.
09000
09001    Slamming this shield into an enemy

09002    is sure to cause hemorrhaging.</text>

09003    <text id="32050600">Rune-accursed greatshield arranged
09004    with iron thorns.
09005    Favored by the Rune Hunter Knights.
09006
09007    Slamming this shield into an enemy

09008    is sure to cause hemorrhaging.</text>

09009    <text id="32050700">Rune-accursed greatshield arranged
09010    with iron thorns.
09011    Favored by the Rune Hunter Knights.
09012
09013    Slamming this shield into an enemy

09014    is sure to cause hemorrhaging.</text>

09015    <text id="32050800">Rune-accursed greatshield arranged
09016    with iron thorns.
09017    Favored by the Rune Hunter Knights.
09018
09019    Slamming this shield into an enemy

09020    is sure to cause hemorrhaging.</text>

09021    <text id="32050900">Rune-accursed greatshield arranged
```

```
8440
8441    The circular horsehead design evokes a swift gallop.</text>
8442    <text id="31240900">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8443
8444    The circular horsehead design evokes a swift gallop.</text>
8445    <text id="31241000">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8446
8447    The circular horsehead design evokes a swift gallop.</text>
8448    <text id="31241100">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8449
8450    The circular horsehead design evokes a swift gallop.</text>
8451    <text id="31241200">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8452
8453    The circular horsehead design evokes a swift gallop.</text>
8454    <text id="31250000">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8455
8456    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8457    <text id="31250100">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8458
8459    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8460    <text id="31250200">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8461
8462    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8463    <text id="31250300">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8464
8465    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8466    <text id="31250400">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8467
8468    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8469    <text id="31250500">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8470
8471    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8472    <text id="31250600">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8473
8474    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8475    <text id="31250700">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8476
8477    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8478    <text id="31250800">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8479
8480    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8481    <text id="31250900">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
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09022    with iron thorns.
09023    Favored by the Rune Hunter Knights.
09024
09025    Slamming this shield into an enemy
09026    is sure to cause hemorrhaging.</text>
09027    <text id="32051000">Rune-accursed greatshield arranged
09028    with iron thorns.
09029    Favored by the Rune Hunter Knights.
09030
09031    Slamming this shield into an enemy
09032    is sure to cause hemorrhaging.</text>
09033    <text id="32051100">Rune-accursed greatshield arranged
09034    with iron thorns.
09035    Favored by the Rune Hunter Knights.
09036
09037    Slamming this shield into an enemy
09038    is sure to cause hemorrhaging.</text>
09039    <text id="32051200">Rune-accursed greatshield arranged
09040    with iron thorns.
09041    Favored by the Rune Hunter Knights.
09042
09043    Slamming this shield into an enemy
09044    is sure to cause hemorrhaging.</text>


09045    <text id="32080000">Shield used by Tree Sentinels.
09046    Treated with gold, featuring a delicate design.</text>
```



```
8482
8483    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8484    <text id="31251000">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8485
8486    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8487    <text id="31251100">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8488
8489    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8490    <text id="31251200">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8491
8492    Thought to represent a surreptitious prophecy of cardinal
        sin, the lit candle-tree design was forbidden.</text>
8493    <text id="31260000">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8494
8495    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8496    <text id="31260100">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8497
8498    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8499    <text id="31260200">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8500
8501    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8502    <text id="31260300">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8503
8504    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8505    <text id="31260400">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8506
8507    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8508    <text id="31260500">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8509
8510    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8511    <text id="31260600">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8512
8513    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8514    <text id="31260700">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8515
8516    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8517    <text id="31260800">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8518
8519    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8520    <text id="31260900">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8521
8522    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8523    <text id="31261000">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8524
8525    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8526    <text id="31261100">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8527
8528    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8529    <text id="31261200">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle. Carried by soldiers of the
        village that is afflicted by frenzy.
8530
8531    The yellow flame is the symbol of the affliction, serving as
        a warning to those who might approach the village.</text>
8532    <text id="31270000">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8533
8534    Adorned with a long-forgotten crest of Stormveil, ancient in
        design.</text>
8535    <text id="31270100">A tall, medium-sized wooden shield. Light
        for its size, and easy to handle.
8536
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8537  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8538  <text id="31270200">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8539
8540  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8541  <text id="31270300">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8542
8543  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8544  <text id="31270400">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8545
8546  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8547  <text id="31270500">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8548
8549  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8550  <text id="31270600">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8551
8552  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8553  <text id="31270700">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8554
8555  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8556  <text id="31270800">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8557
8558  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8559  <text id="31270900">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8560
8561  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8562  <text id="31271000">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8563
8564  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8565  <text id="31271100">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8566
8567  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8568  <text id="31271200">A tall, medium-sized wooden shield. Light
      for its size, and easy to handle.
8569
8570  Adorned with a long-forgotten crest of Stormveil, ancient in
      design.</text>
8571  <text id="31280000">A medium-sized metal shield. Easier to
      handle than a kite shield.
8572
8573  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8574  <text id="31280100">A medium-sized metal shield. Easier to
      handle than a kite shield.
8575
8576  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8577  <text id="31280200">A medium-sized metal shield. Easier to
      handle than a kite shield.
8578
8579  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8580  <text id="31280300">A medium-sized metal shield. Easier to
      handle than a kite shield.
8581
8582  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8583  <text id="31280400">A medium-sized metal shield. Easier to
      handle than a kite shield.
8584
8585  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8586  <text id="31280500">A medium-sized metal shield. Easier to
      handle than a kite shield.
8587
8588  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8589  <text id="31280600">A medium-sized metal shield. Easier to
      handle than a kite shield.
8590
8591  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8592  <text id="31280700">A medium-sized metal shield. Easier to
      handle than a kite shield.
8593
8594  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8595  <text id="31280800">A medium-sized metal shield. Easier to
      handle than a kite shield.
8596
8597  Features a beast as its crest, serving to remind warriors not
      to succumb to the arousal of battle. Fight with passion, but
      become not its prisoner.</text>
8598  <text id="31280900">A medium-sized metal shield. Easier to
      handle than a kite shield.
8599
8600  Features a beast as its crest, serving to remind warriors not
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to succumb to the arousal of battle. Fight with passion, but become not its prisoner.</text>
8601 <text id="31281000">A medium-sized metal shield. Easier to handle than a kite shield.
8602
8603 Features a beast as its crest, serving to remind warriors not to succumb to the arousal of battle. Fight with passion, but become not its prisoner.</text>
8604 <text id="31281100">A medium-sized metal shield. Easier to handle than a kite shield.
8605
8606 Features a beast as its crest, serving to remind warriors not to succumb to the arousal of battle. Fight with passion, but become not its prisoner.</text>
8607 <text id="31281200">A medium-sized metal shield. Easier to handle than a kite shield.
8608
8609 Features a beast as its crest, serving to remind warriors not to succumb to the arousal of battle. Fight with passion, but become not its prisoner.</text>
8610 <text id="31290000">A medium-sized metal shield. Easier to handle than a kite shield.
8611
8612 The crest symbolizes red wings.</text>
8613 <text id="31290100">A medium-sized metal shield. Easier to handle than a kite shield.
8614
8615 The crest symbolizes red wings.</text>
8616 <text id="31290200">A medium-sized metal shield. Easier to handle than a kite shield.
8617
8618 The crest symbolizes red wings.</text>
8619 <text id="31290300">A medium-sized metal shield. Easier to handle than a kite shield.
8620
8621 The crest symbolizes red wings.</text>
8622 <text id="31290400">A medium-sized metal shield. Easier to handle than a kite shield.
8623
8624 The crest symbolizes red wings.</text>
8625 <text id="31290500">A medium-sized metal shield. Easier to handle than a kite shield.
8626
8627 The crest symbolizes red wings.</text>
8628 <text id="31290600">A medium-sized metal shield. Easier to handle than a kite shield.
8629
8630 The crest symbolizes red wings.</text>
8631 <text id="31290700">A medium-sized metal shield. Easier to handle than a kite shield.
8632
8633 The crest symbolizes red wings.</text>
8634 <text id="31290800">A medium-sized metal shield. Easier to handle than a kite shield.
8635
8636 The crest symbolizes red wings.</text>
8637 <text id="31290900">A medium-sized metal shield. Easier to handle than a kite shield.
8638
8639 The crest symbolizes red wings.</text>
8640 <text id="31291000">A medium-sized metal shield. Easier to handle than a kite shield.
8641
8642 The crest symbolizes red wings.</text>
8643 <text id="31291100">A medium-sized metal shield. Easier to handle than a kite shield.
8644
8645 The crest symbolizes red wings.</text>
8646 <text id="31291200">A medium-sized metal shield. Easier to handle than a kite shield.
8647
8648 The crest symbolizes red wings.</text>
8649 <text id="31300000">A medium-sized metal shield. Easier to handle than a kite shield.
8650
8651 The crest represents a forest and river.</text>
8652 <text id="31300100">A medium-sized metal shield. Easier to handle than a kite shield.
8653
8654 The crest represents a forest and river.</text>
8655 <text id="31300200">A medium-sized metal shield. Easier to handle than a kite shield.
8656
8657 The crest represents a forest and river.</text>
8658 <text id="31300300">A medium-sized metal shield. Easier to handle than a kite shield.
8659
8660 The crest represents a forest and river.</text>
8661 <text id="31300400">A medium-sized metal shield. Easier to handle than a kite shield.
8662
8663 The crest represents a forest and river.</text>
8664 <text id="31300500">A medium-sized metal shield. Easier to handle than a kite shield.
8665
8666 The crest represents a forest and river.</text>
8667 <text id="31300600">A medium-sized metal shield. Easier to handle than a kite shield.
8668
8669 The crest represents a forest and river.</text>
8670 <text id="31300700">A medium-sized metal shield. Easier to handle than a kite shield.
8671
8672 The crest represents a forest and river.</text>
8673 <text id="31300800">A medium-sized metal shield. Easier to handle than a kite shield.
8674
8675 The crest represents a forest and river.</text>
8676 <text id="31300900">A medium-sized metal shield. Easier to handle than a kite shield.
8677
8678 The crest represents a forest and river.</text>
8679 <text id="31301000">A medium-sized metal shield. Easier to handle than a kite shield.
8680
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8681    The crest represents a forest and river.</text>
8682    <text id="31301100">A medium-sized metal shield. Easier to
        handle than a kite shield.
8683
8684    The crest represents a forest and river.</text>
8685    <text id="31301200">A medium-sized metal shield. Easier to
        handle than a kite shield.
8686
8687    The crest represents a forest and river.</text>
8688    <text id="31310000">A medium-sized metal shield. Easier to
        handle than a kite shield.
8689
8690    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8691    <text id="31310100">A medium-sized metal shield. Easier to
        handle than a kite shield.
8692
8693    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8694    <text id="31310200">A medium-sized metal shield. Easier to
        handle than a kite shield.
8695
8696    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8697    <text id="31310300">A medium-sized metal shield. Easier to
        handle than a kite shield.
8698
8699    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8700    <text id="31310400">A medium-sized metal shield. Easier to
        handle than a kite shield.
8701
8702    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8703    <text id="31310500">A medium-sized metal shield. Easier to
        handle than a kite shield.
8704
8705    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8706    <text id="31310600">A medium-sized metal shield. Easier to
        handle than a kite shield.
8707
8708    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8709    <text id="31310700">A medium-sized metal shield. Easier to
        handle than a kite shield.
8710
8711    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8712    <text id="31310800">A medium-sized metal shield. Easier to
        handle than a kite shield.
8713
8714    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8715    <text id="31310900">A medium-sized metal shield. Easier to
        handle than a kite shield.
8716
8717    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8718    <text id="31311000">A medium-sized metal shield. Easier to
        handle than a kite shield.
8719
8720    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8721    <text id="31311100">A medium-sized metal shield. Easier to
        handle than a kite shield.
8722
8723    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8724    <text id="31311200">A medium-sized metal shield. Easier to
        handle than a kite shield.
8725
8726    The sun in eclipse is said to be the symbol of the Wandering
        Mausoleum where the soulless demigods slumber.</text>
8727    <text id="31320000">A medium-sized metal shield. Easier to
        handle than a kite shield.
8728
8729    The inverted hawk is the emblem of the company of slaves
        ordered to explore the Eternal City.</text>
8730    <text id="31320100">A medium-sized metal shield. Easier to
        handle than a kite shield.
8731
8732    The inverted hawk is the emblem of the company of slaves
        ordered to explore the Eternal City.</text>
8733    <text id="31320200">A medium-sized metal shield. Easier to
        handle than a kite shield.
8734
8735    The inverted hawk is the emblem of the company of slaves
        ordered to explore the Eternal City.</text>
8736    <text id="31320300">A medium-sized metal shield. Easier to
        handle than a kite shield.
8737
8738    The inverted hawk is the emblem of the company of slaves
        ordered to explore the Eternal City.</text>
8739    <text id="31320400">A medium-sized metal shield. Easier to
        handle than a kite shield.
8740
8741    The inverted hawk is the emblem of the company of slaves
        ordered to explore the Eternal City.</text>
8742    <text id="31320500">A medium-sized metal shield. Easier to
        handle than a kite shield.
8743
8744    The inverted hawk is the emblem of the company of slaves
        ordered to explore the Eternal City.</text>
8745    <text id="31320600">A medium-sized metal shield. Easier to
        handle than a kite shield.
8746
8747    The inverted hawk is the emblem of the company of slaves
        ordered to explore the Eternal City.</text>
8748    <text id="31320700">A medium-sized metal shield. Easier to
        handle than a kite shield.
8749
8750    The inverted hawk is the emblem of the company of slaves
        ordered to explore the Eternal City.</text>
8751    <text id="31320800">A medium-sized metal shield. Easier to
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handle than a kite shield.

The inverted hawk is the emblem of the company of slaves ordered to explore the Eternal City.</text>
<text id="31320900">A medium-sized metal shield. Easier to handle than a kite shield.

The inverted hawk is the emblem of the company of slaves ordered to explore the Eternal City.</text>
<text id="31321000">A medium-sized metal shield. Easier to handle than a kite shield.

The inverted hawk is the emblem of the company of slaves ordered to explore the Eternal City.</text>
<text id="31321100">A medium-sized metal shield. Easier to handle than a kite shield.

The inverted hawk is the emblem of the company of slaves ordered to explore the Eternal City.</text>
<text id="31321200">A medium-sized metal shield. Easier to handle than a kite shield.

The inverted hawk is the emblem of the company of slaves ordered to explore the Eternal City.</text>
<text id="31330000">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330100">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330200">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330300">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330400">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330500">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330600">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330700">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330800">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31330900">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31331000">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31331100">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31331200">A medium-sized metal shield, comparatively easy to handle.

Metal shields reliably negate physical damage when guarding, a trait which made them highly trusted on the battlefield.</text>
<text id="31340000">Roundshield covered in black leather. On the larger side for a medium-sized shield.

From the north, this shield depicts the polar star in rivets of gold. The inside is lined with fur, protecting the carrier from frost.</text>
<text id="31340100">Roundshield covered in black leather. On the larger side for a medium-sized shield.

From the north, this shield depicts the polar star in rivets of gold. The inside is lined with fur, protecting the carrier from frost.</text>
<text id="31340200">Roundshield covered in black leather. On

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the larger side for a medium-sized shield.
8812
8813  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8814  <text id="31340300">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8815
8816  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8817  <text id="31340400">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8818
8819  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8820  <text id="31340500">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8821
8822  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8823  <text id="31340600">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8824
8825  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8826  <text id="31340700">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8827
8828  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8829  <text id="31340800">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8830
8831  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8832  <text id="31340900">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8833
8834  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8835  <text id="31341000">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8836
8837  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8838  <text id="31341100">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8839
8840  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8841  <text id="31341200">Roundshield covered in black leather. On
      the larger side for a medium-sized shield.
8842
8843  From the north, this shield depicts the polar star in rivets
      of gold. The inside is lined with fur, protecting the carrier
      from frost.</text>
8844  <text id="32000000">Tower shield engraved with a dragon,
      symbol of protection. Heavy even among greatshields, it
      possesses exceptional guarding ability.
8845
8846  The ancient dragons, who ruled in the prehistoric era before
      the Erdtree, would protect their lord as a wall of living
      rock.</text>
8847  <text id="32000100">Tower shield engraved with a dragon,
      symbol of protection. Heavy even among greatshields, it
      possesses exceptional guarding ability.
8848
8849  The ancient dragons, who ruled in the prehistoric era before
      the Erdtree, would protect their lord as a wall of living
      rock.</text>
8850  <text id="32000200">Tower shield engraved with a dragon,
      symbol of protection. Heavy even among greatshields, it
      possesses exceptional guarding ability.
8851
8852  The ancient dragons, who ruled in the prehistoric era before
      the Erdtree, would protect their lord as a wall of living
      rock.</text>
8853  <text id="32000300">Tower shield engraved with a dragon,
      symbol of protection. Heavy even among greatshields, it
      possesses exceptional guarding ability.
8854
8855  The ancient dragons, who ruled in the prehistoric era before
      the Erdtree, would protect their lord as a wall of living
      rock.</text>
8856  <text id="32000400">Tower shield engraved with a dragon,
      symbol of protection. Heavy even among greatshields, it
      possesses exceptional guarding ability.
8857
8858  The ancient dragons, who ruled in the prehistoric era before
      the Erdtree, would protect their lord as a wall of living
      rock.</text>
8859  <text id="32000500">Tower shield engraved with a dragon,
      symbol of protection. Heavy even among greatshields, it
      possesses exceptional guarding ability.
8860
8861  The ancient dragons, who ruled in the prehistoric era before
      the Erdtree, would protect their lord as a wall of living
      rock.</text>
8862  <text id="32000600">Tower shield engraved with a dragon,
      symbol of protection. Heavy even among greatshields, it
      possesses exceptional guarding ability.
8863
8864  The ancient dragons, who ruled in the prehistoric era before
      the Erdtree, would protect their lord as a wall of living
      rock.</text>
8865  <text id="32000700">Tower shield engraved with a dragon,
```

symbol of protection. Heavy even among greatshields, it possesses exceptional guarding ability.

The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.</text>
<text id="32000800">Tower shield engraved with a dragon, symbol of protection. Heavy even among greatshields, it possesses exceptional guarding ability.

The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.</text>
<text id="32000900">Tower shield engraved with a dragon, symbol of protection. Heavy even among greatshields, it possesses exceptional guarding ability.

The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.</text>
<text id="32001000">Tower shield engraved with a dragon, symbol of protection. Heavy even among greatshields, it possesses exceptional guarding ability.

The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.</text>
<text id="32001100">Tower shield engraved with a dragon, symbol of protection. Heavy even among greatshields, it possesses exceptional guarding ability.

The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.</text>
<text id="32001200">Tower shield engraved with a dragon, symbol of protection. Heavy even among greatshields, it possesses exceptional guarding ability.

The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.</text>
<text id="32020000">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020100">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020200">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020300">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020400">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020500">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020600">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020700">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020800">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32020900">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32021000">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32021100">Greatshield featuring sumptuous ornamentation used by the scions of great families.

Due to their excessive size, these shields were at times seen as the hallmark of little lordlings who were too timid to earn a few nicks and scratches.</text>
<text id="32021200">Greatshield featuring sumptuous ornamentation used by the scions of great families.

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8920
8921  Due to their excessive size, these shields were at times seen
      as the hallmark of little lordlings who were too timid to
      earn a few nicks and scratches.</text>
8922  <text id="32030000">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8923
8924  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8925  <text id="32030100">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8926
8927  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8928  <text id="32030200">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8929
8930  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8931  <text id="32030300">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8932
8933  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8934  <text id="32030400">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8935
8936  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8937  <text id="32030500">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8938
8939  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8940  <text id="32030600">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8941
8942  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8943  <text id="32030700">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8944
8945  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8946  <text id="32030800">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8947
8948  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8949  <text id="32030900">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8950
8951  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8952  <text id="32031000">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8953
8954  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8955  <text id="32031100">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8956
8957  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8958  <text id="32031200">Greatshield of red-tinged gold carried by
      Crucible Knights. Features a great horn.
8959
8960  An ancient holiness dwells within. The crucible horn skewers
      foes when performing shield bashes.</text>
8961  <text id="32040000">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8962
8963  Imbued with lightning.</text>
8964  <text id="32040100">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8965
8966  Imbued with lightning.</text>
8967  <text id="32040200">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8968
8969  Imbued with lightning.</text>
8970  <text id="32040300">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8971
8972  Imbued with lightning.</text>
8973  <text id="32040400">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8974
8975  Imbued with lightning.</text>
8976  <text id="32040500">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8977
8978  Imbued with lightning.</text>
8979  <text id="32040600">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8980
8981  Imbued with lightning.</text>
8982  <text id="32040700">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8983
8984  Imbued with lightning.</text>
8985  <text id="32040800">Greatshield said to have been whittled
      from the claw of a great, ancient dragon, wielded by
      grotesque Tree Sentinels who yet serve the Erdtree.
8986
8987  Imbued with lightning.</text>
8988  <text id="32040900">Greatshield said to have been whittled
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 9059

```
09059 |   <text id="32080700">Shield used by Tree Sentinels.
09060 |   Treated with gold, featuring a delicate design.</text>
09061 |   <text id="32080800">Shield used by Tree Sentinels.
09062 |   Treated with gold, featuring a delicate design.</text>
09063 |   <text id="32080900">Shield used by Tree Sentinels.
09064 |   Treated with gold, featuring a delicate design.</text>
09065 |   <text id="32081000">Shield used by Tree Sentinels.
09066 |   Treated with gold, featuring a delicate design.</text>
09067 |   <text id="32081100">Shield used by Tree Sentinels.
09068 |   Treated with gold, featuring a delicate design.</text>
09069 |   <text id="32081200">Shield used by Tree Sentinels.
09070 |   Treated with gold, featuring a delicate design.</text>
09071 |   <text id="32090000">Metal greatshield marked with a lion
      |   crest.
09072 |   Not as heavy as one might think, owing to
09073 |   its ornate design.</text>
09074 |   <text id="32090100">Metal greatshield marked with a lion
      |   crest.
09075 |   Not as heavy as one might think, owing to
09076 |   its ornate design.</text>
09077 |   <text id="32090200">Metal greatshield marked with a lion
      |   crest.
09078 |   Not as heavy as one might think, owing to
09079 |   its ornate design.</text>
09080 |   <text id="32090300">Metal greatshield marked with a lion
      |   crest.
09081 |   Not as heavy as one might think, owing to
09082 |   its ornate design.</text>
09083 |   <text id="32090400">Metal greatshield marked with a lion
      |   crest.
09084 |   Not as heavy as one might think, owing to
09085 |   its ornate design.</text>
09086 |   <text id="32090500">Metal greatshield marked with a lion
      |   crest.
09087 |   Not as heavy as one might think, owing to
09088 |   its ornate design.</text>
09089 |   <text id="32090600">Metal greatshield marked with a lion
      |   crest.
09090 |   Not as heavy as one might think, owing to
09091 |   its ornate design.</text>
09092 |   <text id="32090700">Metal greatshield marked with a lion
      |   crest.
09093 |   Not as heavy as one might think, owing to
09094 |   its ornate design.</text>
09095 |   <text id="32090800">Metal greatshield marked with a lion
      |   crest.
09096 |   Not as heavy as one might think, owing to
09097 |   its ornate design.</text>
09098 |   <text id="32090900">Metal greatshield marked with a lion
      |   crest.
09099 |   Not as heavy as one might think, owing to
09100 |   its ornate design.</text>
09101 |   <text id="32091000">Metal greatshield marked with a lion
      |   crest.
09102 |   Not as heavy as one might think, owing to
09103 |   its ornate design.</text>
09104 |   <text id="32091100">Metal greatshield marked with a lion
      |   crest.
09105 |   Not as heavy as one might think, owing to
09106 |   its ornate design.</text>
09107 |   <text id="32091200">Metal greatshield marked with a lion
      |   crest.
09108 |   Not as heavy as one might think, owing to
09109 |   its ornate design.</text>
09110 |   <text id="32120000">Body of a spirit jellyfish used as a
      |   shield.
09111 |   Spirit jellyfish only appear at dusk.</text>
09112 |   <text id="32130000">A stone grave dedicated to lords
09113 |   in ancient times.
09114 |   Who would have thought to carry
09115 |   such a thing around?</text>
09116 |   <text id="32130100">A stone grave dedicated to lords
09117 |   in ancient times.
09118 |   Who would have thought to carry
09119 |   such a thing around?</text>
09120 |   <text id="32130200">A stone grave dedicated to lords
09121 |   in ancient times.
09122 |   Who would have thought to carry
09123 |   such a thing around?</text>
09124 |   <text id="32130300">A stone grave dedicated to lords
09125 |   in ancient times.
09126 |   Who would have thought to carry
09127 |   such a thing around?</text>
09128 |   <text id="32130400">A stone grave dedicated to lords
09129 |   in ancient times.
09130 |   Who would have thought to carry
09131 |   such a thing around?</text>
09132 |   <text id="32130500">A stone grave dedicated to lords
09133 |   in ancient times.
09134 |   Who would have thought to carry
09135 |   such a thing around?</text>
09136 |   <text id="32130600">A stone grave dedicated to lords
09137 |   in ancient times.
09138 |   Who would have thought to carry
09139 |   such a thing around?</text>
09140 |   <text id="32130700">A stone grave dedicated to lords
09141 |   in ancient times.
09142 |   Who would have thought to carry
09143 |   such a thing around?</text>
09144 |   <text id="32130800">A stone grave dedicated to lords
09145 |   in ancient times.
09146 |   Who would have thought to carry
09147 |   such a thing around?</text>
09148 |   <text id="32130900">A stone grave dedicated to lords
09149 |   in ancient times.
09150 |   Who would have thought to carry
09151 |   such a thing around?</text>
09152 |   <text id="32131000">A stone grave dedicated to lords
09153 |   in ancient times.
09154 |   Who would have thought to carry
09155 |   such a thing around?</text>
09156 |   <text id="32131100">A stone grave dedicated to lords
09157 |   in ancient times.
09158 |   Who would have thought to carry
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 9054

```
9054 |   <text id="32080700">Shield used by Tree Sentinels.
9055 |   Treated with gold, featuring a delicate design.</text>
9056 |   <text id="32080800">Shield used by Tree Sentinels.
9057 |   Treated with gold, featuring a delicate design.</text>
9058 |   <text id="32080900">Shield used by Tree Sentinels.
9059 |   Treated with gold, featuring a delicate design.</text>
9060 |   <text id="32081000">Shield used by Tree Sentinels.
9061 |   Treated with gold, featuring a delicate design.</text>
9062 |   <text id="32081100">Shield used by Tree Sentinels.
9063 |   Treated with gold, featuring a delicate design.</text>
9064 |   <text id="32081200">Shield used by Tree Sentinels.
9065 |   Treated with gold, featuring a delicate design.</text>
9066 |   <text id="32090000">Shield of dull gold with a beast engraved
      |   as its crest. Lighter than most greatshields, and
      |   subsequently easier to wield.
```

```
09159    such a thing around?</text>
09160    <text id="32131200">A stone grave dedicated to lords
09161    in ancient times.
09162    Who would have thought to carry
09163    such a thing around?</text>
09164    <text id="32140000">A wooden shield depicting the Erdtree.
09165    Strongly retains the Rune of Life's blessing,
09166    providing gentle HP recovery when held.</text>
09167    <text id="32140100">A wooden shield depicting the Erdtree.
09168    Strongly retains the Rune of Life's blessing,
09169    providing gentle HP recovery when held.</text>
09170    <text id="32140200">A wooden shield depicting the Erdtree.
09171    Strongly retains the Rune of Life's blessing,
09172    providing gentle HP recovery when held.</text>
09173    <text id="32140300">A wooden shield depicting the Erdtree.
09174    Strongly retains the Rune of Life's blessing,
09175    providing gentle HP recovery when held.</text>
09176    <text id="32140400">A wooden shield depicting the Erdtree.
09177    Strongly retains the Rune of Life's blessing,
09178    providing gentle HP recovery when held.</text>
09179    <text id="32140500">A wooden shield depicting the Erdtree.
09180    Strongly retains the Rune of Life's blessing,
09181    providing gentle HP recovery when held.</text>
09182    <text id="32140600">A wooden shield depicting the Erdtree.
09183    Strongly retains the Rune of Life's blessing,
09184    providing gentle HP recovery when held.</text>
09185    <text id="32140700">A wooden shield depicting the Erdtree.
09186    Strongly retains the Rune of Life's blessing,
09187    providing gentle HP recovery when held.</text>
09188    <text id="32140800">A wooden shield depicting the Erdtree.
09189    Strongly retains the Rune of Life's blessing,
09190    providing gentle HP recovery when held.</text>
09191    <text id="32140900">A wooden shield depicting the Erdtree.
09192    Strongly retains the Rune of Life's blessing,
09193    providing gentle HP recovery when held.</text>
09194    <text id="32141000">A wooden shield depicting the Erdtree.
09195    Strongly retains the Rune of Life's blessing,
09196    providing gentle HP recovery when held.</text>
09197    <text id="32141100">A wooden shield depicting the Erdtree.
09198    Strongly retains the Rune of Life's blessing,
09199    providing gentle HP recovery when held.</text>
09200    <text id="32141200">A wooden shield depicting the Erdtree.
09201    Strongly retains the Rune of Life's blessing,
09202    providing gentle HP recovery when held.</text>
09203    <text id="32150000">A stone shield modeled on red-haired
         giants.
09204    Loaded with a gunpowder sack in the central
09205    open orifice, which when imbued with magic,
09206    releases a fireball at enemies.</text>
09207    <text id="32160000">Shield modeled on a castle siege
09208    weapon used by the kingdom.
09209    The center is fitted with a
09210    flame-throwing mechanism.</text>
09211    <text id="32170000">A large wooden shield covered with
         spikes.
09212    Lower defense compared to iron greatshields,
09213    but lightweight and easy to wield.</text>
09214    <text id="32170100">A large wooden shield covered with
         spikes.
09215    Lower defense compared to iron greatshields,
09216    but lightweight and easy to wield.</text>
09217    <text id="32170200">A large wooden shield covered with
         spikes.
09218    Lower defense compared to iron greatshields,
09219    but lightweight and easy to wield.</text>
09220    <text id="32170300">A large wooden shield covered with
         spikes.
09221    Lower defense compared to iron greatshields,
09222    but lightweight and easy to wield.</text>
09223    <text id="32170400">A large wooden shield covered with
         spikes.
09224    Lower defense compared to iron greatshields,
09225    but lightweight and easy to wield.</text>
09226    <text id="32170500">A large wooden shield covered with
         spikes.
09227    Lower defense compared to iron greatshields,
09228    but lightweight and easy to wield.</text>
09229    <text id="32170600">A large wooden shield covered with
         spikes.
09230    Lower defense compared to iron greatshields,
09231    but lightweight and easy to wield.</text>
09232    <text id="32170700">A large wooden shield covered with
         spikes.
09233    Lower defense compared to iron greatshields,
09234    but lightweight and easy to wield.</text>
09235    <text id="32170800">A large wooden shield covered with
         spikes.
09236    Lower defense compared to iron greatshields,
09237    but lightweight and easy to wield.</text>
09238    <text id="32170900">A large wooden shield covered with
         spikes.
09239    Lower defense compared to iron greatshields,
09240    but lightweight and easy to wield.</text>
09241    <text id="32171000">A large wooden shield covered with
         spikes.
09242    Lower defense compared to iron greatshields,
09243    but lightweight and easy to wield.</text>
09244    <text id="32171100">A large wooden shield covered with
         spikes.
09245    Lower defense compared to iron greatshields,
09246    but lightweight and easy to wield.</text>
09247    <text id="32171200">A large wooden shield covered with
         spikes.
09248    Lower defense compared to iron greatshields,
09249    but lightweight and easy to wield.</text>
09250    <text id="32190000">An iron greatshield that covers one's
         entire body.
09251    Engraved with the design of a fortress.
09252
09253    Greatshields are heavy and difficult to wield,
09254    but boast excellent defense.</text>


09255    <text id="32190100">An iron greatshield that covers one's
```

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9067
9068    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9069    <text id="32090100">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
```

```
09255    entire body.
09256    Engraved with the design of a fortress.
09257
09258    Greatshields are heavy and difficult to wield,
09259    but boast excellent defense.</text>
09260    <text id="32190200">An iron greatshield that covers one's
         entire body.
09261    Engraved with the design of a fortress.
09262
09263    Greatshields are heavy and difficult to wield,
09264    but boast excellent defense.</text>
09265    <text id="32190300">An iron greatshield that covers one's
         entire body.
09266    Engraved with the design of a fortress.
09267
09268    Greatshields are heavy and difficult to wield,
09269    but boast excellent defense.</text>
09270    <text id="32190400">An iron greatshield that covers one's
         entire body.
09271    Engraved with the design of a fortress.
09272
09273    Greatshields are heavy and difficult to wield,
09274    but boast excellent defense.</text>
09275    <text id="32190500">An iron greatshield that covers one's
         entire body.
09276    Engraved with the design of a fortress.
09277
09278    Greatshields are heavy and difficult to wield,
09279    but boast excellent defense.</text>
09280    <text id="32190600">An iron greatshield that covers one's
         entire body.
09281    Engraved with the design of a fortress.
09282
09283    Greatshields are heavy and difficult to wield,
09284    but boast excellent defense.</text>
09285    <text id="32190700">An iron greatshield that covers one's
         entire body.
09286    Engraved with the design of a fortress.
09287
09288    Greatshields are heavy and difficult to wield,
09289    but boast excellent defense.</text>
09290    <text id="32190800">An iron greatshield that covers one's
         entire body.
09291    Engraved with the design of a fortress.
09292
09293    Greatshields are heavy and difficult to wield,
09294    but boast excellent defense.</text>
09295    <text id="32190900">An iron greatshield that covers one's
         entire body.
09296    Engraved with the design of a fortress.
09297
09298    Greatshields are heavy and difficult to wield,
09299    but boast excellent defense.</text>
09300    <text id="32191000">An iron greatshield that covers one's
         entire body.
09301    Engraved with the design of a fortress.
09302
09303    Greatshields are heavy and difficult to wield,
09304    but boast excellent defense.</text>
09305    <text id="32191100">An iron greatshield that covers one's
         entire body.
09306    Engraved with the design of a fortress.
09307
09308    Greatshields are heavy and difficult to wield,
09309    but boast excellent defense.</text>
09310    <text id="32191200">An iron greatshield that covers one's
         entire body.
09311    Engraved with the design of a fortress.
09312
09313    Greatshields are heavy and difficult to wield,
09314    but boast excellent defense.</text>
09315    <text id="32200000">An iron greatshield that covers one's
         entire body.
09316    Engraved with Rune symbols.
09317
09318    Greatshields are heavy and difficult to wield,
09319    but boast excellent defense.</text>
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9070
9071    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9072    <text id="32090200">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9073
9074    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9075    <text id="32090300">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9076
9077    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9078    <text id="32090400">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9079
9080    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9081    <text id="32090500">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9082
9083    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9084    <text id="32090600">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9085
9086    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9087    <text id="32090700">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9088
9089    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9090    <text id="32090800">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9091
9092    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9093    <text id="32090900">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9094
9095    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9096    <text id="32091000">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9097
9098    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9099    <text id="32091100">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9100
9101    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9102    <text id="32091200">Shield of dull gold with a beast engraved
        as its crest. Lighter than most greatshields, and
        subsequently easier to wield.
9103
9104    The beast depicted is Serosh, aged counselor who guides the
        golden lineage.</text>
9105    <text id="32120000">The head of a spirit jellyfish, commonly
        found floating above sacred ground throughout the Lands
        Between, wielded without modification as a shield.
9106
9107    The see-through head is extremely light, but its flesh is
        supple, providing absolutely no protection from piercing
        attacks.</text>
9108    <text id="32130000">A great stone shield with an intricately
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09320   <text id="32200100">An iron greatshield that covers one's entire body.
09321   Engraved with Rune symbols.
09322
09323   Greatshields are heavy and difficult to wield,
09324   but boast excellent defense.</text>
09325   <text id="32200200">An iron greatshield that covers one's entire body.
09326   Engraved with Rune symbols.
09327
09328   Greatshields are heavy and difficult to wield,
09329   but boast excellent defense.</text>
09330   <text id="32200300">An iron greatshield that covers one's entire body.
09331   Engraved with Rune symbols.
09332
09333   Greatshields are heavy and difficult to wield,
09334   but boast excellent defense.</text>
09335   <text id="32200400">An iron greatshield that covers one's entire body.
09336   Engraved with Rune symbols.
09337
09338   Greatshields are heavy and difficult to wield,
09339   but boast excellent defense.</text>
09340   <text id="32200500">An iron greatshield that covers one's entire body.
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carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9109    <text id="32130100">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9110    <text id="32130200">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9111    <text id="32130300">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9112    <text id="32130400">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9113    <text id="32130500">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9114    <text id="32130600">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9115    <text id="32130700">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9116    <text id="32130800">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9117    <text id="32130900">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9118    <text id="32131000">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9119    <text id="32131100">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9120    <text id="32131200">A great stone shield with an intricately carved fingerprint design. One of the heaviest of all greatshields. Part of the tomb of an ancient god, the Readerless Fingers relayed their message through these imprints, said to be the very seeds from which frenzy first sprouted.</text>
9121    <text id="32140000">Greatshield painted with a divine scene; the recipience of a blessed tear from the Erdtree. An item that looks back fondly on the age of plenty.
9122
9123    The divine scene acts in and of itself as a sacred invocation; gradually restoring the carrier's HP.</text>
9124    <text id="32140100">Greatshield painted with a divine scene; the recipience of a blessed tear from the Erdtree. An item that looks back fondly on the age of plenty.
9125
9126    The divine scene acts in and of itself as a sacred invocation; gradually restoring the carrier's HP.</text>
9127    <text id="32140200">Greatshield painted with a divine scene; the recipience of a blessed tear from the Erdtree. An item that looks back fondly on the age of plenty.
9128
9129    The divine scene acts in and of itself as a sacred invocation; gradually restoring the carrier's HP.</text>
9130    <text id="32140300">Greatshield painted with a divine scene; the recipience of a blessed tear from the Erdtree. An item that looks back fondly on the age of plenty.
9131
9132    The divine scene acts in and of itself as a sacred invocation; gradually restoring the carrier's HP.</text>
9133    <text id="32140400">Greatshield painted with a divine scene; the recipience of a blessed tear from the Erdtree. An item that looks back fondly on the age of plenty.
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09341    Engraved with Rune symbols.
09342
09343    Greatshields are heavy and difficult to wield,
09344    but boast excellent defense.</text>
09345    <text id="32200600">An iron greatshield that covers one's
         entire body.
09346    Engraved with Rune symbols.
09347
09348    Greatshields are heavy and difficult to wield,
09349    but boast excellent defense.</text>
09350    <text id="32200700">An iron greatshield that covers one's
         entire body.
09351    Engraved with Rune symbols.
09352
09353    Greatshields are heavy and difficult to wield,
09354    but boast excellent defense.</text>
09355    <text id="32200800">An iron greatshield that covers one's
         entire body.
09356    Engraved with Rune symbols.
09357
09358    Greatshields are heavy and difficult to wield,
09359    but boast excellent defense.</text>
09360    <text id="32200900">An iron greatshield that covers one's
         entire body.
09361    Engraved with Rune symbols.
09362
09363    Greatshields are heavy and difficult to wield,
09364    but boast excellent defense.</text>
09365    <text id="32201000">An iron greatshield that covers one's
         entire body.
09366    Engraved with Rune symbols.
09367
09368    Greatshields are heavy and difficult to wield,
09369    but boast excellent defense.</text>
09370    <text id="32201100">An iron greatshield that covers one's
         entire body.
09371    Engraved with Rune symbols.
09372
09373    Greatshields are heavy and difficult to wield,
09374    but boast excellent defense.</text>
09375    <text id="32201200">An iron greatshield that covers one's
         entire body.
09376    Engraved with Rune symbols.
09377
09378    Greatshields are heavy and difficult to wield,
09379    but boast excellent defense.</text>
09380    <text id="32210000">An iron greatshield that covers one's
         entire body.
09381    Engraved with the design of a hawk.
09382
09383    Greatshields are heavy and difficult to wield,
09384    but boast excellent defense.</text>
09385    <text id="32210100">An iron greatshield that covers one's
         entire body.
09386    Engraved with the design of a hawk.
09387
09388    Greatshields are heavy and difficult to wield,
09389    but boast excellent defense.</text>
09390    <text id="32210200">An iron greatshield that covers one's
         entire body.
09391    Engraved with the design of a hawk.
09392
09393    Greatshields are heavy and difficult to wield,
09394    but boast excellent defense.</text>
09395    <text id="32210300">An iron greatshield that covers one's
         entire body.
09396    Engraved with the design of a hawk.
09397
09398    Greatshields are heavy and difficult to wield,
09399    but boast excellent defense.</text>
09400    <text id="32210400">An iron greatshield that covers one's
         entire body.
09401    Engraved with the design of a hawk.
09402
09403    Greatshields are heavy and difficult to wield,
09404    but boast excellent defense.</text>
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9134
9135    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9136    <text id="32140500">Greatshield painted with a divine scene;
        the recipience of a blessed tear from the Erdtree. An item
        that looks back fondly on the age of plenty.
9137
9138    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9139    <text id="32140600">Greatshield painted with a divine scene;
        the recipience of a blessed tear from the Erdtree. An item
        that looks back fondly on the age of plenty.
9140
9141    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9142    <text id="32140700">Greatshield painted with a divine scene;
        the recipience of a blessed tear from the Erdtree. An item
        that looks back fondly on the age of plenty.
9143
9144    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9145    <text id="32140800">Greatshield painted with a divine scene;
        the recipience of a blessed tear from the Erdtree. An item
        that looks back fondly on the age of plenty.
9146
9147    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9148    <text id="32140900">Greatshield painted with a divine scene;
        the recipience of a blessed tear from the Erdtree. An item
        that looks back fondly on the age of plenty.
9149
9150    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9151    <text id="32141000">Greatshield painted with a divine scene;
        the recipience of a blessed tear from the Erdtree. An item
        that looks back fondly on the age of plenty.
9152
9153    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9154    <text id="32141100">Greatshield painted with a divine scene;
        the recipience of a blessed tear from the Erdtree. An item
        that looks back fondly on the age of plenty.
9155
9156    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9157    <text id="32141200">Greatshield painted with a divine scene;
        the recipience of a blessed tear from the Erdtree. An item
        that looks back fondly on the age of plenty.
9158
9159    The divine scene acts in and of itself as a sacred
        invocation; gradually restoring the carrier's HP.</text>
9160    <text id="32150000">Tricksome shield made from white stone
        depicting a malformed one-eyed god. The barrel of a firearm
        pokes through the open mouth.
9161
9162    Once worshipped by the giants, this evil deity is believed to
        have been slain by Queen Marika.</text>
9163    <text id="32160000">Tricksome bronze shield depicting the
        face of a Fire Giant. Several tongues leap from its open
        mouth.
9164
9165    The dreadful visage and burning flames are designed to remind
        one of the horror of facing a Fire Giant. In other words,
        this shield has an instructional function.</text>
9166    <text id="32170000">A large wooden shield covered with
        spikes. Though relatively light, it lacks in damage negation.
9167
9168    Designed to perform shield bashes, these attacks riddle the
        enemy with holes, earning it the nickname of "pard shield."</
        text>
9169    <text id="32170100">A large wooden shield covered with
        spikes. Though relatively light, it lacks in damage negation.
9170
9171    Designed to perform shield bashes, these attacks riddle the
        enemy with holes, earning it the nickname of "pard shield."</
        text>
9172    <text id="32170200">A large wooden shield covered with
        spikes. Though relatively light, it lacks in damage negation.
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09405    <text id="32210500">An iron greatshield that covers one's
         entire body.
09406    Engraved with the design of a hawk.
09407
09408    Greatshields are heavy and difficult to wield,
09409    but boast excellent defense.</text>
09410    <text id="32210600">An iron greatshield that covers one's
         entire body.
09411    Engraved with the design of a hawk.
09412
09413    Greatshields are heavy and difficult to wield,
09414    but boast excellent defense.</text>
09415    <text id="32210700">An iron greatshield that covers one's
         entire body.
09416    Engraved with the design of a hawk.
09417
09418    Greatshields are heavy and difficult to wield,
09419    but boast excellent defense.</text>
09420    <text id="32210800">An iron greatshield that covers one's
         entire body.
09421    Engraved with the design of a hawk.
09422
09423    Greatshields are heavy and difficult to wield,
09424    but boast excellent defense.</text>
09425    <text id="32210900">An iron greatshield that covers one's
         entire body.
09426    Engraved with the design of a hawk.
09427
09428    Greatshields are heavy and difficult to wield,
09429    but boast excellent defense.</text>
09430    <text id="32211000">An iron greatshield that covers one's
         entire body.
09431    Engraved with the design of a hawk.
09432
09433    Greatshields are heavy and difficult to wield,
09434    but boast excellent defense.</text>
09435    <text id="32211100">An iron greatshield that covers one's
         entire body.
09436    Engraved with the design of a hawk.
09437
09438    Greatshields are heavy and difficult to wield,
09439    but boast excellent defense.</text>
09440    <text id="32211200">An iron greatshield that covers one's
         entire body.
09441    Engraved with the design of a hawk.
09442
09443    Greatshields are heavy and difficult to wield,
09444    but boast excellent defense.</text>
09445    <text id="32220000">The head of an enormous ant that
09446    makes its habitat in the Lands Between.
09447    Its solid carapace more than functions
09448    as a defensive armament.</text>
09449    <text id="32230000">An iron greatshield that covers one's
         entire body.
09450    Used by Caelid elite knights.
09451
09452    Greatshields are heavy and difficult to wield,
09453    but boast excellent defense.</text>
09454    <text id="32230100">An iron greatshield that covers one's
         entire body.
09455    Used by Caelid elite knights.
09456
09457    Greatshields are heavy and difficult to wield,
09458    but boast excellent defense.</text>
09459    <text id="32230200">An iron greatshield that covers one's
         entire body.
09460    Used by Caelid elite knights.
09461
09462    Greatshields are heavy and difficult to wield,
09463    but boast excellent defense.</text>
09464    <text id="32230300">An iron greatshield that covers one's
         entire body.
09465    Used by Caelid elite knights.
09466
09467    Greatshields are heavy and difficult to wield,
09468    but boast excellent defense.</text>
09469    <text id="32230400">An iron greatshield that covers one's
         entire body.
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9173
9174     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9175     <text id="32170300">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9176
9177     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9178     <text id="32170400">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9179
9180     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9181     <text id="32170500">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9182
9183     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9184     <text id="32170600">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9185
9186     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9187     <text id="32170700">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9188
9189     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9190     <text id="32170800">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9191
9192     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9193     <text id="32170900">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9194
9195     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9196     <text id="32171000">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9197
9198     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9199     <text id="32171100">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9200
9201     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9202     <text id="32171200">A large wooden shield covered with
         spikes. Though relatively light, it lacks in damage negation.
9203
9204     Designed to perform shield bashes, these attacks riddle the
         enemy with holes, earning it the nickname of "pard shield."</
         text>
9205     <text id="32190000">An iron greatshield large enough to cover
         the entire body. Depicts the Roundtable Hold, gathering place
         of champions.
9206
9207     Greatshields boast high damage negation and guard capacity,
         making enemy attacks easy to repel.</text>
9208     <text id="32190100">An iron greatshield large enough to cover
         the entire body. Depicts the Roundtable Hold, gathering place
         of champions.
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09470	Used by Caelid elite knights.
09471	
09472	Greatshields are heavy and difficult to wield,
09473	but boast excellent defense.</text>
09474	<text id="32230500">An iron greatshield that covers one's entire body.
09475	Used by Caelid elite knights.
09476	
09477	Greatshields are heavy and difficult to wield,
09478	but boast excellent defense.</text>
09479	<text id="32230600">An iron greatshield that covers one's entire body.
09480	Used by Caelid elite knights.
09481	
09482	Greatshields are heavy and difficult to wield,
09483	but boast excellent defense.</text>
09484	<text id="32230700">An iron greatshield that covers one's entire body.
09485	Used by Caelid elite knights.
09486	
09487	Greatshields are heavy and difficult to wield,
09488	but boast excellent defense.</text>
09489	<text id="32230800">An iron greatshield that covers one's entire body.
09490	Used by Caelid elite knights.
09491	
09492	Greatshields are heavy and difficult to wield,
09493	but boast excellent defense.</text>
09494	<text id="32230900">An iron greatshield that covers one's entire body.
09495	Used by Caelid elite knights.
09496	
09497	Greatshields are heavy and difficult to wield,
09498	but boast excellent defense.</text>
09499	<text id="32231000">An iron greatshield that covers one's entire body.
09500	Used by Caelid elite knights.
09501	
09502	Greatshields are heavy and difficult to wield,
09503	but boast excellent defense.</text>
09504	<text id="32231100">An iron greatshield that covers one's entire body.
09505	Used by Caelid elite knights.
09506	
09507	Greatshields are heavy and difficult to wield,
09508	but boast excellent defense.</text>
09509	<text id="32231200">An iron greatshield that covers one's entire body.
09510	Used by Caelid elite knights.
09511	
09512	Greatshields are heavy and difficult to wield,
09513	but boast excellent defense.</text>
09514	<text id="32240000">An iron greatshield that covers one's entire body.
09515	Used by knights guarding the mausoleum.
09516	
09517	Greatshields are heavy and difficult to wield,
09518	but boast excellent defense.</text>
09519	<text id="32240100">An iron greatshield that covers one's entire body.
09520	Used by knights guarding the mausoleum.
09521	
09522	Greatshields are heavy and difficult to wield,
09523	but boast excellent defense.</text>
09524	<text id="32240200">An iron greatshield that covers one's entire body.
09525	Used by knights guarding the mausoleum.
09526	
09527	Greatshields are heavy and difficult to wield,
09528	but boast excellent defense.</text>
09529	<text id="32240300">An iron greatshield that covers one's entire body.
09530	Used by knights guarding the mausoleum.
09531	
09532	Greatshields are heavy and difficult to wield,
09533	but boast excellent defense.</text>
09534	<text id="32240400">An iron greatshield that covers one's entire body.

9209	
9210	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9211	<text id="32190200">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9212	
9213	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9214	<text id="32190300">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9215	
9216	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9217	<text id="32190400">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9218	
9219	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9220	<text id="32190500">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9221	
9222	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9223	<text id="32190600">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9224	
9225	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9226	<text id="32190700">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9227	
9228	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9229	<text id="32190800">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9230	
9231	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9232	<text id="32190900">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9233	
9234	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9235	<text id="32191000">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9236	
9237	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9238	<text id="32191100">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9239	
9240	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9241	<text id="32191200">An iron greatshield large enough to cover the entire body. Depicts the Roundtable Hold, gathering place of champions.
9242	
9243	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9244	<text id="32200000">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
9245	
9246	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
9247	<text id="32200100">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.

09535	Used by knights guarding the mausoleum.		
09536			
09537	Greatshields are heavy and difficult to wield,	9248	
09538	but boast excellent defense.</text>	9249	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09539	<text id="32240500">An iron greatshield that covers one's entire body.	9250	<text id="32200200">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09540	Used by knights guarding the mausoleum.		
09541		9251	
09542	Greatshields are heavy and difficult to wield,	9252	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09543	but boast excellent defense.</text>	9253	<text id="32200300">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09544	<text id="32240600">An iron greatshield that covers one's entire body.		
09545	Used by knights guarding the mausoleum.		
09546		9254	
09547	Greatshields are heavy and difficult to wield,	9255	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09548	but boast excellent defense.</text>	9256	<text id="32200400">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09549	<text id="32240700">An iron greatshield that covers one's entire body.		
09550	Used by knights guarding the mausoleum.		
09551		9257	
09552	Greatshields are heavy and difficult to wield,	9258	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09553	but boast excellent defense.</text>	9259	<text id="32200500">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09554	<text id="32240800">An iron greatshield that covers one's entire body.		
09555	Used by knights guarding the mausoleum.		
09556		9260	
09557	Greatshields are heavy and difficult to wield,	9261	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09558	but boast excellent defense.</text>	9262	<text id="32200600">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09559	<text id="32240900">An iron greatshield that covers one's entire body.		
09560	Used by knights guarding the mausoleum.		
09561		9263	
09562	Greatshields are heavy and difficult to wield,	9264	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09563	but boast excellent defense.</text>	9265	<text id="32200700">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09564	<text id="32241000">An iron greatshield that covers one's entire body.		
09565	Used by knights guarding the mausoleum.		
09566		9266	
09567	Greatshields are heavy and difficult to wield,	9267	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09568	but boast excellent defense.</text>	9268	<text id="32200800">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09569	<text id="32241100">An iron greatshield that covers one's entire body.		
09570	Used by knights guarding the mausoleum.		
09571		9269	
09572	Greatshields are heavy and difficult to wield,	9270	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09573	but boast excellent defense.</text>	9271	<text id="32200900">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09574	<text id="32241200">An iron greatshield that covers one's entire body.		
09575	Used by knights guarding the mausoleum.		
09576		9272	
09577	Greatshields are heavy and difficult to wield,	9273	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09578	but boast excellent defense.</text>	9274	<text id="32201000">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09579	<text id="32250000">An iron greatshield that covers one's entire body.		
09580	Used by Raya Lucaria knights.		
09581		9275	
09582	Greatshields are heavy and difficult to wield,	9276	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09583	but boast excellent defense.</text>	9277	<text id="32201100">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09584	<text id="32250100">An iron greatshield that covers one's entire body.		
09585	Used by Raya Lucaria knights.		
09586		9278	
09587	Greatshields are heavy and difficult to wield,	9279	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09588	but boast excellent defense.</text>	9280	<text id="32201200">An iron greatshield large enough to cover the entire body. Emblazoned with an old, interleaving tree.
09589	<text id="32250200">An iron greatshield that covers one's entire body.		
09590	Used by Raya Lucaria knights.		
09591		9281	
09592	Greatshields are heavy and difficult to wield,	9282	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09593	but boast excellent defense.</text>	9283	<text id="32210000">An iron greatshield large enough to cover the entire body. Features an inverted hawk crest.
09594	<text id="32250300">An iron greatshield that covers one's entire body.		
09595	Used by Raya Lucaria knights.		
09596		9284	
09597	Greatshields are heavy and difficult to wield,	9285	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09598	but boast excellent defense.</text>	9286	<text id="32210100">An iron greatshield large enough to cover the entire body. Features an inverted hawk crest.
09599	<text id="32250400">An iron greatshield that covers one's entire body.		
09600	Used by Raya Lucaria knights.		
09601		9287	
09602	Greatshields are heavy and difficult to wield,	9288	Greatshields boast high damage negation and guard capacity, making enemy attacks easy to repel.</text>
09603	but boast excellent defense.</text>	9289	<text id="32210200">An iron greatshield large enough to cover the entire body. Features an inverted hawk crest.
09604	<text id="32250500">An iron greatshield that covers one's entire body.		
09605	Used by Raya Lucaria knights.		
09606		9290	
09607	Greatshields are heavy and difficult to wield,	9291	Greatshields boast high damage negation and guard capacity,

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09608   but boast excellent defense.</text>
09609   <text id="32250600">An iron greatshield that covers one's
        entire body.
09610   Used by Raya Lucaria knights.
09611
09612   Greatshields are heavy and difficult to wield,
09613   but boast excellent defense.</text>
09614   <text id="32250700">An iron greatshield that covers one's
        entire body.
09615   Used by Raya Lucaria knights.
09616
09617   Greatshields are heavy and difficult to wield,
09618   but boast excellent defense.</text>
09619   <text id="32250800">An iron greatshield that covers one's
        entire body.
09620   Used by Raya Lucaria knights.
09621
09622   Greatshields are heavy and difficult to wield,
09623   but boast excellent defense.</text>
09624   <text id="32250900">An iron greatshield that covers one's
        entire body.
09625   Used by Raya Lucaria knights.
09626
09627   Greatshields are heavy and difficult to wield,
09628   but boast excellent defense.</text>
09629   <text id="32251000">An iron greatshield that covers one's
        entire body.
09630   Used by Raya Lucaria knights.
09631
09632   Greatshields are heavy and difficult to wield,
09633   but boast excellent defense.</text>
09634   <text id="32251100">An iron greatshield that covers one's
        entire body.
09635   Used by Raya Lucaria knights.
09636
09637   Greatshields are heavy and difficult to wield,
09638   but boast excellent defense.</text>
09639   <text id="32251200">An iron greatshield that covers one's
        entire body.
09640   Used by Raya Lucaria knights.
09641
09642   Greatshields are heavy and difficult to wield,
09643   but boast excellent defense.</text>
09644   <text id="32260000">An iron greatshield that covers one's
        entire body.
09645   Used by knights guarding the capital.
09646
09647   Greatshields are heavy and difficult to wield,
09648   but boast excellent defense.</text>
09649   <text id="32260100">An iron greatshield that covers one's
        entire body.
09650   Used by knights guarding the capital.
09651
09652   Greatshields are heavy and difficult to wield,
09653   but boast excellent defense.</text>
09654   <text id="32260200">An iron greatshield that covers one's
        entire body.
09655   Used by knights guarding the capital.
09656
09657   Greatshields are heavy and difficult to wield,
09658   but boast excellent defense.</text>
09659   <text id="32260300">An iron greatshield that covers one's
        entire body.
09660   Used by knights guarding the capital.
09661
09662   Greatshields are heavy and difficult to wield,
09663   but boast excellent defense.</text>
09664   <text id="32260400">An iron greatshield that covers one's
        entire body.
09665   Used by knights guarding the capital.
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        making enemy attacks easy to repel.</text>
9292    <text id="32210300">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9293
9294    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9295    <text id="32210400">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9296
9297    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9298    <text id="32210500">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9299
9300    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9301    <text id="32210600">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9302
9303    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9304    <text id="32210700">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9305
9306    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9307    <text id="32210800">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9308
9309    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9310    <text id="32210900">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9311
9312    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9313    <text id="32211000">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9314
9315    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9316    <text id="32211100">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9317
9318    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9319    <text id="32211200">An iron greatshield large enough to cover
        the entire body. Features an inverted hawk crest.
9320
9321    Greatshields boast high damage negation and guard capacity,
        making enemy attacks easy to repel.</text>
9322    <text id="32220000">Huge head of one of the giant ants which
        inhabit the two underground rivers, used without modification
        as a shield. Excels at repelling enemy attacks.
9323
9324    Giant ants are venomous creatures, granting a boost to
        immunity when wielding this shield.</text>
9325    <text id="32230000">Greatshield shaped like a fang, featuring
        the crest of red-maned lion. Carried by the Redmane Knights
        who fought alongside Radahn.</text>
9326    <text id="32230100">Greatshield shaped like a fang, featuring
        the crest of red-maned lion. Carried by the Redmane Knights
        who fought alongside Radahn.</text>
9327    <text id="32230200">Greatshield shaped like a fang, featuring
        the crest of red-maned lion. Carried by the Redmane Knights
        who fought alongside Radahn.</text>
9328    <text id="32230300">Greatshield shaped like a fang, featuring
        the crest of red-maned lion. Carried by the Redmane Knights
        who fought alongside Radahn.</text>
9329    <text id="32230400">Greatshield shaped like a fang, featuring
        the crest of red-maned lion. Carried by the Redmane Knights
        who fought alongside Radahn.</text>
9330    <text id="32230500">Greatshield shaped like a fang, featuring
        the crest of red-maned lion. Carried by the Redmane Knights
        who fought alongside Radahn.</text>
9331    <text id="32230600">Greatshield shaped like a fang, featuring
        the crest of red-maned lion. Carried by the Redmane Knights
        who fought alongside Radahn.</text>
9332    <text id="32230700">Greatshield shaped like a fang, featuring
        the crest of red-maned lion. Carried by the Redmane Knights
        who fought alongside Radahn.</text>
9333    <text id="32230800">Greatshield shaped like a fang, featuring
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		9333	the crest of red-maned lion. Carried by the Redmane Knights who fought alongside Radahn.</text>
09666		9334	<text id="32230900">Greatshield shaped like a fang, featuring the crest of red-maned lion. Carried by the Redmane Knights who fought alongside Radahn.</text>
09667	Greatshields are heavy and difficult to wield,	9335	<text id="32231000">Greatshield shaped like a fang, featuring the crest of red-maned lion. Carried by the Redmane Knights who fought alongside Radahn.</text>
09668	but boast excellent defense.</text>	9336	<text id="32231100">Greatshield shaped like a fang, featuring the crest of red-maned lion. Carried by the Redmane Knights who fought alongside Radahn.</text>
09669	<text id="32260500">An iron greatshield that covers one's entire body.	9337	<text id="32231200">Greatshield shaped like a fang, featuring the crest of red-maned lion. Carried by the Redmane Knights who fought alongside Radahn.</text>
09670	Used by knights guarding the capital.	9338	<text id="32240000">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09671		9339	
09672	Greatshields are heavy and difficult to wield,	9340	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09673	but boast excellent defense.</text>	9341	<text id="32240100">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09674	<text id="32260600">An iron greatshield that covers one's entire body.	9342	
09675	Used by knights guarding the capital.	9343	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09676		9344	<text id="32240200">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09677	Greatshields are heavy and difficult to wield,	9345	
09678	but boast excellent defense.</text>	9346	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09679	<text id="32260700">An iron greatshield that covers one's entire body.	9347	<text id="32240300">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09680	Used by knights guarding the capital.	9348	
09681		9349	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09682	Greatshields are heavy and difficult to wield,	9350	<text id="32240400">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09683	but boast excellent defense.</text>	9351	
09684	<text id="32260800">An iron greatshield that covers one's entire body.	9352	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09685	Used by knights guarding the capital.	9353	<text id="32240500">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09686		9354	
09687	Greatshields are heavy and difficult to wield,	9355	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09688	but boast excellent defense.</text>	9356	<text id="32240600">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09689	<text id="32260900">An iron greatshield that covers one's entire body.	9357	
09690	Used by knights guarding the capital.	9358	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09691		9359	<text id="32240700">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09692	Greatshields are heavy and difficult to wield,	9360	
09693	but boast excellent defense.</text>	9361	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09694	<text id="32261000">An iron greatshield that covers one's entire body.	9362	<text id="32240800">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09695	Used by knights guarding the capital.	9363	
09696		9364	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09697	Greatshields are heavy and difficult to wield,	9365	<text id="32240900">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09698	but boast excellent defense.</text>	9366	
09699	<text id="32261100">An iron greatshield that covers one's entire body.	9367	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09700	Used by knights guarding the capital.	9368	<text id="32241000">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09701		9369	
09702	Greatshields are heavy and difficult to wield,	9370	The eclipsed sun, drained of color, is the protective star of soulless demigods. It aids the mausoleum knights by keeping Destined Death at bay.</text>
09703	but boast excellent defense.</text>	9371	<text id="32241100">Metal greatshield painted with a sun in eclipse. Carried by the headless mausoleum knights.
09704	<text id="32261200">An iron greatshield that covers one's entire body.		
09705	Used by knights guarding the capital.		
09706			
09707	Greatshields are heavy and difficult to wield,		
09708	but boast excellent defense.</text>		
09709	<text id="32270000">An iron greatshield that covers one's entire body.		
09710	Used by Stormveil knights.		
09711			
09712	Greatshields are heavy and difficult to wield,		
09713	but boast excellent defense.</text>		
09714	<text id="32270100">An iron greatshield that covers one's entire body.		
09715	Used by Stormveil knights.		
09716			
09717	Greatshields are heavy and difficult to wield,		
09718	but boast excellent defense.</text>		
09719	<text id="32270200">An iron greatshield that covers one's entire body.		
09720	Used by Stormveil knights.		

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 9721

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09721
09722    Greatshields are heavy and difficult to wield,
09723    but boast excellent defense.</text>
09724    <text id="32270300">An iron greatshield that covers one's
         entire body.
09725    Used by Stormveil knights.
09726
09727    Greatshields are heavy and difficult to wield,
09728    but boast excellent defense.</text>
09729    <text id="32270400">An iron greatshield that covers one's
         entire body.
09730    Used by Stormveil knights.
09731
09732    Greatshields are heavy and difficult to wield,
09733    but boast excellent defense.</text>
09734    <text id="32270500">An iron greatshield that covers one's
         entire body.
09735    Used by Stormveil knights.
09736
09737    Greatshields are heavy and difficult to wield,
09738    but boast excellent defense.</text>
09739    <text id="32270600">An iron greatshield that covers one's
         entire body.
09740    Used by Stormveil knights.
09741
09742    Greatshields are heavy and difficult to wield,
09743    but boast excellent defense.</text>
09744    <text id="32270700">An iron greatshield that covers one's
         entire body.
09745    Used by Stormveil knights.
09746
09747    Greatshields are heavy and difficult to wield,
09748    but boast excellent defense.</text>
09749    <text id="32270800">An iron greatshield that covers one's
         entire body.
09750    Used by Stormveil knights.
09751
09752    Greatshields are heavy and difficult to wield,
09753    but boast excellent defense.</text>
09754    <text id="32270900">An iron greatshield that covers one's
         entire body.
09755    Used by Stormveil knights.
09756
09757    Greatshields are heavy and difficult to wield,
09758    but boast excellent defense.</text>
09759    <text id="32271000">An iron greatshield that covers one's
         entire body.
09760    Used by Stormveil knights.
09761
09762    Greatshields are heavy and difficult to wield,
09763    but boast excellent defense.</text>
09764    <text id="32271100">An iron greatshield that covers one's
         entire body.
09765    Used by Stormveil knights.
09766
09767    Greatshields are heavy and difficult to wield,
09768    but boast excellent defense.</text>
09769    <text id="32271200">An iron greatshield that covers one's
         entire body.
09770    Used by Stormveil knights.
09771
09772    Greatshields are heavy and difficult to wield,
09773    but boast excellent defense.</text>
09774    <text id="32280000">An iron greatshield that covers one's
         entire body.
09775    Used by Miquella's knights.
09776
09777    Greatshields are heavy and difficult to wield,
09778    but boast excellent defense.</text>
09779    <text id="32280100">An iron greatshield that covers one's
         entire body.
09780    Used by Miquella's knights.
09781
09782    Greatshields are heavy and difficult to wield,
09783    but boast excellent defense.</text>
09784    <text id="32280200">An iron greatshield that covers one's
         entire body.
09785    Used by Miquella's knights.
09786
09787    Greatshields are heavy and difficult to wield,
09788    but boast excellent defense.</text>
09789    <text id="32280300">An iron greatshield that covers one's
         entire body.
09790    Used by Miquella's knights.
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/WeaponCaption.fmg.txt, Top line: 9372

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9372
9373    The eclipsed sun, drained of color, is the protective star of
        soulless demigods. It aids the mausoleum knights by keeping
        Destined Death at bay.</text>
9374    <text id="32241200">Metal greatshield painted with a sun in
        eclipse. Carried by the headless mausoleum knights.
9375
9376    The eclipsed sun, drained of color, is the protective star of
        soulless demigods. It aids the mausoleum knights by keeping
        Destined Death at bay.</text>
9377    <text id="32250000">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9378
9379    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9380    "Our enemy is none other than Caria itself."</text>
9381    <text id="32250100">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9382
9383    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9384    "Our enemy is none other than Caria itself."</text>
9385    <text id="32250200">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9386
9387    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9388    "Our enemy is none other than Caria itself."</text>
9389    <text id="32250300">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9390
9391    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9392    "Our enemy is none other than Caria itself."</text>
9393    <text id="32250400">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9394
9395    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9396    "Our enemy is none other than Caria itself."</text>
9397    <text id="32250500">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9398
9399    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9400    "Our enemy is none other than Caria itself."</text>
9401    <text id="32250600">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9402
9403    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9404    "Our enemy is none other than Caria itself."</text>
9405    <text id="32250700">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9406
9407    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9408    "Our enemy is none other than Caria itself."</text>
9409    <text id="32250800">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9410
9411    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9412    "Our enemy is none other than Caria itself."</text>
9413    <text id="32250900">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9414
9415    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9416    "Our enemy is none other than Caria itself."</text>
9417    <text id="32251000">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9418
9419    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9420    "Our enemy is none other than Caria itself."</text>
9421    <text id="32251100">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
9422
9423    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9424    "Our enemy is none other than Caria itself."</text>
9425    <text id="32251200">Metal greatshield painted with a peering
        cuckoo. Carried by the enchanted knights sworn to the
        academy.
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09791
09792    Greatshields are heavy and difficult to wield,
09793    but boast excellent defense.</text>
09794    <text id="32280400">An iron greatshield that covers one's
         entire body.
09795    Used by Miquella's knights.
09796
09797    Greatshields are heavy and difficult to wield,
09798    but boast excellent defense.</text>
09799    <text id="32280500">An iron greatshield that covers one's
         entire body.
09800    Used by Miquella's knights.
09801
09802    Greatshields are heavy and difficult to wield,
09803    but boast excellent defense.</text>
09804    <text id="32280600">An iron greatshield that covers one's
         entire body.
09805    Used by Miquella's knights.
09806
09807    Greatshields are heavy and difficult to wield,
09808    but boast excellent defense.</text>
09809    <text id="32280700">An iron greatshield that covers one's
         entire body.
09810    Used by Miquella's knights.
09811
09812    Greatshields are heavy and difficult to wield,
09813    but boast excellent defense.</text>
09814    <text id="32280800">An iron greatshield that covers one's
         entire body.
09815    Used by Miquella's knights.
09816
09817    Greatshields are heavy and difficult to wield,
09818    but boast excellent defense.</text>
09819    <text id="32280900">An iron greatshield that covers one's
         entire body.
09820    Used by Miquella's knights.
09821
09822    Greatshields are heavy and difficult to wield,
09823    but boast excellent defense.</text>
09824    <text id="32281000">An iron greatshield that covers one's
         entire body.
09825    Used by Miquella's knights.
09826
09827    Greatshields are heavy and difficult to wield,
09828    but boast excellent defense.</text>
09829    <text id="32281100">An iron greatshield that covers one's
         entire body.
09830    Used by Miquella's knights.
09831
09832    Greatshields are heavy and difficult to wield,
09833    but boast excellent defense.</text>
09834    <text id="32281200">An iron greatshield that covers one's
         entire body.
09835    Used by Miquella's knights.
09836
09837    Greatshields are heavy and difficult to wield,
09838    but boast excellent defense.</text>
09839    <text id="32290000">A standard medium-sized wooden shield.
09840    Lighter and easier to wield than its
09841    metallic counterpart.</text>
09842    <text id="32290100">A standard medium-sized wooden shield.
09843    Lighter and easier to wield than its
09844    metallic counterpart.</text>
09845    <text id="32290200">A standard medium-sized wooden shield.
09846    Lighter and easier to wield than its
09847    metallic counterpart.</text>
09848    <text id="32290300">A standard medium-sized wooden shield.
09849    Lighter and easier to wield than its
09850    metallic counterpart.</text>
09851    <text id="32290400">A standard medium-sized wooden shield.
09852    Lighter and easier to wield than its
09853    metallic counterpart.</text>
09854    <text id="32290500">A standard medium-sized wooden shield.
09855    Lighter and easier to wield than its
09856    metallic counterpart.</text>
09857    <text id="32290600">A standard medium-sized wooden shield.
09858    Lighter and easier to wield than its
09859    metallic counterpart.</text>
09860    <text id="32290700">A standard medium-sized wooden shield.
09861    Lighter and easier to wield than its
09862    metallic counterpart.</text>
09863    <text id="32290800">A standard medium-sized wooden shield.
09864    Lighter and easier to wield than its
09865    metallic counterpart.</text>
09866    <text id="32290900">A standard medium-sized wooden shield.
09867    Lighter and easier to wield than its
09868    metallic counterpart.</text>
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9426
9427    Boasting high magic damage negation, this shield is used to
        hunt down mages.
9428    "Our enemy is none other than Caria itself."</text>
9429    <text id="32260000">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9430
9431    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9432    <text id="32260100">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9433
9434    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9435    <text id="32260200">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9436
9437    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9438    <text id="32260300">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9439
9440    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9441    <text id="32260400">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9442
9443    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9444    <text id="32260500">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9445
9446    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9447    <text id="32260600">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9448
9449    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9450    <text id="32260700">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9451
9452    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9453    <text id="32260800">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
9454
9455    Knights of Leyndell are reputed for their sturdiness,
        exemplified by this shield's exceptional guard capacity.</
        text>
9456    <text id="32260900">Oval greatshield made of gold, carried by
        knights who protect the Royal Capital of Leyndell.
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09869    <text id="32291000">A standard medium-sized wooden shield.
09870    Lighter and easier to wield than its
09871    metallic counterpart.</text>
09872    <text id="32291100">A standard medium-sized wooden shield.
09873    Lighter and easier to wield than its
09874    metallic counterpart.</text>
09875    <text id="32291200">A standard medium-sized wooden shield.
09876    Lighter and easier to wield than its
09877    metallic counterpart.</text>
09878    <text id="32300000">A standard large wooden shield.
09879    Lighter and easier to wield than its
09880    metallic counterpart.</text>
09881    <text id="32300100">A standard large wooden shield.
09882    Lighter and easier to wield than its
09883    metallic counterpart.</text>
09884    <text id="32300200">A standard large wooden shield.
09885    Lighter and easier to wield than its
09886    metallic counterpart.</text>
09887    <text id="32300300">A standard large wooden shield.
09888    Lighter and easier to wield than its
09889    metallic counterpart.</text>
09890    <text id="32300400">A standard large wooden shield.
09891    Lighter and easier to wield than its
09892    metallic counterpart.</text>
09893    <text id="32300500">A standard large wooden shield.
09894    Lighter and easier to wield than its
09895    metallic counterpart.</text>
09896    <text id="32300600">A standard large wooden shield.
09897    Lighter and easier to wield than its
09898    metallic counterpart.</text>
09899    <text id="32300700">A standard large wooden shield.
09900    Lighter and easier to wield than its
09901    metallic counterpart.</text>
09902    <text id="32300800">A standard large wooden shield.
09903    Lighter and easier to wield than its
09904    metallic counterpart.</text>
09905    <text id="32300900">A standard large wooden shield.
09906    Lighter and easier to wield than its
09907    metallic counterpart.</text>
09908    <text id="32301000">A standard large wooden shield.
09909    Lighter and easier to wield than its
09910    metallic counterpart.</text>
09911    <text id="32301100">A standard large wooden shield.
09912    Lighter and easier to wield than its
09913    metallic counterpart.</text>
09914    <text id="32301200">A standard large wooden shield.
09915    Lighter and easier to wield than its
09916    metallic counterpart.</text>
09917    <text id="33000000">Staff with a glintstone embedded at the
         tip.
09918    A catalyst for casting glintstone sorceries.
09919
09920    Sorceries must be memorized first at a site of lost grace,
         and a staff must be equipped to cast them.</text>

09921    <text id="33040000">A beautiful staff made from crystal.

09922    A catalyst for casting glintstone sorceries.
09923
09924    Sorceries must be memorized first at a site of lost grace,
         and a staff must be equipped to cast them.

09925    Raises the potency of crystal-based sorceries.</text>

09926    <text id="33050000">Staff used by those in Praetor Rykard's
         company.
09927    A catalyst for casting glintstone sorceries.
09928
09929    Sorceries must be memorized first at a site of lost grace,
         and a staff must be equipped to cast them.

09930    Raises the potency of volcano manor-based sorceries.</text>

09931    <text id="33060000">Staff used by the former Demi-human
         Lord.
09932    A catalyst for casting glintstone sorceries.
09933
09934    Sorceries must be memorized first at a site of lost grace,
         and a staff must be equipped to cast them.

09935    must be equipped to cast them.</text>

09936    <text id="33090000">Staff used by Rennala, the Fertile,
09937    proprietress of Raya Lucaria.
09938    A catalyst for casting glintstone sorceries.
09939
09940    Sorceries must be memorized first at a site of lost grace,
         and a staff must be equipped to cast them.

09941    Raises the potency of the royal family's

09942    private sorceries.</text>
09943    <text id="33120000">Staff used by a miner who dabbled in
         magic.
09944    A catalyst for casting glintstone sorceries.
09945
09946    Sorceries must be memorized first at a site of lost grace,
         and a staff must be equipped to cast them.

09947    Raises the potency of mining-based sorceries.</text>

09948    <text id="33130000">Staff of the stonecrafters, explorers
         infatuated with gemstones.
09949    This catalyst for casting sorceries has a glintstone set in
         its tip.
09950
09951    Glintstone sorceries must be memorized first at a site of
         grace, and a staff must be equipped to cast them.</text>

09952    <text id="33170000">Staff with dark azure crystal embedded
         at the tip.
09953    A catalyst for casting glintstone sorceries.
09954
09955    Sorceries must be memorized first at a site of lost grace,
         and a staff must be equipped to cast them.
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9457
9458     Knights of Leyndell are reputed for their sturdiness,
         exemplified by this shield's exceptional guard capacity.</
         text>
9459     <text id="32261000">Oval greatshield made of gold, carried by
         knights who protect the Royal Capital of Leyndell.
9460
9461     Knights of Leyndell are reputed for their sturdiness,
         exemplified by this shield's exceptional guard capacity.</
         text>
9462     <text id="32261100">Oval greatshield made of gold, carried by
         knights who protect the Royal Capital of Leyndell.
9463
9464     Knights of Leyndell are reputed for their sturdiness,
         exemplified by this shield's exceptional guard capacity.</
         text>
9465     <text id="32261200">Oval greatshield made of gold, carried by
         knights who protect the Royal Capital of Leyndell.
9466
9467     Knights of Leyndell are reputed for their sturdiness,
         exemplified by this shield's exceptional guard capacity.</
         text>
9468     <text id="32270000">Metal greatshield coated with gold.
         Carried by knights loyal to Godrick.
9469
9470     The red tinge in the gold coat mirrors the primordial matter
         that became the Erdtree. The color of homeward yearning.</
         text>
9471     <text id="32270100">Metal greatshield coated with gold.
         Carried by knights loyal to Godrick.
9472
9473     The red tinge in the gold coat mirrors the primordial matter
         that became the Erdtree. The color of homeward yearning.</
         text>
9474     <text id="32270200">Metal greatshield coated with gold.
         Carried by knights loyal to Godrick.
9475
9476     The red tinge in the gold coat mirrors the primordial matter
         that became the Erdtree. The color of homeward yearning.</
         text>
9477     <text id="32270300">Metal greatshield coated with gold.
         Carried by knights loyal to Godrick.
9478
9479     The red tinge in the gold coat mirrors the primordial matter
         that became the Erdtree. The color of homeward yearning.</
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09956   Raises the potency of funnel-based sorceries.</text>
09957   <text id="33180000">Staff with a yellow glintstone embedded
        at the tip.
09958   A catalyst for casting glintstone sorceries.
09959
09960   Sorceries must be memorized first at a site of lost grace,
        and a staff must be equipped to cast them.
09961   Raises the potency of curse-based sorceries.</text>
09962   <text id="33190000">Staff with crystal embedded at the tip.
09963   A catalyst for casting glintstone sorceries.
09964
09965   Sorceries must be memorized first at a site of lost grace,
        and a staff must be equipped to cast them.</text>
09966   <text id="33200000">A staff with a blue glintstone embedded
        at the tip.
09967   Serves as a catalyst for glintstone sorcery.
09968
09969   Containing blue glintstone—the symbol of the Carian royal
        family—this staff makes their glintsword sorcery stronger.</
        text>
09970   <text id="33210000">Staff used by a defected glintstone
        sorcerer.
09971   A catalyst for casting glintstone sorceries.
09972
09973   Sorceries must be memorized first at a site of lost grace,
        and a staff must be equipped to cast them.</text>
09974   <text id="33230000">Staff made from turquoise crystal,
09975   overflowing with magic.
09976   A catalyst for casting glintstone sorceries.
09977
09978   Sorceries must be memorized first at a site of lost grace,
        and a staff must be equipped to cast them.</text>
09979   <text id="33240000">Staff made from blue crystal,
09980   overflowing with magic.
09981   A catalyst for casting glintstone sorceries.
09982
09983   Sorceries must be memorized first at a site of lost grace,
        and a staff must be equipped to cast them.</text>
09984   <text id="33250000">Staff embedded with violet crystal,
09985   overflowing with magic.
09986   A catalyst for casting glintstone sorceries.
09987
09988   Sorceries must be memorized first at a site of lost grace,
        and a staff must be equipped to cast them.</text>
09989   <text id="33260000">A wooden staff, covered in thorns.
09990   A catalyst for casting glintstone sorceries.
09991
09992   Sorceries must be memorized first at a site of lost grace,
        and a staff must be equipped to cast them.</text>
09993   <text id="33270000">Staff embedded with rotted crystal,
09994   overflowing with magic.
09995   A catalyst for casting glintstone sorceries.
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        text>
9480    <text id="32270400">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9481
9482    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9483    <text id="32270500">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9484
9485    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9486    <text id="32270600">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9487
9488    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9489    <text id="32270700">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9490
9491    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9492    <text id="32270800">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9493
9494    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9495    <text id="32270900">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9496
9497    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9498    <text id="32271000">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9499
9500    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9501    <text id="32271100">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9502
9503    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9504    <text id="32271200">Metal greatshield coated with gold.
        Carried by knights loyal to Godrick.
9505
9506    The red tinge in the gold coat mirrors the primordial matter
        that became the Erdtree. The color of homeward yearning.</
        text>
9507    <text id="32280000">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9508    <text id="32280100">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9509    <text id="32280200">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9510    <text id="32280300">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9511    <text id="32280400">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9512    <text id="32280500">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9513    <text id="32280600">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9514    <text id="32280700">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9515    <text id="32280800">Metal greatshield depicting the Haligtree
        with unalloyed gold. Carried by knights who have vowed to
        serve Miquella's Haligtree. Possesses high holy damage
        negation. Yet now, with the Haligtree misshapen, this
        wondrous rendition is a fleeting fantasy.</text>
9516    <text id="32280900">Metal greatshield depicting the Haligtree
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with unalloyed gold. Carried by knights who have vowed to
serve Miquella's Haligtree. Possesses high holy damage
negation. Yet now, with the Haligtree misshapen, this
wondrous rendition is a fleeting fantasy.</text>
9517 <text id="32281000">Metal greatshield depicting the Haligtree
with unalloyed gold. Carried by knights who have vowed to
serve Miquella's Haligtree. Possesses high holy damage
negation. Yet now, with the Haligtree misshapen, this
wondrous rendition is a fleeting fantasy.</text>
9518 <text id="32281100">Metal greatshield depicting the Haligtree
with unalloyed gold. Carried by knights who have vowed to
serve Miquella's Haligtree. Possesses high holy damage
negation. Yet now, with the Haligtree misshapen, this
wondrous rendition is a fleeting fantasy.</text>
9519 <text id="32281200">Metal greatshield depicting the Haligtree
with unalloyed gold. Carried by knights who have vowed to
serve Miquella's Haligtree. Possesses high holy damage
negation. Yet now, with the Haligtree misshapen, this
wondrous rendition is a fleeting fantasy.</text>
9520 <text id="32290000">Wooden greatshield reinforced with a
metal ornamentation.
9521
9522 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9523 <text id="32290100">Wooden greatshield reinforced with a
metal ornamentation.
9524
9525 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9526 <text id="32290200">Wooden greatshield reinforced with a
metal ornamentation.
9527
9528 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9529 <text id="32290300">Wooden greatshield reinforced with a
metal ornamentation.
9530
9531 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9532 <text id="32290400">Wooden greatshield reinforced with a
metal ornamentation.
9533
9534 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9535 <text id="32290500">Wooden greatshield reinforced with a
metal ornamentation.
9536
9537 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9538 <text id="32290600">Wooden greatshield reinforced with a
metal ornamentation.
9539
9540 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9541 <text id="32290700">Wooden greatshield reinforced with a
metal ornamentation.
9542
9543 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9544 <text id="32290800">Wooden greatshield reinforced with a
metal ornamentation.
9545
9546 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9547 <text id="32290900">Wooden greatshield reinforced with a
metal ornamentation.
9548
9549 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9550 <text id="32291000">Wooden greatshield reinforced with a
metal ornamentation.
9551
9552 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9553 <text id="32291100">Wooden greatshield reinforced with a
metal ornamentation.
9554
9555 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9556 <text id="32291200">Wooden greatshield reinforced with a
metal ornamentation.
9557
9558 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9559 <text id="32300000">Wooden tower shield. Lightweight for a
greatshield and easy to handle.
9560 Commonly used in the Shattering.
9561
9562 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9563 <text id="32300100">Wooden tower shield. Lightweight for a
greatshield and easy to handle.
9564 Commonly used in the Shattering.
9565
9566 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9567 <text id="32300200">Wooden tower shield. Lightweight for a
greatshield and easy to handle.
9568 Commonly used in the Shattering.
9569
9570 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9571 <text id="32300300">Wooden tower shield. Lightweight for a
greatshield and easy to handle.
9572 Commonly used in the Shattering.
9573
9574 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9575 <text id="32300400">Wooden tower shield. Lightweight for a
greatshield and easy to handle.
9576 Commonly used in the Shattering.
9577
9578 Greatshields boast high damage negation and guard capacity,
making enemy attacks easy to repel.</text>
9579 <text id="32300500">Wooden tower shield. Lightweight for a
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10023   equipped to cast them.</text>
10024   <text id="34030000">A sacred seal given by an ancient dragon
10025   which serves as a catalyst for casting
10026   sacred incantations.
10027
10028   Incantations must be memorized first at
10029   a site of lost grace, and a sacred seal must be
10030   equipped to cast them.</text>
10031   <text id="34040000">Sacred seal granted by Gurranq, the
        Beast Pastor. A rare trinket which allows incantations to be
        scaled with strength.
10032
10033   The claw mark represents Gurranq's wrath. Enhances
        incantantions learned from Gurranq.</text>
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9642
9643    Only a recognized sorcerer is permitted to wield this
        staff.</text>
9644    <text id="33210000">Staff embedded with a blue glintstone.
        One of two types of Carian staff.
9645
9646    Given to sorcerers that they might enact the role of knight.
        Enhances Carian sword sorceries.</text>
9647    <text id="33230000">Staff of the primeval glintstone sorcerer
        Azur. Only those who have glimpsed what lies beyond the
        wisdom of stone may wield it.
9648
9649    Reduces casting time of all sorceries, but consumes
        additional FP.</text>
9650    <text id="33240000">Staff of the primeval glintstone sorcerer
        Lusat. Only those who have glimpsed what lies beyond the
        wisdom of stone may wield it.
9651
9652    Enhances power of all sorceries, but consumes additional
        FP.</text>
9653    <text id="33250000">Staff embedded with a dark purple
        glintstone, said to be the fragment of a meteorite. Boasts
        high sorcery scaling and boosts gravity sorceries as well.
9654
9655    However, this staff cannot be strengthened in any way.</text>
9656    <text id="33260000">A heretical staff fashioned from a
        smoldering, withered sapling that turns the blood of
        sacrifices pierced by it into glintstone. Similar to hex
        magic.
9657
9658    Sorceries are scaled with faith rather than intelligence when
        wielding this staff which enhances thorn sorceries in
        particular.</text>
9659    <text id="33270000">Staff fashioned from pure crystal; a deed
        impossible for a human. It festers with scarlet rot.
9660
9661    Enhances Crystalian sorceries.</text>
9662    <text id="33280000">Staff missing its glintstone. Wielded by
        sorcerers who believe that discovery comes through acts of
        asceticism.
9663
9664    This staff only distinguishes itself when casting
        invisibility sorceries, but that is reason enough for some to
        wield it.</text>
9665    <text id="34000000">A sacred seal bestowed by a Finger Maiden
        which serves as a catalyst for casting sacred incantations.
9666
9667    Incantations must be memorized first at a site of grace, and
        a sacred seal must be equipped to cast them.</text>
9668    <text id="34010000">Sacred seal of the Godskin Apostles,
        inlaid with obsidian.
9669
9670    Said to represent the manipulation of black flame, this
        catalyst enhances godslayer incantations.</text>
9671    <text id="34020000">Sacred seal depicting the one-eyed god of
        the Fire Giants, adorned with braids of red hair.
9672
9673    Sacred seal wielded by Fire Monks and Prelates, this catalyst
        enhances Giants' Flame incantations.</text>
9674    <text id="34030000">Sacred seal made from Gravel Stone
        thought to be an ancient dragon scale. Enhances Dragon Cult
        incantations of the Royal Capital.
9675
9676    The worship of the ancient dragons does not conflict with
        belief in the Erdtree. After all, this seal, and lightning
        itself, are both imbued with gold.</text>
9677    <text id="34040000">Sacred seal granted by Gurranq, the Beast
        Clergyman. A rare trinket which allows incantations to be
        scaled with strength.
9678
9679    The claw mark represents Gurranq's wrath. Enhances bestial
        incantations learned from Gurranq.</text>
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10034   <text id="34050000">%null%</text>
10035   <text id="34060000">A sacred seal given by the underlying
        principles
10036   of the Golden Order.
10037   It has no form and emits a faint light.
10038
10039   Incantations must be memorized first at
10040   a site of lost grace, and a sacred seal must be
10041   equipped to cast them.</text>
10042   <text id="34070000">A sacred seal given by the underlying
        principles
10043   of the Erdtree.
10044   It has no form and emits a faint light.
10045
10046   Incantations must be memorized first at
10047   a site of lost grace, and a sacred seal must be
10048   equipped to cast them.</text>
10049   <text id="34080000">A sacred seal given by the underlying
        principles
10050   of the Dragon Communion.
10051   It has no form and emits a faint light.
10052
10053   Incantations must be memorized first at
10054   a site of lost grace, and a sacred seal must be
10055   equipped to cast them.</text>
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9680    <text id="34050000">%null%</text>
9681    <text id="34060000">A formless sacred seal depicting the
        ceremonial observation of Order. Enhances Golden Order
        Fundamentalist incantations.
9682
9683    Fundamentalism is scholarship in all but name. Scales
        incantations using both intelligence and faith.</text>
9684    <text id="34070000">A formless sacred seal decorated with an
        Erdtree crest, once the focus of religion in the Lands
        Between.
9685
9686    Even though the Elden Ring is shattered, and the Erdtree has
        dulled from its former radiance, earnest faith continues to
        hold the answers.</text>
9687    <text id="34080000">Formless drakeblood seal with a dragon
        communion crest. Enhances Dragon Communion incantations.
9688
9689    The sacrificial devouring of the heart gives power.
9690    Indeed, Dragon Communion is too primal in nature for the term
        "incantation" to be appropriate.
9691    This seal scales incantations with one's arcane attribute.</
        text>
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10056	<text id="34090000">A sacred seal given by the underlying principles
10057	of chaos.
10058	It has no form and emits a faint light.
10059	
10060	Incantations must be memorized first at
10061	a site of lost grace, and a sacred seal must be
10062	equipped to cast them.</text>
10063	<text id="40000000">A small, lightweight bow.
10064	Easy enough for anyone to wield.
10065	
10066	To use a bow, arrows must also be equipped.
10067	Up to two varieties may be equipped at a time
10068	to match the needs of the situation.</text>
10069	<text id="40010000">A small, close-range bow of crude build.
10070	
10071	To use a bow, arrows must also be equipped.
10072	Up to two varieties may be equipped at a time
10073	to match the needs of the situation.</text>
10074	<text id="40020000">A small bow for firing arrows from a distance.
10075	Can rapidly fire a volley of shots, and is suited to use on horseback.
10076	
10077	To use a bow, arrows must also be equipped.
10078	Up to two varieties may be equipped at a time
10079	to match the needs of the situation.</text>
10080	<text id="40030000">A small bow resembling a harp.
10081	Arrows fired from it carry traces of magic.
10082	
10083	To use a bow, arrows must also be equipped.
10084	Up to two varieties may be equipped at a time
10085	to match the needs of the situation.</text>
10086	<text id="40050000">A small compound bow made for powerful shots.
10087	Small bows can fire arrows in rapid succession.
10088	
10089	To use a bow, arrows must also be equipped.
10090	Up to two varieties may be equipped at a time
10091	to match the needs of the situation.</text>
10092	<text id="41000000">Longbow made to fire arrows over great distances. Compared to a shortbow, arrows fired reach further and deal more damage.
10093	
10094	To use a bow, you must also equip arrows.
10095	You can equip up to two types of arrow at a time, and decide which to fire to suit the situation.</text>
10096	<text id="41010000">A long bow used by wolf-riding warriors.
10097	Requires considerable dexterity to wield.
10098	
10099	To use a bow, arrows must also be equipped.
10100	Up to two varieties may be equipped at a time
10101	to match the needs of the situation.</text>
10102	<text id="41020000">A long bow made from the horn
10103	of a long-lived creature.
10104	
10105	To use a bow, arrows must also be equipped.
10106	Up to two varieties may be equipped at a time
10107	to match the needs of the situation.</text>
10108	<text id="41030000">A long bow carved from the Erdtree
10109	which stands tall over the capital.
10110	
10111	To use a bow, arrows must also be equipped.
10112	Up to two varieties may be equipped at a time
10113	to match the needs of the situation.</text>
10114	<text id="41040000">A long bow with a serpentine design,
10115	used by heretical assassins.
10116	It carries a supernatural power,
10117	raising the potency of poison arrows.
10118	
10119	To use a bow, arrows must also be equipped.
10120	Up to two varieties may be equipped at a time
10121	to match the needs of the situation.</text>
10122	<text id="41060000">A long bow that utilises a pulley mechanism
10123	to fire arrows greater distances.
10124	
10125	To use a bow, arrows must also be equipped.
10126	Up to two varieties may be equipped at a time
10127	to match the needs of the situation.</text>
10128	<text id="41070000">A jet-black long bow carved from a dark old tree.
10129	
10130	To use a bow, arrows must also be equipped.
10131	Up to two varieties may be equipped at a time

9692	<text id="34090000">Formless sacred seal bestowed by the maiden of the Three Fingers. Enhances incantations of the frenzied flame.
9693	
9694	This seal is the mark of the Lord of Frenzied Flame. Scales incantations using strength, dexterity, intelligence, and faith all together.</text>
9695	<text id="40000000">Small bow made to fire arrows over great distances. Other than its ability to fire off arrows in rapid succession, it is also well-suited for use on horseback.
9696	
9697	To use a bow, arrows must also be equipped.</text>
9698	<text id="40010000">Shortbow wielded by Winged Misbegotten. Fine fur clings to it.
9699	
9700	Designed to inflict additional damage by sacrificing range.</text>
9701	<text id="40020000">Shortbow of polished red wood. Fashioned by a master craftsman and wielded by pages.
9702	
9703	A bow which requires dexterity rather than strength to master.</text>
9704	<text id="40030000">Bow fashioned from a minstrel's harp. Sonorous tones still resound when firing arrows.
9705	
9706	Troubadours sing tales of champions, both in the honorable service of the Erdtree, and the one who spurns honor for blasphemy.</text>
9707	<text id="40050000">Bow composited from a mix of materials.
9708	
9709	Demands high attributes, and is tricky to wield, but is a fearsome tool when mastered.</text>
9710	<text id="41000000">Longbow made to fire arrows over great distances. Compared to a shortbow, arrows fired reach further and deal more damage.
9711	
9712	To use a bow, arrows must also be equipped.</text>
9713	<text id="41010000">Longbow featuring delicate silverwork. Wielded by Albinauric wolfback archers.
9714	
9715	This bow requires dexterity over strength to master.</text>
9716	<text id="41020000">Longbow made from animal horn. Wielded by the master hunters of the ancestral followers.
9717	
9718	Imbues arrows fired with magic damage.
9719	Reveals its true worth when used with magic-infused arrows.</text>
9720	<text id="41030000">Longbow featuring Erdtree styling. In times of old, when faith and battle went hand in hand, this weapon was created in tandem with the Golden Arrow.
9721	
9722	Scales all arrow damage with faith, revealing its true worth when used with holy-infused arrows.</text>
9723	<text id="41040000">Malformed bow in the shape of a pair of poisonous snakes. Imbues arrows with poison through pagan magic, revealing its true worth when used with poison-infused arrows.
9724	
9725	Used by assassins known as the Formless Serpents.</text>
9726	<text id="41060000">Longbow which utilizes a series of pulleys and springs. The complex mechanism, which required advanced mathematical and mechanical understanding to craft, was likely made by a certain genius who learned Golden Order fundamentalism.
9727	
9728	Enhances precision while shooting, enabling arrows to fly much further distances.</text>
9729	<text id="41070000">Longbow carved from black wood to resemble a blade. One of the most difficult bows to master.
9730	
9731	The blade-like body of the bow is light and cuts through the air. Though a longbow, it can be wielded similarly to a shortbow.</text>
9732	<text id="42000000">Greatbow of black iron wielded by General Radahn. Decorated with a lion mane motif.

10132	to match the needs of the situation.</text>
10133	<text id="42000000">Greatbow used by General Radahn.
10134	
10135	Drawing a greatbow takes time,
10136	leaving the wielder vulnerable.
10137	Greatbows can only fire greatarrows.</text>
10138	<text id="42010000">Iron greatbow, used by Guardians.
10139	Requires considerable strength to handle.
10140	
10141	Drawing a greatbow takes time,
10142	leaving the wielder vulnerable.
10143	Greatbows can only fire greatarrows.</text>
10144	<text id="42030000">Greatbow carved from the Erdtree
10145	which stands tall over the capital.
10146	
10147	Drawing a greatbow takes time,
10148	leaving the wielder vulnerable.
10149	Greatbows can only fire greatarrows.</text>
10150	<text id="42040000">Greatbow used by royal soldiers.
10151	A fine weapon wielded only by those
10152	that boast adequate strength.
10153	
10154	Drawing a greatbow takes time,
10155	leaving the wielder vulnerable.
10156	Greatbows can only fire greatarrows.</text>
10157	<text id="43000000">A ranged weapon with a bow mounted on a tiller.
10158	Fires specialized bolts instead of arrows.
10159	
10160	To use a crossbow, bolts must also be equipped.
10161	Up to two varieties may be equipped at a time
10162	to match the needs of the situation.</text>
10163	<text id="43020000">A ranged weapon used by royal soldiers.
10164	Fires specialized bolts instead of arrows.
10165	
10166	To use a crossbow, bolts must also be equipped.
10167	Up to two varieties may be equipped at a time
10168	to match the needs of the situation.</text>
10169	<text id="43030000">A large crossbow with increased firepower,
10170	used by royal knights.
10171	Fires specialized bolts instead of arrows.
10172	
10173	To use a crossbow, bolts must also be equipped.
10174	Up to two varieties may be equipped at a time
10175	to match the needs of the situation.</text>
10176	<text id="43050000">An extremely rare rapid-fire crossbow.
10177	Uses an elaborate mechanism to fire
10178	bolts in quick succession.
10179	
10180	To use a crossbow, bolts must also be equipped.
10181	Up to two varieties may be equipped at a time
10182	to match the needs of the situation.</text>
10183	<text id="43060000">A unique crossbow developed in order
10184	to fire magic falling star bolts.</text>
10185	<text id="43080000">One of the largest and most powerful crossbows.
10186	The drawstring uses metal,
10187	and requires great strength to use.</text>
10188	<text id="43100000">A weapon that combines two crossbows to scatter bolts in a wide arc.
10189	
10190	A crude and inaccurate weapon, yet carries considerable might for those who might wield it.</text>
10191	<text id="43110000">Crossbow with a unique mechanism
10192	that reduces the sound made by shots.</text>
10193	<text id="44000000">An especially large crossbow that uses specialized greatbolts.
10194	
10195	Known as the weapon Tragoth the Horned used in the three successive castle sieges he carried out alone. Has the power to knock any common foe off their feet, but few possess the power to wield this device.</text>
10196	<text id="44010000">An especially large crossbow that uses specialized greatbolts.
10197	
10198	Heavy and difficult to wield, but boasts tremendous stopping-power.</text>
10199	<text id="50000000">Arrows used with small and long bows.
10200	Unremarkable in any way, shape or form.

9733	
9734	Imbued with gravitational power of the Starscourge, when used along with Radahn's Spear, it becomes a true weapon of a champion.</text>
9735	<text id="42010000">Greatbow of black stone crafted by a civilization now gone to ruin. Weapon of the Guardian Golem.
9736	
9737	Extremely heavy, this greatbow requires enormous strength just to draw, suggesting it was not designed for human use.</text>
9738	<text id="42030000">Greatbow featuring Erdtree styling. In times of old, when faith and battle went hand in hand, this weapon was created in tandem with the Golden Great Arrow.
9739	
9740	Scales all arrow damage with faith, revealing its true worth when used with holy-infused arrows.</text>
9741	<text id="42040000">Enormous greatbow larger than any man. Can not be drawn with any ordinary level of strength, but the force of its shots is extraordinary.
9742	
9743	A greatbow can only fire great arrows.</text>
9744	<text id="43000000">A crossbow of simple make, usable by anyone, but lacking in both power and accuracy.
9745	
9746	Bolts must be equipped to use a crossbow.</text>
9747	<text id="43020000">Ranged weapon made from a bow fixed to a stock. Deals good damage and is simple to use, but requires reloading after firing.
9748	
9749	Bolts must be equipped to use a crossbow.</text>
9750	<text id="43030000">Heavy crossbow with iron limbs, increasing damage dealt.
9751	
9752	Commonly employed in the Shattering.</text>
9753	<text id="43050000">Crossbow made with pulleys and power springs. The complex mechanism, which required advanced mathematical and mechanical understanding to craft, was likely made by a certain genius who learned Golden Order fundamentalism.
9754	One touch fires a volley of bolts. Be warned; large stores of bolts can be quickly spent.</text>
9755	<text id="43060000">One-of-a-kind enchanted crossbow of exquisitely detailed craftsmanship. Made to celebrate the matrimonial union, and reconciliation, between the houses of the Erdtree and the Full Moon, Leyndell and Raya Lucaria. The two rings dance when reloading the weapon. Reveals true worth when used with holy-infused bolts.</text>
9756	<text id="43080000">Large crossbow made from composite materials. One of the largest of all bolt-firing devices.
9757	
9758	Its limbs are more pliable than metallic ones, allowing bolts fired from this weapon to pierce even helms forged of steel.</text>
9759	<text id="43100000">A weapon that combines two crossbows to scatter bolts in a wide arc.
9760	
9761	A crude and inaccurate weapon, yet carries considerable might for those who might wield it.</text>
9762	<text id="43110000">Black crossbow featuring a long stock. Used for sniping, it has a very long range.
9763	
9764	Weapon of Crepus, who served the Two Fingers from the shadows of the Roundtable as the head confessor.</text>
9765	<text id="44000000">An unconventional ballistic device modelled on a weapon used to besiege castles. Only capable of firing greatbolts.
9766	
9767	Perfect for reckless acts such as storming a castle or facing an entire army alone.</text>
9768	<text id="44010000">Jar cannon which uses explosives to fire greatbolts. Deals great damage but is slow to reload.
9769	
9770	Experimental firearm brought to the assault on Volcano Manor, where it was discovered that no one knew how to use it.</text>
9771	<text id="50000000">Arrows used with small and long bows.
9772	Unremarkable in any way, shape or form.

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10201 |   </text>
10202 |   <text id="50010000">Arrow with the tip set alight.
10203 |   Deals fire damage.
10204 |   </text>
10205 |   <text id="50020000">Arrow carved to resemble a slender
      |   serpent. Its fangs are daubed with a fast-acting venom.
10206 |   Afflicts targets with a powerful poisoning effect.
10207 |
10208 |   These arrows were used by the people of the Shaded Castle,
      |   making them all the more hated by their enemies.</text>
10209 |   <text id="50030000">Arrow whittled from thin animal bones.
      |
10210 |   Craftable item.
10211 |
10212 |   The feather fletchings add distance and
10213 |   accuracy to the standard bone arrow.
10214 |   </text>
10215 |   <text id="50040000">Arrow carved to resemble a withered
      |   water lily.
10216 |   Afflicts targets with a powerful soporific effect.
10217 |
10218 |   Once served an exclusively ritual use by the priests of St.
      |   Trina. The peace of deepest slumber can be so very hard to
      |   resist.</text>
10219 |   <text id="50060000">Arrow whittled from animal bones.
      |
      |
10220 |   Creates a loud noise at the point of impact.
10221 |
10222 |   Craftable item.
      |
10223 |   The addition of fletching enables more precise shots that
      |   can travel farther.</text>
      |
10224 |   <text id="50080000">Arrow whittled from animal bones.
10225 |   Creates a light source at the point of impact.
10226 |
10227 |   Craftable item.
      |
10228 |   The addition of fletching enables more precise shots that
      |   can travel farther.</text>
10229 |   <text id="50090000">Arrow carved from the Erdtree.
10230 |   Contains a sacred power.</text>
10231 |   <text id="50100000">A cursed arrow used by horn worshippers.
10232 |   Craftable item.
10233 |
10234 |   Cursed arrow which hunts down targets.
      |
      |
      |
      |
10235 |
10236 |   It is said that spirits dwell within budding horns.</text>
      |
10237 |   <text id="50110000">Arrow whittled from thin animal bones.
      |
10238 |   Craftable item.
10239 |
10240 |   Though the arrowhead is sharp indeed,
      |
10241 |   it doesn't fly particularly true.
10242 |   </text>
10243 |   <text id="50130000">Arrow whittled from animal bones. The
      |   tip is set alight before firing.
10244 |   Deals fire damage to foes.
10245 |
10246 |   Craftable item.
      |
10247 |   The addition of fletching enables more precise shots that
      |   can travel farther.</text>
10248 |   <text id="50140000">Arrow whittled from animal bones. The
      |   tip is set alight before firing.
10249 |   Deals fire damage to foes.
10250 |
10251 |   Craftable item.</text>
10252 |   <text id="50150000">Arrow whittled from animal bones. The
      |   tip is daubed with venom.
10253 |   Afflicts targets with poison.
10254 |
10255 |   Craftable item.
      |
10256 |   The addition of fletching enables more precise shots that
      |   can travel farther.</text>
10257 |   <text id="50160000">Arrow whittled from animal bones. The
      |   tip is daubed with venom.
10258 |   Afflicts targets with poison.
10259 |
10260 |   Craftable item.</text>
10261 |   <text id="50170000">Arrow whittled from animal bones. The
      |   tip is daubed with a water lily tincture.
      |
10262 |   Afflicts targets with drowsiness.
10263 |
10264 |   Craftable item.
      |
10265 |   The addition of fletching enables more precise shots that
      |   can travel farther.</text>
      |
10266 |   <text id="50180000">Arrow whittled from animal bones. The
      |   tip is daubed with a water lily tincture.
10267 |   Afflicts targets with drowsiness.
10268 |
10269 |   Craftable item.</text>
10270 |   <text id="50190000">Arrow whittled from animal bones.
      |
10271 |   Staggers enemies with a gust of wind.
10272 |
10273 |   Craftable item.
      |
10274 |   The addition of fletching enables more precise shots that
      |   can travel farther.</text>
10275 |   <text id="50200000">Arrow whittled from animal bones. The
      |   tip is infused with lightning before firing.
10276 |   Deals lightning damage to foes.
10277 |
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9773 |   </text>
9774 |   <text id="50010000">Arrow with the tip set alight.
9775 |   Deals fire damage.
9776 |   </text>
9777 |   <text id="50020000">Arrow carved to resemble a flying snake.
     |   Used in tandem with the Serpent Bow.
9778 |
9779 |   Loyal minions of the Formless Serpents, their fangs are
     |   daubed with deadly poison.</text>
9780 |   <text id="50030000">Arrow whittled from thin animal bones.
     |   Craftable item.
9781 |
9782 |   The feather fletching adds distance to the arrow's flight.
     |
9783 |   </text>
9784 |   <text id="50040000">Arrow carved to resemble a withered water
     |   lily. Afflicts targets with a powerful sleep effect.
9785 |
9786 |   Priests of St. Trina use these arrows to spread their
     |   teachings. The sweet oblivion of sleep can become quite the
     |   habit.</text>
9787 |   <text id="50060000">Arrow whittled from animal bones tipped
     |   with a shard of crystal. Creates a resonating noise at the
     |   point of impact.
9788 |
9789 |   Craftable item. The fletching adds distance to the arrow's
     |   flight.</text>
9790 |   <text id="50080000">Arrow whittled from animal bones tipped
     |   with chips of Rainbow Stone. Colored light shines at the
     |   point of impact.
9791 |
9792 |   Craftable item. The fletching adds distance to the arrow's
     |   flight.</text>
9793 |   <text id="50090000">Carved arrows made in tandem with the
     |   Erdtree Bow. Deals holy damage.
     |
     |
     |
9794 |
9795 |   Highly effective against Those Who Live in Death, and able to
     |   prevent them from rising again.</text>
9796 |   <text id="50100000">Arrow in which the spirits of small
     |   animals are thought to dwell.
9797 |   Deals magic damage.
9798 |
9799 |   Used by the master hunters of the ancestral followers. </
     |   text>
9800 |   <text id="50110000">Arrow whittled from thin animal bones.
     |   Craftable item.
9801 |
9802 |   Though the tip is certainly sharp, it does not fly
     |   particularly true.
9803 |   </text>
9804 |   <text id="50130000">Arrow whittled from animal bones. The tip
     |   is set alight before firing. Deals fire damage.
9805 |
9806 |   Craftable item. The fletching adds distance to the arrow's
     |   flight.</text>
9807 |   <text id="50140000">Arrow whittled from animal bones. The tip
     |   is set alight before firing. Deals fire damage.
     |
     |
9808 |
9809 |   Craftable item.</text>
9810 |   <text id="50150000">Arrow whittled from animal bones. The tip
     |   is daubed with venom. Afflicts targets with poison.
9811 |
9812 |   Craftable item. The fletching adds distance to the arrow's
     |   flight.</text>
9813 |   <text id="50160000">Arrow whittled from animal bones. The tip
     |   is daubed with venom. Afflicts targets with poison.
     |
     |
9814 |
9815 |   Craftable item.</text>
9816 |   <text id="50170000">Arrow whittled from animal bones. The tip
     |   is daubed with a water lily tincture. Afflicts targets with
     |   sleep.
9817 |
9818 |   Craftable item. The fletching adds distance to the arrow's
     |   flight.</text>
9819 |   <text id="50180000">Arrow whittled from animal bones. The tip
     |   is daubed with a water lily tincture. Afflicts targets with
     |   sleep.
     |
     |
9820 |
9821 |   Craftable item.</text>
9822 |   <text id="50190000">Arrow whittled from animal bones fletched
     |   with stormhawk feathers. Craftable item.
9823 |
9824 |   Flies enshrouded in storm winds, breaking enemy stances and
     |   guards with ease.</text>
9825 |   <text id="50200000">Arrow whittled from animal bones with a
     |   lightning-infused tip. Deals lightning damage.
     |
9826 |
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10278 Craftable item.	9827 Craftable item. The fletching adds distance to the arrow's flight.</text>
10279 The addition of fletching enables more precise shots that can travel farther.</text>	9828 <text id="50210000">Arrow whittled from animal bones with a lightning-infused tip. Deals lightning damage.
10280 <text id="50210000">Arrow whittled from animal bones. The tip is infused with lightning before firing.	
10281 Deals lightning damage to foes.	
10282	9829
10283 Craftable item.</text>	9830 Craftable item.</text>
10284 <text id="50220000">Arrow whittled from animal bones.	9831 <text id="50220000">Arrow whittled from animal bones tipped with chips of Rainbow Stone. Colored light shines at the point of impact.
10285 Creates a light source at the point of impact.	
10286	9832
10287 Craftable item.</text>	9833 Craftable item.</text>
10288 <text id="50230000">Arrow whittled from animal bones.	9834 <text id="50230000">Arrow whittled from animal bones tipped with a shard of crystal. Creates a resonating noise at the point of impact.
10289 Creates a loud noise at the point of impact.	
10290	9835
10291 Craftable item.</text>	9836 Craftable item.</text>
10292 <text id="50240000">A unique arrow infused with magic and frostbite.</text>	9837 <text id="50240000">Arrow set alight with ghostflame before firing. Deals magic damage while also afflicting foes with frost.
	9838
	9839 Used by the Company of the Fallen Hawk, once ordered to explore the Eternal City.</text>
10293 <text id="50250000">Animal bone arrow that knocks enemies away with a gust of wind.	9840 <text id="50250000">Animal bone arrow that knocks enemies away with a gust of wind.
10294	9841
10295 Craftable item.</text>	9842 Craftable item.</text>
10296 <text id="50260000">Arrow whittled from animal bones. The tip is infused with magic before firing.	9843 <text id="50260000">Arrow whittled from animal bones. The tip is daubed with a glintstone tincture. Deals magic damage.
10297 Deals magic damage to foes.	
10298	9844
10299 Craftable item.	9845 Craftable item. The fletching adds distance to the arrow's flight.</text>
10300 The addition of fletching enables more precise shots that can travel farther.</text>	9846 <text id="50270000">Arrow whittled from animal bones. The tip is daubed with a glintstone tincture. Deals magic damage.
10301 <text id="50270000">Arrow whittled from animal bones. The tip is infused with magic before firing.	
10302 Deals magic damage to foes.	
10303	9847
10304 Craftable item.</text>	9848 Craftable item.</text>
10305 <text id="50280000">Arrow whittled from animal bones. The tip is infused with holy power before firing.	9849 <text id="50280000">Arrow whittled from animal bones. The tip is daubed with a golden tincture. Deals holy damage.
10306 Deals holy damage to foes.	
10307	9850
10308 Craftable item.	9851 Craftable item. The fletching adds distance to the arrow's flight.</text>
10309 The addition of fletching enables more precise shots that can travel farther.</text>	9852 <text id="50290000">Arrow whittled from animal bones. The tip is daubed with a golden tincture. Deals holy damage.
10310 <text id="50290000">Arrow whittled from animal bones. The tip is infused with holy power before firing.	
10311 Deals holy damage to foes.	
10312	9853
10313 Craftable item.</text>	9854 Craftable item.</text>
10314 <text id="50300000">Arrow whittled from animal bones.	9855 <text id="50300000">Arrow whittled from animal bones. The tip is daubed with a blood tincture. Afflicts targets with blood loss.
10315 Highly effective at causing hemorrhaging.	
10316	9856
10317 Craftable item.	9857 Craftable item. The fletching adds distance to the arrow's flight.</text>
10318 The addition of fletching enables more precise shots that can travel farther.</text>	9858 <text id="50310000">Arrow whittled from animal bones. The tip is daubed with a blood tincture. Afflicts targets with blood loss.
10319 <text id="50310000">Arrow whittled from animal bones.	
10320 Highly effective at causing hemorrhaging.	
10321	9859
10322 Craftable item.</text>	9860 Craftable item.</text>
10323 <text id="50320000">Arrow whittled from animal bones. The tip is infused with frostbite before firing.	9861 <text id="50320000">Arrow whittled from animal bones with a frozen tip. Afflicts targets with frost.
10324	9862
10325 Craftable item.	9863 Craftable item. The fletching adds distance to the arrow's flight.</text>
10326 The addition of fletching enables more precise shots that can travel farther.</text>	9864 <text id="50330000">Arrow whittled from animal bones with a frozen tip. Afflicts targets with frost.
10327 <text id="50330000">Arrow whittled from animal bones. The tip is infused with frostbite before firing.	
10328	9865
10329 Craftable item.</text>	9866 Craftable item.</text>
10330 <text id="50340000">Arrow whittled from animal bones. The tip is infused with plague before firing.	9867 <text id="50340000">Arrow whittled from animal bones. The tip is daubed with rot. Afflicts targets with scarlet rot.
10331	9868
10332 Craftable item.	9869 Craftable item. The fletching adds distance to the arrow's flight.</text>
10333 The addition of fletching enables more precise shots that can travel farther.</text>	9870 <text id="50350000">Arrow whittled from animal bones. The tip is daubed with rot. Afflicts targets with scarlet rot.
10334 <text id="50350000">Arrow whittled from animal bones. The tip is infused with plague before firing.	
10335	9871
10336 Craftable item.</text>	9872 Craftable item.</text>
10337 <text id="51000000">A large arrow with high stopping power.	9873 <text id="51000000">A greatarrow as large as a spear for use with greatbows. Used by archers of monstrous strength employed by a lord's army.</text>
10338 Won't travel very far due to its weight.	9874 <text id="51010000">Greatarrow of black stone crafted by a civilization now gone to ruin. Used by the Guardian Golem.
10339	
10340 Can only be fired from a greatbow.</text>	
10341 <text id="51010000">A large arrow that knocks enemies off their feet with a gust of wind.	
10342	9875
10343 Can only be fired from a greatbow.</text>	9876 This hefty arrow is enrobed in tempestuous winds, allowing it to break enemy stances and guards with ease.</text>
10344 <text id="51020000">A large arrow infused with magic.	9877 <text id="51020000">Carved greatarrows made together with the Erdtree Greatbow. Deals holy damage.
10345 Raises the attack power and defense of nearby allies.	
10346	9878
10347 Can only be fired from a greatbow.</text>	9879 Imbued with an oath-sworn incantation, which boosts the attack and defense of the archer and their nearby allies.</text>
10348 <text id="51030000">A large arrow. The tip is infused with magic before firing.	9880 <text id="51030000">Greatarrow of black stone crafted by a civilization now gone to ruin. Imbued with its ancient magic.
10349	9881

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10350    Can only be fired from a greatbow.</text>
10351    <text id="51040000">A large arrow favored by General Radahn.

10352    The power of gravitas accelerates the arrow, piercing
         enemies with greater speed.
10353
10354    Can only be fired from a greatbow.</text>
10355    <text id="51050000">Arrow whittled from stout animal bones.
10356
10357    Craftable item.

10358    The addition of fletching enables more precise shots that
         can travel farther.</text>
10359    <text id="51060000">Arrow whittled from stout animal bones.
10360
10361    Craftable item.</text>

10362    <text id="52000000">Ammunition used for crossbows.
10363    A widespread, common type of bolt.</text>
10364    <text id="52010000">Bolt coated in lightning.

10365    Ammunition used for crossbows.</text>
10366    <text id="52020000">Bolt that causes a small explosion on
         impact.
10367    Ammunition used for crossbows.</text>

10368    <text id="52030000">Bolt with its tip infused with plague.
10369    Ammunition used for crossbows.</text>

10370    <text id="52040000">Bolt highly effective at causing
         hemorrhaging.
10371    Ammunition used for crossbows.</text>
10372    <text id="52050000">Unique bolt containing magic power.

10373    Ammunition used with the Falling Star Crossbow.</text>


10374    <text id="52060000">Bolt that causes an explosion on impact.
10375    Ammunition used for crossbows.</text>

10376    <text id="52070000">Bolt with its tip infused with holy
         power.

10377    For use with a crossbow.</text>
10378    <text id="52080000">Ammunition used for crossbows.

10379    The use of steel enables more powerful shots that can travel
         farther.</text>
10380    <text id="52090000">Crossbow bolt carved from a slender
         animal bone.
10381    Craftable item.</text>
10382    <text id="52100000">Crossbow bolt carved from animal bone.
         The tip is set alight before firing.
10383    Deals fire damage to foes.
10384
10385    Craftable item.</text>
10386    <text id="52110000">Crossbow bolt carved from animal bone.
         The tip is infused with lightning before firing.
10387    Deals lightning damage to foes.
10388
10389    Craftable item.</text>
10390    <text id="52120000">Crossbow bolt carved from animal bone.
         The tip is infused with magic power.
10391    Deals magic damage to foes.
10392
10393    Craftable item.</text>
10394    <text id="52130000">Crossbow bolt carved from animal bone.
         The tip is infused with holy power.
10395    Deals holy damage to foes.
10396
10397    Craftable item.</text>
10398    <text id="52140000">Crossbow bolt carved from animal bone.
         The tip is daubed with venom.
10399    Afflicts targets with poison.
10400
10401    Craftable item.</text>
10402    <text id="52150000">Crossbow bolt whittled from sharp,
         pointed animal bones.

10403    Afflicts targets with hemorrhaging.
10404
10405    Craftable item.</text>
10406    <text id="52160000">Crossbow bolt whittled from animal
         bones. The tip is infused with frostbite before firing.
10407    Deals frostbite damage to foes.
10408
10409    Craftable item.</text>
10410    <text id="52170000">Crossbow bolt whittled from animal
         bones. The tip is infused with plague before firing.
10411    Afflicts targets with plague.
10412
10413    Craftable item.</text>
10414    <text id="52180000">Crossbow bolt carved from animal bone.
         The tip is daubed with a water lily tincture.

10415    Afflicts targets with drowsiness.
10416
10417    Craftable item.</text>
10418    <text id="52190000">Bolt used by General Radahn's military
         forces.
10419    Ammunition used for crossbows.
10420
10421    Deals heavy fire damage to foes.</text>
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9882     Deals magic damage.</text>
9883     <text id="51040000">Greatarrows used by General Radahn during
         the festival of combat. These are in fact the many spears
         with which he was stabbed by the Cleanrot Knights.
9884
9885     Imbued with Radahn's gravitational power.</text>
9886     <text id="51050000">Greatarrow as large as a spear whittled
         from stout animal bones.
9887
9888     Craftable item. The fletching adds distance to the arrow's
         flight.</text>
9889     <text id="51060000">Greatarrow as large as a spear whittled
         from stout animal bones.
9890
9891     Though the tip is certainly sharp, it does not fly
         particularly true.</text>
9892     <text id="52000000">Ammunition used for crossbows.
9893     A widespread, common type of bolt.</text>
9894     <text id="52010000">Bolt tipped with a shard of Gravel Stone.
         Deals powerful lightning damage.
9895
9896     Used by worshippers of the ancient dragons.</text>

9897     <text id="52020000">Bolt created with perfumer techniques.
         Used by nobles' guards and the like.
9898
9899     The point of impact explodes with sparks, dealing fire
         damage.</text>
9900     <text id="52030000">Bolts used in Crepus' Black-Key Crossbow,
         an assassin's tool of exquisite craftsmanship.
9901
9902     The intricate spiral tip bores deep, injecting scarlet rot
         far into the flesh of its target.</text>
9903     <text id="52040000">Bolt covered in thorns. One of the most
         horrific weapons used in the Shattering. Afflicts target with
         blood loss.
9904
9905     Difficult to remove once buried in flesh, causing appalling
         damage to the body.</text>
9906     <text id="52050000">Enchanted work of craft made in tandem
         with the Full Moon Crossbow. The tip is embedded with
         glintstone.
9907
9908     Like a shooting star, these bolts leave a beautiful trail
         when fired. Deals magic damage.</text>
9909     <text id="52060000">Bolt tipped with a shard of Explosive
         Stone. Explodes on impact, dealing fire damage.</text>
9910     <text id="52070000">Bolt blessed with an incantation of the
         Erdtree. Deals powerful holy damage.
9911
9912     Once used by guards of the Capital.</text>

9913     <text id="52080000">Well-crafted bolt with an illustrious
         design, wielded by regulars of a lord's army.
9914
9915     Deals more damage than its commonplace cousin.</text>
9916     <text id="52090000">Bolt carved from a thin animal bone.
         Craftable item.
9917
9918     Though the tip is certainly sharp, it does not fly
         particularly true.</text>
9919     <text id="52100000">Bolt carved from animal bone. The tip is
         set alight before firing. Deals fire damage.
9920
9921     Craftable item.</text>
9922     <text id="52110000">Bolt crafted from animal bone with a
         lightning-infused tip. Deals lightning damage.
9923
9924     Craftable item.</text>
9925     <text id="52120000">Bolt carved from animal bone. The tip is
         daubed with a glintstone tincture. Deals magic damage.
9926
9927     Craftable item.</text>
9928     <text id="52130000">Bolt carved from animal bone. The tip is
         daubed with a golden tincture. Deals holy damage.
9929
9930     Craftable item.</text>
9931     <text id="52140000">Bolt carved from animal bone. The tip is
         daubed with venom. Afflicts targets with poison.
9932
9933     Craftable item.</text>
9934     <text id="52150000">Bolt carved from animal bone. The tip is
         daubed with a blood tincture. Afflicts targets with blood
         loss.
9935
9936     Craftable item.</text>
9937     <text id="52160000">Bolt carved from animal bone with a
         frozen tip. Afflicts targets with frost.
9938
9939     Craftable item.</text>
9940     <text id="52170000">Bolt carved from animal bone. The tip is
         daubed with rot. Afflicts targets with scarlet rot.
9941
9942     Craftable item.</text>
9943     <text id="52180000">Bolt carved from animal bone. The tip is
         daubed with a waterlily tincture. Afflicts targets with
         sleep.
9944
9945     Craftable item.</text>
9946     <text id="52190000">Bolt with a fiercely burned tip. Deals
         powerful fire damage.
9947
9948     Used by survivors of Radahn's army to stave off the scarlet
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10422    <text id="53000000">Large bolt for use with ballista.
10423    More akin to a heavy javelin than the bolts one might use
         with a crossbow.</text>
10424    <text id="53010000">Large specialized bolt for use with the
         handheld ballista.
10425
10426    Could be easily mistaken for a throwing spear or harpoon.
10427    Deals heavy lightning damage to foes.</text>
10428    <text id="53020000">Large specialized bolt for use with the
         handheld ballista.
10429
10430    Could be easily mistaken for a throwing spear or harpoon.
10431    Causes a large explosion on impact.</text>
10432    <text id="53030000">Large bolt whittled from stout animal
         bones.
10433    Craftable item.</text>
10434    </entries>
10435    </fmg>
10436
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         rot.</text>
9949     <text id="53000000">Greatbolt as large as a spear for use
         with Hand Ballista.</text>
9950     <text id="53010000">Greatbolt tipped with a clump of Gravel
         Stone shards.
9951
9952     Deals powerful lightning damage.</text>
9953     <text id="53020000">Greatbolt tipped with a clump of
         Explosive Stone shards.
9954
9955     Detonates a large explosion on impact, dealing fire damage.</
         text>
9956     <text id="53030000">Greatbolt as large as a spear carved from
         stout animal bones. Craftable item.
9957
9958     Though the tip is certainly sharp, it does not fly
         particularly true.</text>
9959     </entries>
9960     </fmg>
9961
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