```
<?xml version="1.0" encoding="utf-8"?>
<fmg>
<compression>None</compression>
<version>DarkSouls3</version>
<bigendian>False</bigendian>
<entries>
<text id="20">****</text>
<text id="998">&lt;?kgRun?&gt;&lt;?kgDash?&gt;&lt;?kgCamera?&gt;&lt;?kgLock?&gt;&lt;?kgAttackL?&gt;&lt;?kgAttackR?&gt;&lt;?kgArts?&gt;&lt;?kgStrongAttackR?&gt;&lt;?kgChangeEquStyle?&gt;&lt;?kgChangeWeaponBoth?&gt;&lt;?kgChangeWeaponL?&gt;&lt;?kgChangeWeaponR?&gt;</text>
<text id="999">&lt;?kgRun?&gt;&lt;?kgDash?&gt;&lt;?kgCamera?&gt;&lt;?kgLock?&gt;&lt;?kgAttackL?&gt;&lt;?kgAttackR?&gt;&lt;?kgArts?&gt;&lt;?kgStrongAttackR?&gt;&lt;?kgChangeEquStyle?&gt;&lt;?kgChangeWeaponBoth?&gt;&lt;?kgChangeWeaponL?&gt;&lt;?kgChangeWeaponR?&gt;&lt;?kgChangeMagic?&gt;&lt;?kgUseItem?&gt;&lt;?kgChangeItem?&gt;&lt;?kgStartAction?&gt;&lt;?kgPrecisionFireMode?&gt;&lt;?kgZoomIn?&gt;&lt;?kgZoomOut?&gt;&lt;?kgGesture?&gt;&lt;?kgMenu?&gt;</text>
<text id="2000">Shadow bathes in light and knows weakness</text>
<text id="2001">%null%</text>
<text id="2002">%null%</text>
<text id="2003">%null%</text>
<text id="2004">%null%</text>
<text id="2005">%null%</text>
<text id="2006">%null%</text>
<text id="2007">%null%</text>
<text id="2008">%null%</text>
<text id="2009">%null%</text>
<text id="2010">Precipice of Anticipation</text>
<text id="2011">Night Sky Unceasing</text>
<text id="2012">Crumbling Lands</text>
<text id="2013">%null%</text>
<text id="2014">%null%</text>
<text id="2015">%null%</text>
<text id="2016">%null%</text>
<text id="2017">%null%</text>
<text id="2018">%null%</text>
<text id="2019">%null%</text>
<text id="2020">The Cave of Knowledge lies below</text>
<text id="2021">%null%</text>
<text id="2022">%null%</text>
<text id="2023">%null%</text>
<text id="2024">%null%</text>
<text id="2025">%null%</text>
<text id="2026">%null%</text>
<text id="2027">%null%</text>
<text id="2028">%null%</text>
<text id="2029">%null%</text>
<text id="2030">Erudition guide thee!</text>
<text id="2031">May erudition light the way!</text>
<text id="2032">%null%</text>
<text id="2033">%null%</text>
<text id="2034">%null%</text>
<text id="2035">%null%</text>
<text id="2036">%null%</text>
<text id="2037">%null%</text>
<text id="2038">%null%</text>
<text id="2039">%null%</text>
<text id="2040">Aim for the beak</text>
<text id="7000">I'm bound northways for Liurnia.
May fate find us doing business again.</text>
<text id="7001">%null%</text>
<text id="7002">%null%</text>
<text id="7003">%null%</text>
<text id="7004">%null%</text>
<text id="7005">%null%</text>
<text id="7006">%null%</text>
<text id="7007">%null%</text>
<text id="7008">%null%</text>
<text id="7009">%null%</text>
<text id="7010">Open for business...</text>
<text id="7011">%null%</text>
<text id="7012">%null%</text>
<text id="7013">%null%</text>
<text id="7014">%null%</text>
<text id="7015">%null%</text>
<text id="7016">%null%</text>
<text id="7017">%null%</text>
<text id="7018">%null%</text>
<text id="7019">%null%</text>
<text id="7020">There's a traitor taken care of.
Onwards to Nokron, then.
Go on. I'll catch up.</text>
<text id="7021">%null%</text>
<text id="7022">%null%</text>
<text id="7023">%null%</text>
<text id="7024">%null%</text>
<text id="7025">%null%</text>
<text id="7026">%null%</text>
<text id="7027">%null%</text>
<text id="7028">%null%</text>
<text id="7029">%null%</text>
<text id="7030">Find yourself maidenless?
Off to Liurnia with you, then!
Seek the Rose Church, west of the Gate Town.</text>
<text id="7031">%null%</text>
<text id="7032">%null%</text>
<text id="7033">%null%</text>
<text id="7034">%null%</text>
<text id="7035">%null%</text>
<text id="7036">%null%</text>
<text id="7037">%null%</text>
<text id="7038">%null%</text>
<text id="7039">%null%</text>
<text id="7040">Surely what you seek is somewhere close by...</text>
<text id="7041">%null%</text>
<text id="7042">%null%</text>
<text id="7043">%null%</text>
<text id="7044">%null%</text>
<text id="7045">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 94

```
<text id="7046">%null%</text>
<text id="7047">%null%</text>
<text id="7048">%null%</text>
<text id="7049">%null%</text>
<text id="7050">Rainbow Stones lead the way to riches...</text>
<text id="7051">%null%</text>
<text id="7052">%null%</text>
<text id="7053">%null%</text>
<text id="7054">%null%</text>
<text id="7055">%null%</text>
<text id="7056">%null%</text>
<text id="7057">%null%</text>
<text id="7058">%null%</text>
<text id="7059">%null%</text>
<text id="7060">Stop by the shack</text>
<text id="7061">%null%</text>
<text id="7062">%null%</text>
<text id="7063">%null%</text>
<text id="7064">%null%</text>
<text id="7065">%null%</text>
<text id="7066">%null%</text>
<text id="7067">%null%</text>
<text id="7068">%null%</text>
<text id="7069">%null%</text>
<text id="7070">Stop by the shack beyond the southern gate</text>
<text id="7071">%null%</text>
<text id="7072">%null%</text>
<text id="7073">%null%</text>
<text id="7074">%null%</text>
<text id="7075">%null%</text>
<text id="7076">%null%</text>
<text id="7077">%null%</text>
<text id="7078">%null%</text>
<text id="7079">%null%</text>
<text id="7080">%null%</text>
<text id="7081">%null%</text>
<text id="7082">%null%</text>
<text id="7083">%null%</text>
<text id="7084">%null%</text>
<text id="7085">%null%</text>
<text id="7086">%null%</text>
<text id="7087">%null%</text>
<text id="7088">%null%</text>
<text id="7089">%null%</text>
<text id="7090">Seek a northwestern isle</text>
<text id="7091">%null%</text>
<text id="7092">%null%</text>
<text id="7093">%null%</text>
<text id="7094">%null%</text>
<text id="7095">%null%</text>
<text id="7096">%null%</text>
<text id="7097">%null%</text>
<text id="7098">%null%</text>
<text id="7099">%null%</text>
<text id="7100">I'm bound northways for Leyndell.
May fate find us doing business again.</text>
<text id="7101">%null%</text>
<text id="7102">%null%</text>
<text id="7103">%null%</text>
<text id="7104">%null%</text>
<text id="7105">%null%</text>
<text id="7106">%null%</text>
<text id="7107">%null%</text>
<text id="7108">%null%</text>
<text id="7109">%null%</text>
<text id="7110">Seek the western edge of the main road</text>
<text id="7111">%null%</text>
<text id="7112">%null%</text>
<text id="7113">%null%</text>
<text id="7114">%null%</text>
<text id="7115">%null%</text>
<text id="7116">%null%</text>
<text id="7117">%null%</text>
<text id="7118">%null%</text>
<text id="7119">%null%</text>
<text id="7120">Seek a shattered bridge at the top of a bypath</text>
<text id="7121">%null%</text>
<text id="7122">%null%</text>
<text id="7123">%null%</text>
<text id="7124">%null%</text>
<text id="7125">%null%</text>
<text id="7126">%null%</text>
<text id="7127">%null%</text>
<text id="7128">%null%</text>
<text id="7129">%null%</text>
<text id="7130">Though the path be broken and uncertain,
claim your place as Elden Lord!</text>
<text id="7131">%null%</text>
<text id="7132">%null%</text>
<text id="7133">%null%</text>
<text id="7134">%null%</text>
<text id="7135">%null%</text>
<text id="7136">%null%</text>
<text id="7137">%null%</text>
<text id="7138">%null%</text>
<text id="7139">%null%</text>
<text id="7140">Seluvis' puppet. Do not touch</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 103

```
<text id="7046">%null%</text>
<text id="7047">%null%</text>
<text id="7048">%null%</text>
<text id="7049">%null%</text>
<text id="7050">Rainbow Stones lead the way to riches...</text>
<text id="7051">%null%</text>
<text id="7052">%null%</text>
<text id="7053">%null%</text>
<text id="7054">%null%</text>
<text id="7055">%null%</text>
<text id="7056">%null%</text>
<text id="7057">%null%</text>
<text id="7058">%null%</text>
<text id="7059">%null%</text>
<text id="7060">Stop by the shack</text>
<text id="7061">%null%</text>
<text id="7062">%null%</text>
<text id="7063">%null%</text>
<text id="7064">%null%</text>
<text id="7065">%null%</text>
<text id="7066">%null%</text>
<text id="7067">%null%</text>
<text id="7068">%null%</text>
<text id="7069">%null%</text>
<text id="7070">Stop by the shack beyond the southern gate</text>
<text id="7071">%null%</text>
<text id="7072">%null%</text>
<text id="7073">%null%</text>
<text id="7074">%null%</text>
<text id="7075">%null%</text>
<text id="7076">%null%</text>
<text id="7077">%null%</text>
<text id="7078">%null%</text>
<text id="7079">%null%</text>
<text id="7080">Forgive me</text>
<text id="7081">%null%</text>
<text id="7082">%null%</text>
<text id="7083">%null%</text>
<text id="7084">%null%</text>
<text id="7085">%null%</text>
<text id="7086">%null%</text>
<text id="7087">%null%</text>
<text id="7088">%null%</text>
<text id="7089">%null%</text>
<text id="7090">Seek a northwestern isle</text>
<text id="7091">%null%</text>
<text id="7092">%null%</text>
<text id="7093">%null%</text>
<text id="7094">%null%</text>
<text id="7095">%null%</text>
<text id="7096">%null%</text>
<text id="7097">%null%</text>
<text id="7098">%null%</text>
<text id="7099">%null%</text>
<text id="7100">I'm bound northways for Leyndell.
May fate find us doing business again.</text>
<text id="7101">%null%</text>
<text id="7102">%null%</text>
<text id="7103">%null%</text>
<text id="7104">%null%</text>
<text id="7105">%null%</text>
<text id="7106">%null%</text>
<text id="7107">%null%</text>
<text id="7108">%null%</text>
<text id="7109">%null%</text>
<text id="7110">Seek the western edge of the main road</text>
<text id="7111">%null%</text>
<text id="7112">%null%</text>
<text id="7113">%null%</text>
<text id="7114">%null%</text>
<text id="7115">%null%</text>
<text id="7116">%null%</text>
<text id="7117">%null%</text>
<text id="7118">%null%</text>
<text id="7119">%null%</text>
<text id="7120">Seek a shattered bridge at the top of a bypath</text>
<text id="7121">%null%</text>
<text id="7122">%null%</text>
<text id="7123">%null%</text>
<text id="7124">%null%</text>
<text id="7125">%null%</text>
<text id="7126">%null%</text>
<text id="7127">%null%</text>
<text id="7128">%null%</text>
<text id="7129">%null%</text>
<text id="7130">Though the path be broken and uncertain,
claim your place as Elden Lord!</text>
<text id="7131">%null%</text>
<text id="7132">%null%</text>
<text id="7133">%null%</text>
<text id="7134">%null%</text>
<text id="7135">%null%</text>
<text id="7136">%null%</text>
<text id="7137">%null%</text>
<text id="7138">%null%</text>
<text id="7139">%null%</text>
<text id="7140">Seluvis' puppet. Do not touch</text>
<text id="7141">%null%</text>
<text id="7142">%null%</text>
<text id="7143">%null%</text>
<text id="7144">%null%</text>
<text id="7145">%null%</text>
<text id="7146">%null%</text>
<text id="7147">%null%</text>
<text id="7148">%null%</text>
<text id="7149">%null%</text>
<text id="7150">Regression alone reveals secrets</text>
<text id="7151">Radagon is Marika</text>
<text id="7152">%null%</text>
<text id="7153">%null%</text>
<text id="7154">%null%</text>
<text id="7155">%null%</text>
```

```
0191    <text id="10000">&lt;?bmsg?&gt; ahead</text>
0192    <text id="10001">No &lt;?bmsg?&gt; ahead</text>
0193    <text id="10002">&lt;?bmsg?&gt; required ahead</text>
0194    <text id="10003">Be wary of &lt;?bmsg?&gt;</text>
0195    <text id="10004">Try &lt;?bmsg?&gt;</text>
0196    <text id="10005">Likely &lt;?bmsg?&gt;</text>
0197    <text id="10006">First off, &lt;?bmsg?&gt;</text>
0198    <text id="10007">Seek &lt;?bmsg?&gt;</text>
0199    <text id="10008">Still no &lt;?bmsg?&gt;...</text>
0200    <text id="10009">Why is it always &lt;?bmsg?&gt;?</text>
0201    <text id="10010">If only I had a &lt;?bmsg?&gt;...</text>
0202    <text id="10011">Didn't expect &lt;?bmsg?&gt;...</text>
0203    <text id="10012">Visions of &lt;?bmsg?&gt;... </text>
0204    <text id="10013">Could this be a &lt;?bmsg?&gt;?</text>
0205    <text id="10014">Time for &lt;?bmsg?&gt;</text>
0206    <text id="10015">&lt;?bmsg?&gt;, O &lt;?bmsg?&gt;</text>
0207    <text id="10016">Behold, &lt;?bmsg?&gt;!</text>
0208    <text id="10017">Offer &lt;?bmsg?&gt;</text>
0209    <text id="10018">Praise the &lt;?bmsg?&gt;!</text>
0210    <text id="10019">Let there be &lt;?bmsg?&gt;</text>
0211    <text id="10020">Ahh, &lt;?bmsg?&gt;...</text>
0212    <text id="10021">&lt;?bmsg?&gt;</text>
0213    <text id="10022">&lt;?bmsg?&gt;!</text>
0214    <text id="10023">&lt;?bmsg?&gt;?</text>
0215    <text id="10024">&lt;?bmsg?&gt;...</text>
0216    <text id="30000">Enemies</text>
0217    <text id="30001">enemy</text>
0218    <text id="30002">weak foe</text>
0219    <text id="30003">strong foe</text>
0220    <text id="30004">monster</text>
0221    <text id="30005">dragon</text>
0222    <text id="30006">boss</text>
0223    <text id="30007">sentry</text>
0224    <text id="30008">group</text>
0225    <text id="30009">pack</text>
0226    <text id="30010">decoy</text>
0227    <text id="30011">undead</text>
0228    <text id="30012">soldier</text>
0229    <text id="30013">knight</text>
0230    <text id="30014">cavalier</text>
0231    <text id="30015">archer</text>
0232    <text id="30016">sniper</text>
0233    <text id="30017">mage</text>
0234    <text id="30018">ordnance</text>
0235    <text id="30019">monarch</text>
0236    <text id="30020">lord</text>
0237    <text id="30021">demi-human</text>
0238    <text id="30022">outsider</text>
0239    <text id="30023">giant</text>
0240    <text id="30024">horse</text>
0241    <text id="30025">dog</text>
0242    <text id="30026">wolf</text>
0243    <text id="30027">rat</text>
0244    <text id="30028">beast</text>
0245    <text id="30029">bird</text>
0246    <text id="30030">raptor</text>
0247    <text id="30031">snake</text>
0248    <text id="30032">crab</text>
0249    <text id="30033">prawn</text>
0250    <text id="30034">octopus</text>
0251    <text id="30035">bug</text>
0252    <text id="30036">scarab</text>
0253    <text id="30037">slug</text>
```

```
0215    <text id="7156">%null%</text>
0216    <text id="7157">%null%</text>
0217    <text id="7158">%null%</text>
0218    <text id="7159">%null%</text>
0219    <text id="7160">A chamber lies under the ruins</text>
0220    <text id="7161">%null%</text>
0221    <text id="7162">%null%</text>
0222    <text id="7163">%null%</text>
0223    <text id="7164">%null%</text>
0224    <text id="7165">%null%</text>
0225    <text id="7166">%null%</text>
0226    <text id="7167">%null%</text>
0227    <text id="7168">%null%</text>
0228    <text id="7169">%null%</text>
0229    <text id="7170">Far to the east, you'll find
0230    the Cathedral of Dragon Communion.
0231    A place where draconic power gathers.</text>
0232    <text id="7171">%null%</text>
0233    <text id="7172">%null%</text>
0234    <text id="7173">%null%</text>
0235    <text id="7174">%null%</text>
0236    <text id="7175">%null%</text>
0237    <text id="7176">%null%</text>
0238    <text id="7177">%null%</text>
0239    <text id="7178">%null%</text>
0240    <text id="7179">%null%</text>
0241    <text id="7180">I'll defile you next. Come to the outer
        moat.</text>
0242    <text id="7181">%null%</text>
0243    <text id="7182">%null%</text>
0244    <text id="7183">%null%</text>
0245    <text id="7184">%null%</text>
0246    <text id="7185">%null%</text>
0247    <text id="7186">%null%</text>
0248    <text id="7187">%null%</text>
0249    <text id="7188">%null%</text>
0250    <text id="7189">%null%</text>
0251    <text id="7190">I thought this a mountain of fire,
0252    but I hardly feel a thing!
0253    I'll have to head further down...</text>
0254    <text id="7191">%null%</text>
0255    <text id="7192">%null%</text>
0256    <text id="7193">%null%</text>
0257    <text id="7194">%null%</text>
0258    <text id="7195">%null%</text>
0259    <text id="7196">%null%</text>
0260    <text id="7197">%null%</text>
0261    <text id="7198">%null%</text>
0262    <text id="7199">%null%</text>
0263    <text id="7200">I will return to the academy, my apprentice.
0264    To expel the Carian royal family,
0265    and restore the primeval current.</text>
0266    <text id="10000">&lt;?bmsg?&gt; ahead</text>
0267    <text id="10001">no &lt;?bmsg?&gt; ahead</text>
0268    <text id="10002">&lt;?bmsg?&gt; required ahead</text>
0269    <text id="10003">be wary of &lt;?bmsg?&gt;</text>
0270    <text id="10004">try &lt;?bmsg?&gt;</text>
0271    <text id="10005">likely &lt;?bmsg?&gt;</text>
0272    <text id="10006">first off, &lt;?bmsg?&gt;</text>
0273    <text id="10007">seek &lt;?bmsg?&gt;</text>
0274    <text id="10008">still no &lt;?bmsg?&gt;...</text>
0275    <text id="10009">why is it always &lt;?bmsg?&gt;?</text>
0276    <text id="10010">if only I had a &lt;?bmsg?&gt;...</text>
0277    <text id="10011">didn't expect &lt;?bmsg?&gt;...</text>
0278    <text id="10012">visions of &lt;?bmsg?&gt;... </text>
0279    <text id="10013">could this be a &lt;?bmsg?&gt;?</text>
0280    <text id="10014">time for &lt;?bmsg?&gt;</text>
0281    <text id="10015">&lt;?bmsg?&gt;, O &lt;?bmsg?&gt;</text>
0282    <text id="10016">behold, &lt;?bmsg?&gt;!</text>
0283    <text id="10017">offer &lt;?bmsg?&gt;</text>
0284    <text id="10018">praise the &lt;?bmsg?&gt;!</text>
0285    <text id="10019">let there be &lt;?bmsg?&gt;</text>
0286    <text id="10020">ahh, &lt;?bmsg?&gt;...</text>
0287    <text id="10021">&lt;?bmsg?&gt;</text>
0288    <text id="10022">&lt;?bmsg?&gt;!</text>
0289    <text id="10023">&lt;?bmsg?&gt;?</text>
0290    <text id="10024">&lt;?bmsg?&gt;...</text>
0291    <text id="30000">Enemies</text>
0292    <text id="30001">enemy</text>
0293    <text id="30002">weak foe</text>
0294    <text id="30003">strong foe</text>
0295    <text id="30004">monster</text>
0296    <text id="30005">dragon</text>
0297    <text id="30006">boss</text>
0298    <text id="30007">sentry</text>
0299    <text id="30008">group</text>
0300    <text id="30009">pack</text>
0301    <text id="30010">decoy</text>
0302    <text id="30011">undead</text>
0303    <text id="30012">soldier</text>
0304    <text id="30013">knight</text>
0305    <text id="30014">cavalier</text>
0306    <text id="30015">archer</text>
0307    <text id="30016">sniper</text>
0308    <text id="30017">mage</text>
0309    <text id="30018">ordnance</text>
0310    <text id="30019">monarch</text>
0311    <text id="30020">lord</text>
0312    <text id="30021">demi-human</text>
0313    <text id="30022">outsider</text>
0314    <text id="30023">giant</text>
0315    <text id="30024">horse</text>
0316    <text id="30025">dog</text>
0317    <text id="30026">wolf</text>
0318    <text id="30027">rat</text>
0319    <text id="30028">beast</text>
0320    <text id="30029">bird</text>
0321    <text id="30030">raptor</text>
0322    <text id="30031">snake</text>
0323    <text id="30032">crab</text>
0324    <text id="30033">prawn</text>
0325    <text id="30034">octopus</text>
0326    <text id="30035">bug</text>
0327    <text id="30036">scarab</text>
0328    <text id="30037">slug</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 254

```
<text id="30038">wraith</text>
<text id="30039">skeleton</text>
<text id="30040">monstrosity</text>
<text id="30041">Ill-omened creature</text>
<text id="31000">People</text>
<text id="31001">Tarnished</text>
<text id="31002">warrior</text>
<text id="31003">swordsman</text>
<text id="31004">knight</text>
<text id="31005">samurai</text>
<text id="31006">sorcerer</text>
<text id="31007">cleric</text>
<text id="31008">sage</text>
<text id="31009">merchant</text>
<text id="31010">teacher</text>
<text id="31011">master</text>
<text id="31012">friend</text>
<text id="31013">lover</text>
<text id="31014">old dear</text>
<text id="31015">old codger </text>
<text id="31016">angel</text>
<text id="31017">fat coinpurse</text>
<text id="31018">pauper</text>
<text id="31019">good sort</text>
<text id="31020">wicked sort</text>
<text id="31021">plump sort</text>
<text id="31022">skinny sort</text>
<text id="31023">lovable sort</text>
<text id="31024">pathetic sort</text>
<text id="31025">strange sort</text>
<text id="31026">nimble sort</text>
<text id="31027">laggardly sort</text>
<text id="31028">invisible sort</text>
<text id="31029">unfathomable sort</text>
<text id="31030">giant sort</text>
<text id="31031">sinner</text>
<text id="31032">thief</text>
<text id="31033">liar</text>
<text id="31034">dastard</text>
<text id="31035">traitor</text>
<text id="31036">pair</text>
<text id="31037">trio</text>
<text id="31038">noble</text>
<text id="31039">aristocrat</text>
<text id="31040">hero</text>
<text id="31041">champion</text>
<text id="31042">monarch</text>
<text id="31043">lord</text>
<text id="31044">god</text>
<text id="32000">Things</text>
<text id="32001">item</text>
<text id="32002">necessary item</text>
<text id="32003">precious item</text>
<text id="32004">something</text>
<text id="32005">something incredible</text>
<text id="32006">treasure chest</text>
<text id="32007">corpse</text>
<text id="32008">coffin</text>
<text id="32009">trap</text>
<text id="32010">armament</text>
<text id="32011">shield</text>
<text id="32012">bow</text>
<text id="32013">projectile weapon</text>
<text id="32014">armor</text>
<text id="32015">talisman</text>
<text id="32016">battle art</text>
<text id="32017">sorcery</text>
<text id="32018">incantation</text>
<text id="32019">map</text>
<text id="32020">material</text>
<text id="32021">flower</text>
<text id="32022">grass</text>
<text id="32023">tree</text>
<text id="32024">fruit</text>
<text id="32025">seed</text>
<text id="32026">mushroom</text>
<text id="32027">tear</text>
<text id="32028">crystal</text>
<text id="32029">butterfly</text>
<text id="32030">bug</text>
<text id="32031">dung</text>
<text id="32032">grace</text>
<text id="32033">door</text>
<text id="32034">key</text>
<text id="32035">ladder</text>
<text id="32036">lever</text>
<text id="32037">lift</text>
<text id="32038">spiritspring</text>
<text id="32039">warpstone</text>
<text id="32040">stone astrolabe</text>
<text id="32041">telescopic view</text>
<text id="32042">message</text>
<text id="32043">bloodstain</text>
<text id="32044">Erdtree</text>
<text id="32045">Elden Ring</text>
<text id="33000">Battle Tactics</text>
<text id="33001">close-quarters battle</text>
<text id="33002">ranged battle</text>
<text id="33003">horseback battle</text>
<text id="33004">luring out</text>
<text id="33005">defeating one-by-one</text>
<text id="33006">taking on all at once</text>
<text id="33007">rushing in</text>
<text id="33008">stealth</text>
<text id="33009">mimicry</text>
<text id="33010">confusion</text>
<text id="33011">pursuit</text>
<text id="33012">fleeing</text>
<text id="33013">summoning</text>
<text id="33014">circling around</text>
<text id="33015">jumping off</text>
<text id="33016">dashing through</text>
<text id="33017">brief respite</text>
<text id="34000">Actions</text>
<text id="34001">attacking</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 329

```
<text id="30038">wraith</text>
<text id="30039">skeleton</text>
<text id="30040">monstrosity</text>
<text id="30041">ill-omened creature</text>
<text id="31000">People</text>
<text id="31001">Tarnished</text>
<text id="31002">warrior</text>
<text id="31003">swordfighter</text>
<text id="31004">knight</text>
<text id="31005">samurai</text>
<text id="31006">sorcerer</text>
<text id="31007">cleric</text>
<text id="31008">sage</text>
<text id="31009">merchant</text>
<text id="31010">teacher</text>
<text id="31011">master</text>
<text id="31012">friend</text>
<text id="31013">lover</text>
<text id="31014">old dear</text>
<text id="31015">old codger </text>
<text id="31016">angel</text>
<text id="31017">fat coinpurse</text>
<text id="31018">pauper</text>
<text id="31019">good sort</text>
<text id="31020">wicked sort</text>
<text id="31021">plump sort</text>
<text id="31022">skinny sort</text>
<text id="31023">lovable sort</text>
<text id="31024">pathetic sort</text>
<text id="31025">strange sort</text>
<text id="31026">nimble sort</text>
<text id="31027">laggardly sort</text>
<text id="31028">invisible sort</text>
<text id="31029">unfathomable sort</text>
<text id="31030">giant sort</text>
<text id="31031">sinner</text>
<text id="31032">thief</text>
<text id="31033">liar</text>
<text id="31034">dastard</text>
<text id="31035">traitor</text>
<text id="31036">pair</text>
<text id="31037">trio</text>
<text id="31038">noble</text>
<text id="31039">aristocrat</text>
<text id="31040">hero</text>
<text id="31041">champion</text>
<text id="31042">monarch</text>
<text id="31043">lord</text>
<text id="31044">god</text>
<text id="32000">Things</text>
<text id="32001">item</text>
<text id="32002">necessary item</text>
<text id="32003">precious item</text>
<text id="32004">something</text>
<text id="32005">something incredible</text>
<text id="32006">treasure chest</text>
<text id="32007">corpse</text>
<text id="32008">coffin</text>
<text id="32009">trap</text>
<text id="32010">armament</text>
<text id="32011">shield</text>
<text id="32012">bow</text>
<text id="32013">projectile weapon</text>
<text id="32014">armor</text>
<text id="32015">talisman</text>
<text id="32016">skill</text>
<text id="32017">sorcery</text>
<text id="32018">incantation</text>
<text id="32019">map</text>
<text id="32020">material</text>
<text id="32021">flower</text>
<text id="32022">grass</text>
<text id="32023">tree</text>
<text id="32024">fruit</text>
<text id="32025">seed</text>
<text id="32026">mushroom</text>
<text id="32027">tear</text>
<text id="32028">crystal</text>
<text id="32029">butterfly</text>
<text id="32030">bug</text>
<text id="32031">dung</text>
<text id="32032">grace</text>
<text id="32033">door</text>
<text id="32034">key</text>
<text id="32035">ladder</text>
<text id="32036">lever</text>
<text id="32037">lift</text>
<text id="32038">spiritspring</text>
<text id="32039">sending gate</text>
<text id="32040">stone astrolabe</text>
<text id="32041">Birdseye Telescope</text>
<text id="32042">message</text>
<text id="32043">bloodstain</text>
<text id="32044">Erdtree</text>
<text id="32045">Elden Ring</text>
<text id="33000">Battle Tactics</text>
<text id="33001">close-quarters battle</text>
<text id="33002">ranged battle</text>
<text id="33003">horseback battle</text>
<text id="33004">luring out</text>
<text id="33005">defeating one-by-one</text>
<text id="33006">taking on all at once</text>
<text id="33007">rushing in</text>
<text id="33008">stealth</text>
<text id="33009">mimicry</text>
<text id="33010">confusion</text>
<text id="33011">pursuit</text>
<text id="33012">fleeing</text>
<text id="33013">summoning</text>
<text id="33014">circling around</text>
<text id="33015">jumping off</text>
<text id="33016">dashing through</text>
<text id="33017">brief respite</text>
<text id="34000">Actions</text>
<text id="34001">attacking</text>
```

```
0369 |   <text id="34002">jump attack</text>
0370 |   <text id="34003">running attack</text>
0371 |   <text id="34004">critical hit</text>
0372 |   <text id="34005">two-handing</text>
0373 |   <text id="34006">blocking</text>
0374 |   <text id="34007">parrying</text>
0375 |   <text id="34008">guard counter</text>
0376 |   <text id="34009">sorcery</text>
0377 |   <text id="34010">incantation</text>
0378 |   <text id="34011">skill</text>
0379 |   <text id="34012">summoning</text>
0380 |   <text id="34013">throwing</text>
0381 |   <text id="34014">healing</text>
0382 |   <text id="34015">running</text>
0383 |   <text id="34016">rolling</text>
0384 |   <text id="34017">backstepping</text>
0385 |   <text id="34018">jumping</text>
0386 |   <text id="34019">crouching</text>
0387 |   <text id="34020">target lock</text>
0388 |   <text id="34021">item crafting</text>
0389 |   <text id="34022">gesturing</text>
0390 |   <text id="35000">Situations</text>
0391 |   <text id="35001">morning</text>
0392 |   <text id="35002">noon</text>
0393 |   <text id="35003">evening</text>
0394 |   <text id="35004">night</text>
0395 |   <text id="35005">clear sky</text>
0396 |   <text id="35006">overcast</text>
0397 |   <text id="35007">rain</text>
0398 |   <text id="35008">storm</text>
0399 |   <text id="35009">mist</text>
0400 |   <text id="35010">snow</text>
0401 |   <text id="35011">patrolling</text>
0402 |   <text id="35012">procession</text>
0403 |   <text id="35013">crowd</text>
0404 |   <text id="35014">surprise attack</text>
0405 |   <text id="35015">ambush</text>
0406 |   <text id="35016">pincer attack</text>
0407 |   <text id="35017">beating to a pulp</text>
0408 |   <text id="35018">battle</text>
0409 |   <text id="35019">reinforcements</text>
0410 |   <text id="35020">ritual</text>
0411 |   <text id="35021">explosion</text>
0412 |   <text id="35022">high spot</text>
0413 |   <text id="35023">defensible spot</text>
0414 |   <text id="35024">climbable spot</text>
0415 |   <text id="35025">crossable spot</text>
0416 |   <text id="35026">bright spot</text>
0417 |   <text id="35027">dark spot</text>
0418 |   <text id="35028">open area</text>
0419 |   <text id="35029">cramped area</text>
0420 |   <text id="35030">hiding place</text>
0421 |   <text id="35031">sniping spot</text>
0422 |   <text id="35032">recon spot</text>
0423 |   <text id="35033">safety</text>
0424 |   <text id="35034">danger</text>
0425 |   <text id="35035">gorgeous view</text>
0426 |   <text id="35036">detour</text>
0427 |   <text id="35037">hidden path</text>
0428 |   <text id="35038">secret passage</text>
0429 |   <text id="35039">shortcut</text>
0430 |   <text id="35040">dead end</text>
0431 |   <text id="35041">looking away</text>
0432 |   <text id="35042">unnoticed</text>
0433 |   <text id="35043">out of stamina</text>
0434 |   <text id="36000">Places</text>
0435 |   <text id="36001">high road</text>
0436 |   <text id="36002">checkpoint</text>
0437 |   <text id="36003">bridge</text>
0438 |   <text id="36004">castle</text>
0439 |   <text id="36005">fort</text>
0440 |   <text id="36006">city</text>
0441 |   <text id="36007">ruins</text>
0442 |   <text id="36008">church</text>
0443 |   <text id="36009">tower</text>
0444 |   <text id="36010">camp site</text>
0445 |   <text id="36011">house</text>
0446 |   <text id="36012">cemetery</text>
0447 |   <text id="36013">underground tomb</text>
0448 |   <text id="36014">tunnel</text>
0449 |   <text id="36015">cave</text>
0450 |   <text id="36016">evergaol</text>
0451 |   <text id="36017">great tree</text>
0452 |   <text id="36018">cellar</text>
0453 |   <text id="36019">surface</text>
0454 |   <text id="36020">underground</text>
0455 |   <text id="36021">forest</text>
0456 |   <text id="36022">river</text>
0457 |   <text id="36023">lake</text>
0458 |   <text id="36024">bog</text>
0459 |   <text id="36025">mountain</text>
0460 |   <text id="36026">valley</text>
0461 |   <text id="36027">cliff</text>
0462 |   <text id="36028">waterside</text>
0463 |   <text id="36029">nest</text>
0464 |   <text id="36030">hole</text>
0465 |   <text id="37000">Directions</text>
0466 |   <text id="37001">east</text>
0467 |   <text id="37002">west</text>
0468 |   <text id="37003">south</text>
0469 |   <text id="37004">north</text>
0470 |   <text id="37005">ahead</text>
0471 |   <text id="37006">behind</text>
0472 |   <text id="37007">left</text>
0473 |   <text id="37008">right</text>
0474 |   <text id="37009">center</text>
0475 |   <text id="37010">up</text>
0476 |   <text id="37011">down</text>
0477 |   <text id="37012">edge</text>
0478 |   <text id="38000">Body Parts</text>
0479 |   <text id="38001">head</text>
0480 |   <text id="38002">stomach</text>
0481 |   <text id="38003">back</text>
0482 |   <text id="38004">arms</text>
0483 |   <text id="38005">legs</text>
```



```
0444 |   <text id="34002">jump attack</text>
0445 |   <text id="34003">running attack</text>
0446 |   <text id="34004">critical hit</text>
0447 |   <text id="34005">two-handing</text>
0448 |   <text id="34006">blocking</text>
0449 |   <text id="34007">parrying</text>
0450 |   <text id="34008">guard counter</text>
0451 |   <text id="34009">sorcery</text>
0452 |   <text id="34010">incantation</text>
0453 |   <text id="34011">skill</text>
0454 |   <text id="34012">summoning</text>
0455 |   <text id="34013">throwing</text>
0456 |   <text id="34014">healing</text>
0457 |   <text id="34015">running</text>
0458 |   <text id="34016">rolling</text>
0459 |   <text id="34017">backstepping</text>
0460 |   <text id="34018">jumping</text>
0461 |   <text id="34019">crouching</text>
0462 |   <text id="34020">target lock</text>
0463 |   <text id="34021">item crafting</text>
0464 |   <text id="34022">gesturing</text>
0465 |   <text id="35000">Situations</text>
0466 |   <text id="35001">morning</text>
0467 |   <text id="35002">noon</text>
0468 |   <text id="35003">evening</text>
0469 |   <text id="35004">night</text>
0470 |   <text id="35005">clear sky</text>
0471 |   <text id="35006">overcast</text>
0472 |   <text id="35007">rain</text>
0473 |   <text id="35008">storm</text>
0474 |   <text id="35009">mist</text>
0475 |   <text id="35010">snow</text>
0476 |   <text id="35011">patrolling</text>
0477 |   <text id="35012">procession</text>
0478 |   <text id="35013">crowd</text>
0479 |   <text id="35014">surprise attack</text>
0480 |   <text id="35015">ambush</text>
0481 |   <text id="35016">pincer attack</text>
0482 |   <text id="35017">beating to a pulp</text>
0483 |   <text id="35018">battle</text>
0484 |   <text id="35019">reinforcements</text>
0485 |   <text id="35020">ritual</text>
0486 |   <text id="35021">explosion</text>
0487 |   <text id="35022">high spot</text>
0488 |   <text id="35023">defensible spot</text>
0489 |   <text id="35024">climbable spot</text>
0490 |   <text id="35025">crossable spot</text>
0491 |   <text id="35026">bright spot</text>
0492 |   <text id="35027">dark spot</text>
0493 |   <text id="35028">open area</text>
0494 |   <text id="35029">cramped area</text>
0495 |   <text id="35030">hiding place</text>
0496 |   <text id="35031">sniping spot</text>
0497 |   <text id="35032">recon spot</text>
0498 |   <text id="35033">safety</text>
0499 |   <text id="35034">danger</text>
0500 |   <text id="35035">gorgeous view</text>
0501 |   <text id="35036">detour</text>
0502 |   <text id="35037">hidden path</text>
0503 |   <text id="35038">secret passage</text>
0504 |   <text id="35039">shortcut</text>
0505 |   <text id="35040">dead end</text>
0506 |   <text id="35041">looking away</text>
0507 |   <text id="35042">unnoticed</text>
0508 |   <text id="35043">out of stamina</text>
0509 |   <text id="36000">Places</text>
0510 |   <text id="36001">high road</text>
0511 |   <text id="36002">checkpoint</text>
0512 |   <text id="36003">bridge</text>
0513 |   <text id="36004">castle</text>
0514 |   <text id="36005">fort</text>
0515 |   <text id="36006">city</text>
0516 |   <text id="36007">ruins</text>
0517 |   <text id="36008">church</text>
0518 |   <text id="36009">tower</text>
0519 |   <text id="36010">camp site</text>
0520 |   <text id="36011">house</text>
0521 |   <text id="36012">cemetery</text>
0522 |   <text id="36013">underground tomb</text>
0523 |   <text id="36014">tunnel</text>
0524 |   <text id="36015">cave</text>
0525 |   <text id="36016">evergaol</text>
0526 |   <text id="36017">great tree</text>
0527 |   <text id="36018">cellar</text>
0528 |   <text id="36019">surface</text>
0529 |   <text id="36020">underground</text>
0530 |   <text id="36021">forest</text>
0531 |   <text id="36022">river</text>
0532 |   <text id="36023">lake</text>
0533 |   <text id="36024">bog</text>
0534 |   <text id="36025">mountain</text>
0535 |   <text id="36026">valley</text>
0536 |   <text id="36027">cliff</text>
0537 |   <text id="36028">waterside</text>
0538 |   <text id="36029">nest</text>
0539 |   <text id="36030">hole</text>
0540 |   <text id="37000">Directions</text>
0541 |   <text id="37001">east</text>
0542 |   <text id="37002">west</text>
0543 |   <text id="37003">south</text>
0544 |   <text id="37004">north</text>
0545 |   <text id="37005">ahead</text>
0546 |   <text id="37006">behind</text>
0547 |   <text id="37007">left</text>
0548 |   <text id="37008">right</text>
0549 |   <text id="37009">center</text>
0550 |   <text id="37010">up</text>
0551 |   <text id="37011">down</text>
0552 |   <text id="37012">edge</text>
0553 |   <text id="38000">Body Parts</text>
0554 |   <text id="38001">head</text>
0555 |   <text id="38002">stomach</text>
0556 |   <text id="38003">back</text>
0557 |   <text id="38004">arms</text>
0558 |   <text id="38005">legs</text>
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0557 |   <text id="40051">tranquility</text>
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0559 |   <text id="40053">tears</text>
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```

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0570 |   <text id="41004">think carefully</text>
0571 |   <text id="41005">well done</text>
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0573 |   <text id="41007">I've failed...</text>
0574 |   <text id="41008">here!</text>
0575 |   <text id="41009">not here!</text>
0576 |   <text id="41010">don't you dare!</text>
0577 |   <text id="41011">do it!</text>
0578 |   <text id="41012">I can't take this...</text>
0579 |   <text id="41013">don't think</text>
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0583 |   <text id="41017">stay calm</text>
0584 |   <text id="41018">keep moving</text>
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0589 |   <text id="41023">I don't believe it...</text>
0590 |   <text id="41024">too high up</text>
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0595 |   <text id="41029">you don't have the right</text>
0596 |   <text id="41030">are you ready?</text>
0597 |   <text id="50000">and then </text>
0598 |   <text id="50001">or</text>
```

```
0635 |   <text id="40054">sleep</text>
0636 |   <text id="40055">depths</text>
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0649 |   <text id="41008">here!</text>
0650 |   <text id="41009">not here!</text>
0651 |   <text id="41010">don't you dare!</text>
0652 |   <text id="41011">do it!</text>
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0671 |   <text id="41030">are you ready?</text>
0672 |   <text id="50000">and then </text>
0673 |   <text id="50001">or </text>
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0602 |   <text id="50005">except</text>
0603 |   <text id="50006">by the way </text>
0604 |   <text id="50007">so to speak </text>
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0675 |   <text id="50003">therefore </text>
0676 |   <text id="50004">in short</text>
0677 |   <text id="50005">except</text>
0678 |   <text id="50006">by the way </text>
0679 |   <text id="50007">so to speak </text>
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0751 |   <text id="10031029">unfathomable sort ahead</text>
0752 |   <text id="10031030">giant sort ahead</text>
0753 |   <text id="10031031">sinner ahead</text>
0754 |   <text id="10031032">thief ahead</text>
0755 |   <text id="10031033">liar ahead</text>
0756 |   <text id="10031034">dastard ahead</text>
0757 |   <text id="10031035">traitor ahead</text>
0758 |   <text id="10031036">pair ahead</text>
0759 |   <text id="10031037">trio ahead</text>
0760 |   <text id="10031038">noble ahead</text>
0761 |   <text id="10031039">aristocrat ahead</text>
0762 |   <text id="10031040">hero ahead</text>
0763 |   <text id="10031041">champion ahead</text>
0764 |   <text id="10031042">monarch ahead</text>
0765 |   <text id="10031043">lord ahead</text>
0766 |   <text id="10031044">god ahead</text>
0767 |   <text id="10032001">item ahead</text>
0768 |   <text id="10032002">necessary item ahead</text>
0769 |   <text id="10032003">precious item ahead</text>
0770 |   <text id="10032004">something ahead</text>
0771 |   <text id="10032005">something incredible ahead</text>
0772 |   <text id="10032006">treasure chest ahead</text>
0773 |   <text id="10032007">corpse ahead</text>
0774 |   <text id="10032008">coffin ahead</text>
0775 |   <text id="10032009">trap ahead</text>
0776 |   <text id="10032010">armament ahead</text>
0777 |   <text id="10032011">shield ahead</text>
0778 |   <text id="10032012">bow ahead</text>
0779 |   <text id="10032013">projectile weapon ahead</text>
0780 |   <text id="10032014">armor ahead</text>
0781 |   <text id="10032015">talisman ahead</text>
0782 |   <text id="10032016">skill ahead</text>
0783 |   <text id="10032017">sorcery ahead</text>
0784 |   <text id="10032018">incantation ahead</text>
0785 |   <text id="10032019">map ahead</text>
0786 |   <text id="10032020">material ahead</text>
0787 |   <text id="10032021">flower ahead</text>
0788 |   <text id="10032022">grass ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 714

```
<text id="10032023">tree ahead</text>
<text id="10032024">fruit ahead</text>
<text id="10032025">seed ahead</text>
<text id="10032026">mushroom ahead</text>
<text id="10032027">tear ahead</text>
<text id="10032028">crystal ahead</text>
<text id="10032029">butterfly ahead</text>
<text id="10032030">bug ahead</text>
<text id="10032031">dung ahead</text>
<text id="10032032">grace ahead</text>
<text id="10032033">door ahead</text>
<text id="10032034">key ahead</text>
<text id="10032035">ladder ahead</text>
<text id="10032036">lever ahead</text>
<text id="10032037">lift ahead</text>
<text id="10032038">spiritspring ahead</text>
<text id="10032039">warpstone ahead</text>
<text id="10032040">stone astrolabe ahead</text>
<text id="10032041">telescopic view ahead</text>
<text id="10032042">message ahead</text>
<text id="10032043">bloodstain ahead</text>
<text id="10032044">Erdtree ahead</text>
<text id="10032045">Elden Ring ahead</text>
<text id="10033001">close-quarters battle ahead</text>
<text id="10033002">ranged battle ahead</text>
<text id="10033003">horseback battle ahead</text>
<text id="10033004">luring out ahead</text>
<text id="10033005">defeating one-by-one ahead</text>
<text id="10033006">taking on all at once ahead</text>
<text id="10033007">rushing in ahead</text>
<text id="10033008">stealth ahead</text>
<text id="10033009">mimicry ahead</text>
<text id="10033010">confusion ahead</text>
<text id="10033011">pursuit ahead</text>
<text id="10033012">fleeing ahead</text>
<text id="10033013">summoning ahead</text>
<text id="10033014">circling around ahead</text>
<text id="10033015">jumping off ahead</text>
<text id="10033016">dashing through ahead</text>
<text id="10033017">brief respite ahead</text>
<text id="10034001">attacking ahead</text>
<text id="10034002">jump attack ahead</text>
<text id="10034003">running attack ahead</text>
<text id="10034004">critical hit ahead</text>
<text id="10034005">two-handing ahead</text>
<text id="10034006">blocking ahead</text>
<text id="10034007">parrying ahead</text>
<text id="10034008">guard counter ahead</text>
<text id="10034009">sorcery ahead</text>
<text id="10034010">incantation ahead</text>
<text id="10034011">skill ahead</text>
<text id="10034012">summoning ahead</text>
<text id="10034013">throwing ahead</text>
<text id="10034014">healing ahead</text>
<text id="10034015">running ahead</text>
<text id="10034016">rolling ahead</text>
<text id="10034017">backstepping ahead</text>
<text id="10034018">jumping ahead</text>
<text id="10034019">crouching ahead</text>
<text id="10034020">target lock ahead</text>
<text id="10034021">item crafting ahead</text>
<text id="10034022">gesturing ahead</text>
<text id="10035001">morning ahead</text>
<text id="10035002">noon ahead</text>
<text id="10035003">evening ahead</text>
<text id="10035004">night ahead</text>
<text id="10035005">clear sky ahead</text>
<text id="10035006">overcast ahead</text>
<text id="10035007">rain ahead</text>
<text id="10035008">storm ahead</text>
<text id="10035009">mist ahead</text>
<text id="10035010">snow ahead</text>
<text id="10035011">patrolling ahead</text>
<text id="10035012">procession ahead</text>
<text id="10035013">crowd ahead</text>
<text id="10035014">surprise attack ahead</text>
<text id="10035015">ambush ahead</text>
<text id="10035016">pincer attack ahead</text>
<text id="10035017">beating to a pulp ahead</text>
<text id="10035018">battle ahead</text>
<text id="10035019">reinforcements ahead</text>
<text id="10035020">ritual ahead</text>
<text id="10035021">explosion ahead</text>
<text id="10035022">high spot ahead</text>
<text id="10035023">defensible spot ahead</text>
<text id="10035024">climbable spot ahead</text>
<text id="10035025">crossable spot ahead</text>
<text id="10035026">bright spot ahead</text>
<text id="10035027">dark spot ahead</text>
<text id="10035028">open area ahead</text>
<text id="10035029">cramped area ahead</text>
<text id="10035030">hiding place ahead</text>
<text id="10035031">sniping spot ahead</text>
<text id="10035032">recon spot ahead</text>
<text id="10035033">safety ahead</text>
<text id="10035034">danger ahead</text>
<text id="10035035">gorgeous view ahead</text>
<text id="10035036">detour ahead</text>
<text id="10035037">hidden path ahead</text>
<text id="10035038">secret passage ahead</text>
<text id="10035039">shortcut ahead</text>
<text id="10035040">dead end ahead</text>
<text id="10035041">looking away ahead</text>
<text id="10035042">unnoticed ahead</text>
<text id="10035043">out of stamina ahead</text>
<text id="10036001">high road ahead</text>
<text id="10036002">checkpoint ahead</text>
<text id="10036003">bridge ahead</text>
<text id="10036004">castle ahead</text>
<text id="10036005">fort ahead</text>
<text id="10036006">city ahead</text>
<text id="10036007">ruins ahead</text>
<text id="10036008">church ahead</text>
<text id="10036009">tower ahead</text>
<text id="10036010">camp site ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 789

```
<text id="10032023">tree ahead</text>
<text id="10032024">fruit ahead</text>
<text id="10032025">seed ahead</text>
<text id="10032026">mushroom ahead</text>
<text id="10032027">tear ahead</text>
<text id="10032028">crystal ahead</text>
<text id="10032029">butterfly ahead</text>
<text id="10032030">bug ahead</text>
<text id="10032031">dung ahead</text>
<text id="10032032">grace ahead</text>
<text id="10032033">door ahead</text>
<text id="10032034">key ahead</text>
<text id="10032035">ladder ahead</text>
<text id="10032036">lever ahead</text>
<text id="10032037">lift ahead</text>
<text id="10032038">spiritspring ahead</text>
<text id="10032039">sending gate ahead</text>
<text id="10032040">stone astrolabe ahead</text>
<text id="10032041">Birdseye Telescope ahead</text>
<text id="10032042">message ahead</text>
<text id="10032043">bloodstain ahead</text>
<text id="10032044">Erdtree ahead</text>
<text id="10032045">Elden Ring ahead</text>
<text id="10033001">close-quarters battle ahead</text>
<text id="10033002">ranged battle ahead</text>
<text id="10033003">horseback battle ahead</text>
<text id="10033004">luring out ahead</text>
<text id="10033005">defeating one-by-one ahead</text>
<text id="10033006">taking on all at once ahead</text>
<text id="10033007">rushing in ahead</text>
<text id="10033008">stealth ahead</text>
<text id="10033009">mimicry ahead</text>
<text id="10033010">confusion ahead</text>
<text id="10033011">pursuit ahead</text>
<text id="10033012">fleeing ahead</text>
<text id="10033013">summoning ahead</text>
<text id="10033014">circling around ahead</text>
<text id="10033015">jumping off ahead</text>
<text id="10033016">dashing through ahead</text>
<text id="10033017">brief respite ahead</text>
<text id="10034001">attacking ahead</text>
<text id="10034002">jump attack ahead</text>
<text id="10034003">running attack ahead</text>
<text id="10034004">critical hit ahead</text>
<text id="10034005">two-handing ahead</text>
<text id="10034006">blocking ahead</text>
<text id="10034007">parrying ahead</text>
<text id="10034008">guard counter ahead</text>
<text id="10034009">sorcery ahead</text>
<text id="10034010">incantation ahead</text>
<text id="10034011">skill ahead</text>
<text id="10034012">summoning ahead</text>
<text id="10034013">throwing ahead</text>
<text id="10034014">healing ahead</text>
<text id="10034015">running ahead</text>
<text id="10034016">rolling ahead</text>
<text id="10034017">backstepping ahead</text>
<text id="10034018">jumping ahead</text>
<text id="10034019">crouching ahead</text>
<text id="10034020">target lock ahead</text>
<text id="10034021">item crafting ahead</text>
<text id="10034022">gesturing ahead</text>
<text id="10035001">morning ahead</text>
<text id="10035002">noon ahead</text>
<text id="10035003">evening ahead</text>
<text id="10035004">night ahead</text>
<text id="10035005">clear sky ahead</text>
<text id="10035006">overcast ahead</text>
<text id="10035007">rain ahead</text>
<text id="10035008">storm ahead</text>
<text id="10035009">mist ahead</text>
<text id="10035010">snow ahead</text>
<text id="10035011">patrolling ahead</text>
<text id="10035012">procession ahead</text>
<text id="10035013">crowd ahead</text>
<text id="10035014">surprise attack ahead</text>
<text id="10035015">ambush ahead</text>
<text id="10035016">pincer attack ahead</text>
<text id="10035017">beating to a pulp ahead</text>
<text id="10035018">battle ahead</text>
<text id="10035019">reinforcements ahead</text>
<text id="10035020">ritual ahead</text>
<text id="10035021">explosion ahead</text>
<text id="10035022">high spot ahead</text>
<text id="10035023">defensible spot ahead</text>
<text id="10035024">climbable spot ahead</text>
<text id="10035025">crossable spot ahead</text>
<text id="10035026">bright spot ahead</text>
<text id="10035027">dark spot ahead</text>
<text id="10035028">open area ahead</text>
<text id="10035029">cramped area ahead</text>
<text id="10035030">hiding place ahead</text>
<text id="10035031">sniping spot ahead</text>
<text id="10035032">recon spot ahead</text>
<text id="10035033">safety ahead</text>
<text id="10035034">danger ahead</text>
<text id="10035035">gorgeous view ahead</text>
<text id="10035036">detour ahead</text>
<text id="10035037">hidden path ahead</text>
<text id="10035038">secret passage ahead</text>
<text id="10035039">shortcut ahead</text>
<text id="10035040">dead end ahead</text>
<text id="10035041">looking away ahead</text>
<text id="10035042">unnoticed ahead</text>
<text id="10035043">out of stamina ahead</text>
<text id="10036001">high road ahead</text>
<text id="10036002">checkpoint ahead</text>
<text id="10036003">bridge ahead</text>
<text id="10036004">castle ahead</text>
<text id="10036005">fort ahead</text>
<text id="10036006">city ahead</text>
<text id="10036007">ruins ahead</text>
<text id="10036008">church ahead</text>
<text id="10036009">tower ahead</text>
<text id="10036010">camp site ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 829

```
<text id="10036011">house ahead</text>
<text id="10036012">cemetery ahead</text>
<text id="10036013">underground tomb ahead</text>
<text id="10036014">tunnel ahead</text>
<text id="10036015">cave ahead</text>
<text id="10036016">evergaol ahead</text>
<text id="10036017">great tree ahead</text>
<text id="10036018">cellar ahead</text>
<text id="10036019">surface ahead</text>
<text id="10036020">underground ahead</text>
<text id="10036021">forest ahead</text>
<text id="10036022">river ahead</text>
<text id="10036023">lake ahead</text>
<text id="10036024">bog ahead</text>
<text id="10036025">mountain ahead</text>
<text id="10036026">valley ahead</text>
<text id="10036027">cliff ahead</text>
<text id="10036028">waterside ahead</text>
<text id="10036029">nest ahead</text>
<text id="10036030">hole ahead</text>
<text id="10037001">east ahead</text>
<text id="10037002">west ahead</text>
<text id="10037003">south ahead</text>
<text id="10037004">north ahead</text>
<text id="10037005">ahead ahead</text>
<text id="10037006">behind ahead</text>
<text id="10037007">left ahead</text>
<text id="10037008">right ahead</text>
<text id="10037009">center ahead</text>
<text id="10037010">up ahead</text>
<text id="10037011">down ahead</text>
<text id="10037012">edge ahead</text>
<text id="10038001">head ahead</text>
<text id="10038002">stomach ahead</text>
<text id="10038003">back ahead</text>
<text id="10038004">arms ahead</text>
<text id="10038005">legs ahead</text>
<text id="10038006">rump ahead</text>
<text id="10038007">tail ahead</text>
<text id="10038008">core ahead</text>
<text id="10038009">fingers ahead</text>
<text id="10039001">physical ahead</text>
<text id="10039002">standard ahead</text>
<text id="10039003">striking ahead</text>
<text id="10039004">slashing ahead</text>
<text id="10039005">piercing ahead</text>
<text id="10039006">fire ahead</text>
<text id="10039007">lightning ahead</text>
<text id="10039008">sorcery ahead</text>
<text id="10039009">holy ahead</text>
<text id="10039010">poison ahead</text>
<text id="10039011">toxic ahead</text>
<text id="10039012">plague ahead</text>
<text id="10039013">hemorrhage ahead</text>
<text id="10039014">frostbite ahead</text>
<text id="10039015">sleep ahead</text>
<text id="10039016">madness ahead</text>
<text id="10039017">death ahead</text>
<text id="10040001">life ahead</text>
<text id="10040002">Death ahead</text>
<text id="10040003">light ahead</text>
<text id="10040004">dark ahead</text>
<text id="10040005">stars ahead</text>
<text id="10040006">fire ahead</text>
<text id="10040007">Order ahead</text>
<text id="10040008">chaos ahead</text>
<text id="10040009">joy ahead</text>
<text id="10040010">wrath ahead</text>
<text id="10040011">suffering ahead</text>
<text id="10040012">sadness ahead</text>
<text id="10040013">comfort ahead</text>
<text id="10040014">bliss ahead</text>
<text id="10040015">misfortune ahead</text>
<text id="10040016">good fortune ahead</text>
<text id="10040017">bad luck ahead</text>
<text id="10040018">hope ahead</text>
<text id="10040019">despair ahead</text>
<text id="10040020">victory ahead</text>
<text id="10040021">defeat ahead</text>
<text id="10040022">research ahead</text>
<text id="10040023">faith ahead</text>
<text id="10040024">abundance ahead</text>
<text id="10040025">rot ahead</text>
<text id="10040026">loyalty ahead</text>
<text id="10040027">injustice ahead</text>
<text id="10040028">secret ahead</text>
<text id="10040029">opportunity ahead</text>
<text id="10040030">pickle ahead</text>
<text id="10040031">clue ahead</text>
<text id="10040032">friendship ahead</text>
<text id="10040033">love ahead</text>
<text id="10040034">bravery ahead</text>
<text id="10040035">vigor ahead</text>
<text id="10040036">fortitude ahead</text>
<text id="10040037">confidence ahead</text>
<text id="10040038">inadvertent ahead</text>
<text id="10040039">unguarded ahead</text>
<text id="10040040">introspection ahead</text>
<text id="10040041">regret ahead</text>
<text id="10040042">giving up ahead</text>
<text id="10040043">futility ahead</text>
<text id="10040044">at the limit ahead</text>
<text id="10040045">betrayal ahead</text>
<text id="10040046">revenge ahead</text>
<text id="10040047">destroy ahead</text>
<text id="10040048">recklessness ahead</text>
<text id="10040049">calmness ahead</text>
<text id="10040050">vigilance ahead</text>
<text id="10040051">tranquility ahead</text>
<text id="10040052">sound ahead</text>
<text id="10040053">tears ahead</text>
<text id="10040054">sleep ahead</text>
<text id="10040055">depths ahead</text>
<text id="10040056">dregs ahead</text>
<text id="10040057">fear ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 904

```
<text id="10036011">house ahead</text>
<text id="10036012">cemetery ahead</text>
<text id="10036013">underground tomb ahead</text>
<text id="10036014">tunnel ahead</text>
<text id="10036015">cave ahead</text>
<text id="10036016">evergaol ahead</text>
<text id="10036017">great tree ahead</text>
<text id="10036018">cellar ahead</text>
<text id="10036019">surface ahead</text>
<text id="10036020">underground ahead</text>
<text id="10036021">forest ahead</text>
<text id="10036022">river ahead</text>
<text id="10036023">lake ahead</text>
<text id="10036024">bog ahead</text>
<text id="10036025">mountain ahead</text>
<text id="10036026">valley ahead</text>
<text id="10036027">cliff ahead</text>
<text id="10036028">waterside ahead</text>
<text id="10036029">nest ahead</text>
<text id="10036030">hole ahead</text>
<text id="10037001">east ahead</text>
<text id="10037002">west ahead</text>
<text id="10037003">south ahead</text>
<text id="10037004">north ahead</text>
<text id="10037005">ahead ahead</text>
<text id="10037006">behind ahead</text>
<text id="10037007">left ahead</text>
<text id="10037008">right ahead</text>
<text id="10037009">center ahead</text>
<text id="10037010">up ahead</text>
<text id="10037011">down ahead</text>
<text id="10037012">edge ahead</text>
<text id="10038001">head ahead</text>
<text id="10038002">stomach ahead</text>
<text id="10038003">back ahead</text>
<text id="10038004">arms ahead</text>
<text id="10038005">legs ahead</text>
<text id="10038006">rump ahead</text>
<text id="10038007">tail ahead</text>
<text id="10038008">core ahead</text>
<text id="10038009">fingers ahead</text>
<text id="10039001">physical ahead</text>
<text id="10039002">standard ahead</text>
<text id="10039003">striking ahead</text>
<text id="10039004">slashing ahead</text>
<text id="10039005">piercing ahead</text>
<text id="10039006">fire ahead</text>
<text id="10039007">lightning ahead</text>
<text id="10039008">magic ahead</text>
<text id="10039009">holy ahead</text>
<text id="10039010">poison ahead</text>
<text id="10039011">toxic ahead</text>
<text id="10039012">scarlet rot ahead</text>
<text id="10039013">blood loss ahead</text>
<text id="10039014">frost ahead</text>
<text id="10039015">sleep ahead</text>
<text id="10039016">madness ahead</text>
<text id="10039017">death ahead</text>
<text id="10040001">life ahead</text>
<text id="10040002">Death ahead</text>
<text id="10040003">light ahead</text>
<text id="10040004">dark ahead</text>
<text id="10040005">stars ahead</text>
<text id="10040006">fire ahead</text>
<text id="10040007">Order ahead</text>
<text id="10040008">chaos ahead</text>
<text id="10040009">joy ahead</text>
<text id="10040010">wrath ahead</text>
<text id="10040011">suffering ahead</text>
<text id="10040012">sadness ahead</text>
<text id="10040013">comfort ahead</text>
<text id="10040014">bliss ahead</text>
<text id="10040015">misfortune ahead</text>
<text id="10040016">good fortune ahead</text>
<text id="10040017">bad luck ahead</text>
<text id="10040018">hope ahead</text>
<text id="10040019">despair ahead</text>
<text id="10040020">victory ahead</text>
<text id="10040021">defeat ahead</text>
<text id="10040022">research ahead</text>
<text id="10040023">faith ahead</text>
<text id="10040024">abundance ahead</text>
<text id="10040025">rot ahead</text>
<text id="10040026">loyalty ahead</text>
<text id="10040027">injustice ahead</text>
<text id="10040028">secret ahead</text>
<text id="10040029">opportunity ahead</text>
<text id="10040030">pickle ahead</text>
<text id="10040031">clue ahead</text>
<text id="10040032">friendship ahead</text>
<text id="10040033">love ahead</text>
<text id="10040034">bravery ahead</text>
<text id="10040035">vigor ahead</text>
<text id="10040036">fortitude ahead</text>
<text id="10040037">confidence ahead</text>
<text id="10040038">distracted ahead</text>
<text id="10040039">unguarded ahead</text>
<text id="10040040">introspection ahead</text>
<text id="10040041">regret ahead</text>
<text id="10040042">resignation ahead</text>
<text id="10040043">futility ahead</text>
<text id="10040044">on the brink ahead</text>
<text id="10040045">betrayal ahead</text>
<text id="10040046">revenge ahead</text>
<text id="10040047">destruction ahead</text>
<text id="10040048">recklessness ahead</text>
<text id="10040049">calmness ahead</text>
<text id="10040050">vigilance ahead</text>
<text id="10040051">tranquility ahead</text>
<text id="10040052">sound ahead</text>
<text id="10040053">tears ahead</text>
<text id="10040054">sleep ahead</text>
<text id="10040055">depths ahead</text>
<text id="10040056">dregs ahead</text>
<text id="10040057">fear ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 944

```
0944    <text id="10040058">sacrifice ahead</text>
0945    <text id="10040059">ruin ahead</text>
0946    <text id="10041001">good luck ahead</text>
0947    <text id="10041002">look carefully ahead</text>
0948    <text id="10041003">listen carefully ahead</text>
0949    <text id="10041004">think carefully ahead</text>
0950    <text id="10041005">well done ahead</text>
0951    <text id="10041006">I did it! ahead</text>
0952    <text id="10041007">I've failed... ahead</text>
0953    <text id="10041008">here! ahead</text>
0954    <text id="10041009">not here! ahead</text>
0955    <text id="10041010">don't you dare! ahead</text>
0956    <text id="10041011">do it! ahead</text>
0957    <text id="10041012">I can't take this... ahead</text>
0958    <text id="10041013">don't think ahead</text>
0959    <text id="10041014">so lonely... ahead</text>
0960    <text id="10041015">here again... ahead</text>
0961    <text id="10041016">just getting started ahead</text>
0962    <text id="10041017">stay calm ahead</text>
0963    <text id="10041018">keep moving ahead</text>
0964    <text id="10041019">turn back ahead</text>
0965    <text id="10041020">give up ahead</text>
0966    <text id="10041021">don't give up ahead</text>
0967    <text id="10041022">help me... ahead</text>
0968    <text id="10041023">I don't believe it... ahead</text>
0969    <text id="10041024">too high up ahead</text>
0970    <text id="10041025">I want to go home... ahead</text>
0971    <text id="10041026">it's like a dream... ahead</text>
0972    <text id="10041027">seems familiar... ahead</text>
0973    <text id="10041028">beautiful... ahead</text>
0974    <text id="10041029">you don't have the right ahead</text>
0975    <text id="10041030">are you ready? ahead</text>
0976    <text id="10130001">No enemy ahead</text>
0977    <text id="10130002">No weak foe ahead</text>
0978    <text id="10130003">No strong foe ahead</text>
0979    <text id="10130004">No monster ahead</text>
0980    <text id="10130005">No dragon ahead</text>
0981    <text id="10130006">No boss ahead</text>
0982    <text id="10130007">No sentry ahead</text>
0983    <text id="10130008">No group ahead</text>
0984    <text id="10130009">No pack ahead</text>
0985    <text id="10130010">No decoy ahead</text>
0986    <text id="10130011">No undead ahead</text>
0987    <text id="10130012">No soldier ahead</text>
0988    <text id="10130013">No knight ahead</text>
0989    <text id="10130014">No cavalier ahead</text>
0990    <text id="10130015">No archer ahead</text>
0991    <text id="10130016">No sniper ahead</text>
0992    <text id="10130017">No mage ahead</text>
0993    <text id="10130018">No ordnance ahead</text>
0994    <text id="10130019">No monarch ahead</text>
0995    <text id="10130020">No lord ahead</text>
0996    <text id="10130021">No demi-human ahead</text>
0997    <text id="10130022">No outsider ahead</text>
0998    <text id="10130023">No giant ahead</text>
0999    <text id="10130024">No horse ahead</text>
1000    <text id="10130025">No dog ahead</text>
1001    <text id="10130026">No wolf ahead</text>
1002    <text id="10130027">No rat ahead</text>
1003    <text id="10130028">No beast ahead</text>
1004    <text id="10130029">No bird ahead</text>
1005    <text id="10130030">No raptor ahead</text>
1006    <text id="10130031">No snake ahead</text>
1007    <text id="10130032">No crab ahead</text>
1008    <text id="10130033">No prawn ahead</text>
1009    <text id="10130034">No octopus ahead</text>
1010    <text id="10130035">No bug ahead</text>
1011    <text id="10130036">No scarab ahead</text>
1012    <text id="10130037">No slug ahead</text>
1013    <text id="10130038">No wraith ahead</text>
1014    <text id="10130039">No skeleton ahead</text>
1015    <text id="10130040">No monstrosity ahead</text>
1016    <text id="10130041">No Ill-omened creature ahead</text>
1017    <text id="10131001">No Tarnished ahead</text>
1018    <text id="10131002">No warrior ahead</text>
1019    <text id="10131003">No swordsman ahead</text>
1020    <text id="10131004">No knight ahead</text>
1021    <text id="10131005">No samurai ahead</text>
1022    <text id="10131006">No sorcerer ahead</text>
1023    <text id="10131007">No cleric ahead</text>
1024    <text id="10131008">No sage ahead</text>
1025    <text id="10131009">No merchant ahead</text>
1026    <text id="10131010">No teacher ahead</text>
1027    <text id="10131011">No master ahead</text>
1028    <text id="10131012">No friend ahead</text>
1029    <text id="10131013">No lover ahead</text>
1030    <text id="10131014">No old dear ahead</text>
1031    <text id="10131015">No old codger  ahead</text>
1032    <text id="10131016">No angel ahead</text>
1033    <text id="10131017">No fat coinpurse ahead</text>
1034    <text id="10131018">No pauper ahead</text>
1035    <text id="10131019">No good sort ahead</text>
1036    <text id="10131020">No wicked sort ahead</text>
1037    <text id="10131021">No plump sort ahead</text>
1038    <text id="10131022">No skinny sort ahead</text>
1039    <text id="10131023">No lovable sort ahead</text>
1040    <text id="10131024">No pathetic sort ahead</text>
1041    <text id="10131025">No strange sort ahead</text>
1042    <text id="10131026">No nimble sort ahead</text>
1043    <text id="10131027">No laggardly sort ahead</text>
1044    <text id="10131028">No invisible sort ahead</text>
1045    <text id="10131029">No unfathomable sort ahead</text>
1046    <text id="10131030">No giant sort ahead</text>
1047    <text id="10131031">No sinner ahead</text>
1048    <text id="10131032">No thief ahead</text>
1049    <text id="10131033">No liar ahead</text>
1050    <text id="10131034">No dastard ahead</text>
1051    <text id="10131035">No traitor ahead</text>
1052    <text id="10131036">No pair ahead</text>
1053    <text id="10131037">No trio ahead</text>
1054    <text id="10131038">No noble ahead</text>
1055    <text id="10131039">No aristocrat ahead</text>
1056    <text id="10131040">No hero ahead</text>
1057    <text id="10131041">No champion ahead</text>
1058    <text id="10131042">No monarch ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1019

```
1019    <text id="10040058">sacrifice ahead</text>
1020    <text id="10040059">ruin ahead</text>
1021    <text id="10041001">good luck ahead</text>
1022    <text id="10041002">look carefully ahead</text>
1023    <text id="10041003">listen carefully ahead</text>
1024    <text id="10041004">think carefully ahead</text>
1025    <text id="10041005">well done ahead</text>
1026    <text id="10041006">I did it! ahead</text>
1027    <text id="10041007">I've failed... ahead</text>
1028    <text id="10041008">here! ahead</text>
1029    <text id="10041009">not here! ahead</text>
1030    <text id="10041010">don't you dare! ahead</text>
1031    <text id="10041011">do it! ahead</text>
1032    <text id="10041012">I can't take this... ahead</text>
1033    <text id="10041013">don't think ahead</text>
1034    <text id="10041014">so lonely... ahead</text>
1035    <text id="10041015">here again... ahead</text>
1036    <text id="10041016">just getting started ahead</text>
1037    <text id="10041017">stay calm ahead</text>
1038    <text id="10041018">keep moving ahead</text>
1039    <text id="10041019">turn back ahead</text>
1040    <text id="10041020">give up ahead</text>
1041    <text id="10041021">don't give up ahead</text>
1042    <text id="10041022">help me... ahead</text>
1043    <text id="10041023">I don't believe it... ahead</text>
1044    <text id="10041024">too high up ahead</text>
1045    <text id="10041025">I want to go home... ahead</text>
1046    <text id="10041026">it's like a dream... ahead</text>
1047    <text id="10041027">seems familiar... ahead</text>
1048    <text id="10041028">beautiful... ahead</text>
1049    <text id="10041029">you don't have the right ahead</text>
1050    <text id="10041030">are you ready? ahead</text>
1051    <text id="10130001">no enemy ahead</text>
1052    <text id="10130002">no weak foe ahead</text>
1053    <text id="10130003">no strong foe ahead</text>
1054    <text id="10130004">no monster ahead</text>
1055    <text id="10130005">no dragon ahead</text>
1056    <text id="10130006">no boss ahead</text>
1057    <text id="10130007">no sentry ahead</text>
1058    <text id="10130008">no group ahead</text>
1059    <text id="10130009">no pack ahead</text>
1060    <text id="10130010">no decoy ahead</text>
1061    <text id="10130011">no undead ahead</text>
1062    <text id="10130012">no soldier ahead</text>
1063    <text id="10130013">no knight ahead</text>
1064    <text id="10130014">no cavalier ahead</text>
1065    <text id="10130015">no archer ahead</text>
1066    <text id="10130016">no sniper ahead</text>
1067    <text id="10130017">no mage ahead</text>
1068    <text id="10130018">no ordnance ahead</text>
1069    <text id="10130019">no monarch ahead</text>
1070    <text id="10130020">no lord ahead</text>
1071    <text id="10130021">no demi-human ahead</text>
1072    <text id="10130022">no outsider ahead</text>
1073    <text id="10130023">no giant ahead</text>
1074    <text id="10130024">no horse ahead</text>
1075    <text id="10130025">no dog ahead</text>
1076    <text id="10130026">no wolf ahead</text>
1077    <text id="10130027">no rat ahead</text>
1078    <text id="10130028">no beast ahead</text>
1079    <text id="10130029">no bird ahead</text>
1080    <text id="10130030">no raptor ahead</text>
1081    <text id="10130031">no snake ahead</text>
1082    <text id="10130032">no crab ahead</text>
1083    <text id="10130033">no prawn ahead</text>
1084    <text id="10130034">no octopus ahead</text>
1085    <text id="10130035">no bug ahead</text>
1086    <text id="10130036">no scarab ahead</text>
1087    <text id="10130037">no slug ahead</text>
1088    <text id="10130038">no wraith ahead</text>
1089    <text id="10130039">no skeleton ahead</text>
1090    <text id="10130040">no monstrosity ahead</text>
1091    <text id="10130041">no ill-omened creature ahead</text>
1092    <text id="10131001">no Tarnished ahead</text>
1093    <text id="10131002">no warrior ahead</text>
1094    <text id="10131003">no swordfighter ahead</text>
1095    <text id="10131004">no knight ahead</text>
1096    <text id="10131005">no samurai ahead</text>
1097    <text id="10131006">no sorcerer ahead</text>
1098    <text id="10131007">no cleric ahead</text>
1099    <text id="10131008">no sage ahead</text>
1100    <text id="10131009">no merchant ahead</text>
1101    <text id="10131010">no teacher ahead</text>
1102    <text id="10131011">no master ahead</text>
1103    <text id="10131012">no friend ahead</text>
1104    <text id="10131013">no lover ahead</text>
1105    <text id="10131014">no old dear ahead</text>
1106    <text id="10131015">no old codger  ahead</text>
1107    <text id="10131016">no angel ahead</text>
1108    <text id="10131017">no fat coinpurse ahead</text>
1109    <text id="10131018">no pauper ahead</text>
1110    <text id="10131019">no good sort ahead</text>
1111    <text id="10131020">no wicked sort ahead</text>
1112    <text id="10131021">no plump sort ahead</text>
1113    <text id="10131022">no skinny sort ahead</text>
1114    <text id="10131023">no lovable sort ahead</text>
1115    <text id="10131024">no pathetic sort ahead</text>
1116    <text id="10131025">no strange sort ahead</text>
1117    <text id="10131026">no nimble sort ahead</text>
1118    <text id="10131027">no laggardly sort ahead</text>
1119    <text id="10131028">no invisible sort ahead</text>
1120    <text id="10131029">no unfathomable sort ahead</text>
1121    <text id="10131030">no giant sort ahead</text>
1122    <text id="10131031">no sinner ahead</text>
1123    <text id="10131032">no thief ahead</text>
1124    <text id="10131033">no liar ahead</text>
1125    <text id="10131034">no dastard ahead</text>
1126    <text id="10131035">no traitor ahead</text>
1127    <text id="10131036">no pair ahead</text>
1128    <text id="10131037">no trio ahead</text>
1129    <text id="10131038">no noble ahead</text>
1130    <text id="10131039">no aristocrat ahead</text>
1131    <text id="10131040">no hero ahead</text>
1132    <text id="10131041">no champion ahead</text>
1133    <text id="10131042">no monarch ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1059

```
<text id="10131043">No lord ahead</text>
<text id="10131044">No god ahead</text>
<text id="10132001">No item ahead</text>
<text id="10132002">No necessary item ahead</text>
<text id="10132003">No precious item ahead</text>
<text id="10132004">No something ahead</text>
<text id="10132005">No something incredible ahead</text>
<text id="10132006">No treasure chest ahead</text>
<text id="10132007">No corpse ahead</text>
<text id="10132008">No coffin ahead</text>
<text id="10132009">No trap ahead</text>
<text id="10132010">No armament ahead</text>
<text id="10132011">No shield ahead</text>
<text id="10132012">No bow ahead</text>
<text id="10132013">No projectile weapon ahead</text>
<text id="10132014">No armor ahead</text>
<text id="10132015">No talisman ahead</text>
<text id="10132016">No battle art ahead</text>
<text id="10132017">No sorcery ahead</text>
<text id="10132018">No incantation ahead</text>
<text id="10132019">No map ahead</text>
<text id="10132020">No material ahead</text>
<text id="10132021">No flower ahead</text>
<text id="10132022">No grass ahead</text>
<text id="10132023">No tree ahead</text>
<text id="10132024">No fruit ahead</text>
<text id="10132025">No seed ahead</text>
<text id="10132026">No mushroom ahead</text>
<text id="10132027">No tear ahead</text>
<text id="10132028">No crystal ahead</text>
<text id="10132029">No butterfly ahead</text>
<text id="10132030">No bug ahead</text>
<text id="10132031">No dung ahead</text>
<text id="10132032">No grace ahead</text>
<text id="10132033">No door ahead</text>
<text id="10132034">No key ahead</text>
<text id="10132035">No ladder ahead</text>
<text id="10132036">No lever ahead</text>
<text id="10132037">No lift ahead</text>
<text id="10132038">No spiritspring ahead</text>
<text id="10132039">No warpstone ahead</text>
<text id="10132040">No stone astrolabe ahead</text>
<text id="10132041">No telescopic view ahead</text>
<text id="10132042">No message ahead</text>
<text id="10132043">No bloodstain ahead</text>
<text id="10132044">No Erdtree ahead</text>
<text id="10132045">No Elden Ring ahead</text>
<text id="10133001">No close-quarters battle ahead</text>
<text id="10133002">No ranged battle ahead</text>
<text id="10133003">No horseback battle ahead</text>
<text id="10133004">No luring out ahead</text>
<text id="10133005">No defeating one-by-one ahead</text>
<text id="10133006">No taking on all at once ahead</text>
<text id="10133007">No rushing in ahead</text>
<text id="10133008">No stealth ahead</text>
<text id="10133009">No mimicry ahead</text>
<text id="10133010">No confusion ahead</text>
<text id="10133011">No pursuit ahead</text>
<text id="10133012">No fleeing ahead</text>
<text id="10133013">No summoning ahead</text>
<text id="10133014">No circling around ahead</text>
<text id="10133015">No jumping off ahead</text>
<text id="10133016">No dashing through ahead</text>
<text id="10133017">No brief respite ahead</text>
<text id="10134001">No attacking ahead</text>
<text id="10134002">No jump attack ahead</text>
<text id="10134003">No running attack ahead</text>
<text id="10134004">No critical hit ahead</text>
<text id="10134005">No two-handing ahead</text>
<text id="10134006">No blocking ahead</text>
<text id="10134007">No parrying ahead</text>
<text id="10134008">No guard counter ahead</text>
<text id="10134009">No sorcery ahead</text>
<text id="10134010">No incantation ahead</text>
<text id="10134011">No skill ahead</text>
<text id="10134012">No summoning ahead</text>
<text id="10134013">No throwing ahead</text>
<text id="10134014">No healing ahead</text>
<text id="10134015">No running ahead</text>
<text id="10134016">No rolling ahead</text>
<text id="10134017">No backstepping ahead</text>
<text id="10134018">No jumping ahead</text>
<text id="10134019">No crouching ahead</text>
<text id="10134020">No target lock ahead</text>
<text id="10134021">No item crafting ahead</text>
<text id="10134022">No gesturing ahead</text>
<text id="10135001">No morning ahead</text>
<text id="10135002">No noon ahead</text>
<text id="10135003">No evening ahead</text>
<text id="10135004">No night ahead</text>
<text id="10135005">No clear sky ahead</text>
<text id="10135006">No overcast ahead</text>
<text id="10135007">No rain ahead</text>
<text id="10135008">No storm ahead</text>
<text id="10135009">No mist ahead</text>
<text id="10135010">No snow ahead</text>
<text id="10135011">No patrolling ahead</text>
<text id="10135012">No procession ahead</text>
<text id="10135013">No crowd ahead</text>
<text id="10135014">No surprise attack ahead</text>
<text id="10135015">No ambush ahead</text>
<text id="10135016">No pincer attack ahead</text>
<text id="10135017">No beating to a pulp ahead</text>
<text id="10135018">No battle ahead</text>
<text id="10135019">No reinforcements ahead</text>
<text id="10135020">No ritual ahead</text>
<text id="10135021">No explosion ahead</text>
<text id="10135022">No high spot ahead</text>
<text id="10135023">No defensible spot ahead</text>
<text id="10135024">No climbable spot ahead</text>
<text id="10135025">No crossable spot ahead</text>
<text id="10135026">No bright spot ahead</text>
<text id="10135027">No dark spot ahead</text>
<text id="10135028">No open area ahead</text>
<text id="10135029">No cramped area ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1134

```
<text id="10131043">no lord ahead</text>
<text id="10131044">no god ahead</text>
<text id="10132001">no item ahead</text>
<text id="10132002">no necessary item ahead</text>
<text id="10132003">no precious item ahead</text>
<text id="10132004">no something ahead</text>
<text id="10132005">no something incredible ahead</text>
<text id="10132006">no treasure chest ahead</text>
<text id="10132007">no corpse ahead</text>
<text id="10132008">no coffin ahead</text>
<text id="10132009">no trap ahead</text>
<text id="10132010">no armament ahead</text>
<text id="10132011">no shield ahead</text>
<text id="10132012">no bow ahead</text>
<text id="10132013">no projectile weapon ahead</text>
<text id="10132014">no armor ahead</text>
<text id="10132015">no talisman ahead</text>
<text id="10132016">no skill ahead</text>
<text id="10132017">no sorcery ahead</text>
<text id="10132018">no incantation ahead</text>
<text id="10132019">no map ahead</text>
<text id="10132020">no material ahead</text>
<text id="10132021">no flower ahead</text>
<text id="10132022">no grass ahead</text>
<text id="10132023">no tree ahead</text>
<text id="10132024">no fruit ahead</text>
<text id="10132025">no seed ahead</text>
<text id="10132026">no mushroom ahead</text>
<text id="10132027">no tear ahead</text>
<text id="10132028">no crystal ahead</text>
<text id="10132029">no butterfly ahead</text>
<text id="10132030">no bug ahead</text>
<text id="10132031">no dung ahead</text>
<text id="10132032">no grace ahead</text>
<text id="10132033">no door ahead</text>
<text id="10132034">no key ahead</text>
<text id="10132035">no ladder ahead</text>
<text id="10132036">no lever ahead</text>
<text id="10132037">no lift ahead</text>
<text id="10132038">no spiritspring ahead</text>
<text id="10132039">no sending gate ahead</text>
<text id="10132040">no stone astrolabe ahead</text>
<text id="10132041">no Birdseye Telescope ahead</text>
<text id="10132042">no message ahead</text>
<text id="10132043">no bloodstain ahead</text>
<text id="10132044">no Erdtree ahead</text>
<text id="10132045">no Elden Ring ahead</text>
<text id="10133001">no close-quarters battle ahead</text>
<text id="10133002">no ranged battle ahead</text>
<text id="10133003">no horseback battle ahead</text>
<text id="10133004">no luring out ahead</text>
<text id="10133005">no defeating one-by-one ahead</text>
<text id="10133006">no taking on all at once ahead</text>
<text id="10133007">no rushing in ahead</text>
<text id="10133008">no stealth ahead</text>
<text id="10133009">no mimicry ahead</text>
<text id="10133010">no confusion ahead</text>
<text id="10133011">no pursuit ahead</text>
<text id="10133012">no fleeing ahead</text>
<text id="10133013">no summoning ahead</text>
<text id="10133014">no circling around ahead</text>
<text id="10133015">no jumping off ahead</text>
<text id="10133016">no dashing through ahead</text>
<text id="10133017">no brief respite ahead</text>
<text id="10134001">no attacking ahead</text>
<text id="10134002">no jump attack ahead</text>
<text id="10134003">no running attack ahead</text>
<text id="10134004">no critical hit ahead</text>
<text id="10134005">no two-handing ahead</text>
<text id="10134006">no blocking ahead</text>
<text id="10134007">no parrying ahead</text>
<text id="10134008">no guard counter ahead</text>
<text id="10134009">no sorcery ahead</text>
<text id="10134010">no incantation ahead</text>
<text id="10134011">no skill ahead</text>
<text id="10134012">no summoning ahead</text>
<text id="10134013">no throwing ahead</text>
<text id="10134014">no healing ahead</text>
<text id="10134015">no running ahead</text>
<text id="10134016">no rolling ahead</text>
<text id="10134017">no backstepping ahead</text>
<text id="10134018">no jumping ahead</text>
<text id="10134019">no crouching ahead</text>
<text id="10134020">no target lock ahead</text>
<text id="10134021">no item crafting ahead</text>
<text id="10134022">no gesturing ahead</text>
<text id="10135001">no morning ahead</text>
<text id="10135002">no noon ahead</text>
<text id="10135003">no evening ahead</text>
<text id="10135004">no night ahead</text>
<text id="10135005">no clear sky ahead</text>
<text id="10135006">no overcast ahead</text>
<text id="10135007">no rain ahead</text>
<text id="10135008">no storm ahead</text>
<text id="10135009">no mist ahead</text>
<text id="10135010">no snow ahead</text>
<text id="10135011">no patrolling ahead</text>
<text id="10135012">no procession ahead</text>
<text id="10135013">no crowd ahead</text>
<text id="10135014">no surprise attack ahead</text>
<text id="10135015">no ambush ahead</text>
<text id="10135016">no pincer attack ahead</text>
<text id="10135017">no beating to a pulp ahead</text>
<text id="10135018">no battle ahead</text>
<text id="10135019">no reinforcements ahead</text>
<text id="10135020">no ritual ahead</text>
<text id="10135021">no explosion ahead</text>
<text id="10135022">no high spot ahead</text>
<text id="10135023">no defensible spot ahead</text>
<text id="10135024">no climbable spot ahead</text>
<text id="10135025">no crossable spot ahead</text>
<text id="10135026">no bright spot ahead</text>
<text id="10135027">no dark spot ahead</text>
<text id="10135028">no open area ahead</text>
<text id="10135029">no cramped area ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1174

```
<text id="10135030">No hiding place ahead</text>
<text id="10135031">No sniping spot ahead</text>
<text id="10135032">No recon spot ahead</text>
<text id="10135033">No safety ahead</text>
<text id="10135034">No danger ahead</text>
<text id="10135035">No gorgeous view ahead</text>
<text id="10135036">No detour ahead</text>
<text id="10135037">No hidden path ahead</text>
<text id="10135038">No secret passage ahead</text>
<text id="10135039">No shortcut ahead</text>
<text id="10135040">No dead end ahead</text>
<text id="10135041">No looking away ahead</text>
<text id="10135042">No unnoticed ahead</text>
<text id="10135043">No out of stamina ahead</text>
<text id="10136001">No high road ahead</text>
<text id="10136002">No checkpoint ahead</text>
<text id="10136003">No bridge ahead</text>
<text id="10136004">No castle ahead</text>
<text id="10136005">No fort ahead</text>
<text id="10136006">No city ahead</text>
<text id="10136007">No ruins ahead</text>
<text id="10136008">No church ahead</text>
<text id="10136009">No tower ahead</text>
<text id="10136010">No camp site ahead</text>
<text id="10136011">No house ahead</text>
<text id="10136012">No cemetery ahead</text>
<text id="10136013">No underground tomb ahead</text>
<text id="10136014">No tunnel ahead</text>
<text id="10136015">No cave ahead</text>
<text id="10136016">No evergaol ahead</text>
<text id="10136017">No great tree ahead</text>
<text id="10136018">No cellar ahead</text>
<text id="10136019">No surface ahead</text>
<text id="10136020">No underground ahead</text>
<text id="10136021">No forest ahead</text>
<text id="10136022">No river ahead</text>
<text id="10136023">No lake ahead</text>
<text id="10136024">No bog ahead</text>
<text id="10136025">No mountain ahead</text>
<text id="10136026">No valley ahead</text>
<text id="10136027">No cliff ahead</text>
<text id="10136028">No waterside ahead</text>
<text id="10136029">No nest ahead</text>
<text id="10136030">No hole ahead</text>
<text id="10137001">No east ahead</text>
<text id="10137002">No west ahead</text>
<text id="10137003">No south ahead</text>
<text id="10137004">No north ahead</text>
<text id="10137005">No ahead ahead</text>
<text id="10137006">No behind ahead</text>
<text id="10137007">No left ahead</text>
<text id="10137008">No right ahead</text>
<text id="10137009">No center ahead</text>
<text id="10137010">No up ahead</text>
<text id="10137011">No down ahead</text>
<text id="10137012">No edge ahead</text>
<text id="10138001">No head ahead</text>
<text id="10138002">No stomach ahead</text>
<text id="10138003">No back ahead</text>
<text id="10138004">No arms ahead</text>
<text id="10138005">No legs ahead</text>
<text id="10138006">No rump ahead</text>
<text id="10138007">No tail ahead</text>
<text id="10138008">No core ahead</text>
<text id="10138009">No fingers ahead</text>
<text id="10139001">No physical ahead</text>
<text id="10139002">No standard ahead</text>
<text id="10139003">No striking ahead</text>
<text id="10139004">No slashing ahead</text>
<text id="10139005">No piercing ahead</text>
<text id="10139006">No fire ahead</text>
<text id="10139007">No lightning ahead</text>
<text id="10139008">No sorcery ahead</text>
<text id="10139009">No holy ahead</text>
<text id="10139010">No poison ahead</text>
<text id="10139011">No toxic ahead</text>
<text id="10139012">No plague ahead</text>
<text id="10139013">No hemorrhage ahead</text>
<text id="10139014">No frostbite ahead</text>
<text id="10139015">No sleep ahead</text>
<text id="10139016">No madness ahead</text>
<text id="10139017">No death ahead</text>
<text id="10140001">No life ahead</text>
<text id="10140002">No Death ahead</text>
<text id="10140003">No light ahead</text>
<text id="10140004">No dark ahead</text>
<text id="10140005">No stars ahead</text>
<text id="10140006">No fire ahead</text>
<text id="10140007">No Order ahead</text>
<text id="10140008">No chaos ahead</text>
<text id="10140009">No joy ahead</text>
<text id="10140010">No wrath ahead</text>
<text id="10140011">No suffering ahead</text>
<text id="10140012">No sadness ahead</text>
<text id="10140013">No comfort ahead</text>
<text id="10140014">No bliss ahead</text>
<text id="10140015">No misfortune ahead</text>
<text id="10140016">No good fortune ahead</text>
<text id="10140017">No bad luck ahead</text>
<text id="10140018">No hope ahead</text>
<text id="10140019">No despair ahead</text>
<text id="10140020">No victory ahead</text>
<text id="10140021">No defeat ahead</text>
<text id="10140022">No research ahead</text>
<text id="10140023">No faith ahead</text>
<text id="10140024">No abundance ahead</text>
<text id="10140025">No rot ahead</text>
<text id="10140026">No loyalty ahead</text>
<text id="10140027">No injustice ahead</text>
<text id="10140028">No secret ahead</text>
<text id="10140029">No opportunity ahead</text>
<text id="10140030">No pickle ahead</text>
<text id="10140031">No clue ahead</text>
<text id="10140032">No friendship ahead</text>
<text id="10140033">No love ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1249

```
<text id="10135030">no hiding place ahead</text>
<text id="10135031">no sniping spot ahead</text>
<text id="10135032">no recon spot ahead</text>
<text id="10135033">no safety ahead</text>
<text id="10135034">no danger ahead</text>
<text id="10135035">no gorgeous view ahead</text>
<text id="10135036">no detour ahead</text>
<text id="10135037">no hidden path ahead</text>
<text id="10135038">no secret passage ahead</text>
<text id="10135039">no shortcut ahead</text>
<text id="10135040">no dead end ahead</text>
<text id="10135041">no looking away ahead</text>
<text id="10135042">no unnoticed ahead</text>
<text id="10135043">no out of stamina ahead</text>
<text id="10136001">no high road ahead</text>
<text id="10136002">no checkpoint ahead</text>
<text id="10136003">no bridge ahead</text>
<text id="10136004">no castle ahead</text>
<text id="10136005">no fort ahead</text>
<text id="10136006">no city ahead</text>
<text id="10136007">no ruins ahead</text>
<text id="10136008">no church ahead</text>
<text id="10136009">no tower ahead</text>
<text id="10136010">no camp site ahead</text>
<text id="10136011">no house ahead</text>
<text id="10136012">no cemetery ahead</text>
<text id="10136013">no underground tomb ahead</text>
<text id="10136014">no tunnel ahead</text>
<text id="10136015">no cave ahead</text>
<text id="10136016">no evergaol ahead</text>
<text id="10136017">no great tree ahead</text>
<text id="10136018">no cellar ahead</text>
<text id="10136019">no surface ahead</text>
<text id="10136020">no underground ahead</text>
<text id="10136021">no forest ahead</text>
<text id="10136022">no river ahead</text>
<text id="10136023">no lake ahead</text>
<text id="10136024">no bog ahead</text>
<text id="10136025">no mountain ahead</text>
<text id="10136026">no valley ahead</text>
<text id="10136027">no cliff ahead</text>
<text id="10136028">no waterside ahead</text>
<text id="10136029">no nest ahead</text>
<text id="10136030">no hole ahead</text>
<text id="10137001">no east ahead</text>
<text id="10137002">no west ahead</text>
<text id="10137003">no south ahead</text>
<text id="10137004">no north ahead</text>
<text id="10137005">no ahead ahead</text>
<text id="10137006">no behind ahead</text>
<text id="10137007">no left ahead</text>
<text id="10137008">no right ahead</text>
<text id="10137009">no center ahead</text>
<text id="10137010">no up ahead</text>
<text id="10137011">no down ahead</text>
<text id="10137012">no edge ahead</text>
<text id="10138001">no head ahead</text>
<text id="10138002">no stomach ahead</text>
<text id="10138003">no back ahead</text>
<text id="10138004">no arms ahead</text>
<text id="10138005">no legs ahead</text>
<text id="10138006">no rump ahead</text>
<text id="10138007">no tail ahead</text>
<text id="10138008">no core ahead</text>
<text id="10138009">no fingers ahead</text>
<text id="10139001">no physical ahead</text>
<text id="10139002">no standard ahead</text>
<text id="10139003">no striking ahead</text>
<text id="10139004">no slashing ahead</text>
<text id="10139005">no piercing ahead</text>
<text id="10139006">no fire ahead</text>
<text id="10139007">no lightning ahead</text>
<text id="10139008">no magic ahead</text>
<text id="10139009">no holy ahead</text>
<text id="10139010">no poison ahead</text>
<text id="10139011">no toxic ahead</text>
<text id="10139012">no scarlet rot ahead</text>
<text id="10139013">no blood loss ahead</text>
<text id="10139014">no frost ahead</text>
<text id="10139015">no sleep ahead</text>
<text id="10139016">no madness ahead</text>
<text id="10139017">no death ahead</text>
<text id="10140001">no life ahead</text>
<text id="10140002">no Death ahead</text>
<text id="10140003">no light ahead</text>
<text id="10140004">no dark ahead</text>
<text id="10140005">no stars ahead</text>
<text id="10140006">no fire ahead</text>
<text id="10140007">no Order ahead</text>
<text id="10140008">no chaos ahead</text>
<text id="10140009">no joy ahead</text>
<text id="10140010">no wrath ahead</text>
<text id="10140011">no suffering ahead</text>
<text id="10140012">no sadness ahead</text>
<text id="10140013">no comfort ahead</text>
<text id="10140014">no bliss ahead</text>
<text id="10140015">no misfortune ahead</text>
<text id="10140016">no good fortune ahead</text>
<text id="10140017">no bad luck ahead</text>
<text id="10140018">no hope ahead</text>
<text id="10140019">no despair ahead</text>
<text id="10140020">no victory ahead</text>
<text id="10140021">no defeat ahead</text>
<text id="10140022">no research ahead</text>
<text id="10140023">no faith ahead</text>
<text id="10140024">no abundance ahead</text>
<text id="10140025">no rot ahead</text>
<text id="10140026">no loyalty ahead</text>
<text id="10140027">no injustice ahead</text>
<text id="10140028">no secret ahead</text>
<text id="10140029">no opportunity ahead</text>
<text id="10140030">no pickle ahead</text>
<text id="10140031">no clue ahead</text>
<text id="10140032">no friendship ahead</text>
<text id="10140033">no love ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1289

```
<text id="10140034">No bravery ahead</text>
<text id="10140035">No vigor ahead</text>
<text id="10140036">No fortitude ahead</text>
<text id="10140037">No confidence ahead</text>
<text id="10140038">No inadvertent ahead</text>
<text id="10140039">No unguarded ahead</text>
<text id="10140040">No introspection ahead</text>
<text id="10140041">No regret ahead</text>
<text id="10140042">No giving up ahead</text>
<text id="10140043">No futility ahead</text>
<text id="10140044">No at the limit ahead</text>
<text id="10140045">No betrayal ahead</text>
<text id="10140046">No revenge ahead</text>
<text id="10140047">No destroy ahead</text>
<text id="10140048">No recklessness ahead</text>
<text id="10140049">No calmness ahead</text>
<text id="10140050">No vigilance ahead</text>
<text id="10140051">No tranquility ahead</text>
<text id="10140052">No sound ahead</text>
<text id="10140053">No tears ahead</text>
<text id="10140054">No sleep ahead</text>
<text id="10140055">No depths ahead</text>
<text id="10140056">No dregs ahead</text>
<text id="10140057">No fear ahead</text>
<text id="10140058">No sacrifice ahead</text>
<text id="10140059">No ruin ahead</text>
<text id="10141001">No good luck ahead</text>
<text id="10141002">No look carefully ahead</text>
<text id="10141003">No listen carefully ahead</text>
<text id="10141004">No think carefully ahead</text>
<text id="10141005">No well done ahead</text>
<text id="10141006">No I did it! ahead</text>
<text id="10141007">No I've failed... ahead</text>
<text id="10141008">No here! ahead</text>
<text id="10141009">No not here! ahead</text>
<text id="10141010">No don't you dare! ahead</text>
<text id="10141011">No do it! ahead</text>
<text id="10141012">No I can't take this... ahead</text>
<text id="10141013">No don't think ahead</text>
<text id="10141014">No so lonely... ahead</text>
<text id="10141015">No here again... ahead</text>
<text id="10141016">No just getting started ahead</text>
<text id="10141017">No stay calm ahead</text>
<text id="10141018">No keep moving ahead</text>
<text id="10141019">No turn back ahead</text>
<text id="10141020">No give up ahead</text>
<text id="10141021">No don't give up ahead</text>
<text id="10141022">No help me... ahead</text>
<text id="10141023">No I don't believe it... ahead</text>
<text id="10141024">No too high up ahead</text>
<text id="10141025">No I want to go home... ahead</text>
<text id="10141026">No it's like a dream... ahead</text>
<text id="10141027">No seems familiar... ahead</text>
<text id="10141028">No beautiful... ahead</text>
<text id="10141029">No you don't have the right ahead</text>
<text id="10141030">No are you ready? ahead</text>
<text id="10230001">enemy required ahead</text>
<text id="10230002">weak foe required ahead</text>
<text id="10230003">strong foe required ahead</text>
<text id="10230004">monster required ahead</text>
<text id="10230005">dragon required ahead</text>
<text id="10230006">boss required ahead</text>
<text id="10230007">sentry required ahead</text>
<text id="10230008">group required ahead</text>
<text id="10230009">pack required ahead</text>
<text id="10230010">decoy required ahead</text>
<text id="10230011">undead required ahead</text>
<text id="10230012">soldier required ahead</text>
<text id="10230013">knight required ahead</text>
<text id="10230014">cavalier required ahead</text>
<text id="10230015">archer required ahead</text>
<text id="10230016">sniper required ahead</text>
<text id="10230017">mage required ahead</text>
<text id="10230018">ordnance required ahead</text>
<text id="10230019">monarch required ahead</text>
<text id="10230020">lord required ahead</text>
<text id="10230021">demi-human required ahead</text>
<text id="10230022">outsider required ahead</text>
<text id="10230023">giant required ahead</text>
<text id="10230024">horse required ahead</text>
<text id="10230025">dog required ahead</text>
<text id="10230026">wolf required ahead</text>
<text id="10230027">rat required ahead</text>
<text id="10230028">beast required ahead</text>
<text id="10230029">bird required ahead</text>
<text id="10230030">raptor required ahead</text>
<text id="10230031">snake required ahead</text>
<text id="10230032">crab required ahead</text>
<text id="10230033">prawn required ahead</text>
<text id="10230034">octopus required ahead</text>
<text id="10230035">bug required ahead</text>
<text id="10230036">scarab required ahead</text>
<text id="10230037">slug required ahead</text>
<text id="10230038">wraith required ahead</text>
<text id="10230039">skeleton required ahead</text>
<text id="10230040">monstrosity required ahead</text>
<text id="10230041">Ill-omened creature required ahead</text>
<text id="10231001">Tarnished required ahead</text>
<text id="10231002">warrior required ahead</text>
<text id="10231003">swordsman required ahead</text>
<text id="10231004">knight required ahead</text>
<text id="10231005">samurai required ahead</text>
<text id="10231006">sorcerer required ahead</text>
<text id="10231007">cleric required ahead</text>
<text id="10231008">sage required ahead</text>
<text id="10231009">merchant required ahead</text>
<text id="10231010">teacher required ahead</text>
<text id="10231011">master required ahead</text>
<text id="10231012">friend required ahead</text>
<text id="10231013">lover required ahead</text>
<text id="10231014">old dear required ahead</text>
<text id="10231015">old codger  required ahead</text>
<text id="10231016">angel required ahead</text>
<text id="10231017">fat coinpurse required ahead</text>
<text id="10231018">pauper required ahead</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1364

```
<text id="10140034">no bravery ahead</text>
<text id="10140035">no vigor ahead</text>
<text id="10140036">no fortitude ahead</text>
<text id="10140037">no confidence ahead</text>
<text id="10140038">no distracted ahead</text>
<text id="10140039">no unguarded ahead</text>
<text id="10140040">no introspection ahead</text>
<text id="10140041">no regret ahead</text>
<text id="10140042">no resignation ahead</text>
<text id="10140043">no futility ahead</text>
<text id="10140044">no on the brink ahead</text>
<text id="10140045">no betrayal ahead</text>
<text id="10140046">no revenge ahead</text>
<text id="10140047">no destruction ahead</text>
<text id="10140048">no recklessness ahead</text>
<text id="10140049">no calmness ahead</text>
<text id="10140050">no vigilance ahead</text>
<text id="10140051">no tranquility ahead</text>
<text id="10140052">no sound ahead</text>
<text id="10140053">no tears ahead</text>
<text id="10140054">no sleep ahead</text>
<text id="10140055">no depths ahead</text>
<text id="10140056">no dregs ahead</text>
<text id="10140057">no fear ahead</text>
<text id="10140058">no sacrifice ahead</text>
<text id="10140059">no ruin ahead</text>
<text id="10141001">no good luck ahead</text>
<text id="10141002">no look carefully ahead</text>
<text id="10141003">no listen carefully ahead</text>
<text id="10141004">no think carefully ahead</text>
<text id="10141005">no well done ahead</text>
<text id="10141006">no I did it! ahead</text>
<text id="10141007">no I've failed... ahead</text>
<text id="10141008">no here! ahead</text>
<text id="10141009">no not here! ahead</text>
<text id="10141010">no don't you dare! ahead</text>
<text id="10141011">no do it! ahead</text>
<text id="10141012">no I can't take this... ahead</text>
<text id="10141013">no don't think ahead</text>
<text id="10141014">no so lonely... ahead</text>
<text id="10141015">no here again... ahead</text>
<text id="10141016">no just getting started ahead</text>
<text id="10141017">no stay calm ahead</text>
<text id="10141018">no keep moving ahead</text>
<text id="10141019">no turn back ahead</text>
<text id="10141020">no give up ahead</text>
<text id="10141021">no don't give up ahead</text>
<text id="10141022">no help me... ahead</text>
<text id="10141023">no I don't believe it... ahead</text>
<text id="10141024">no too high up ahead</text>
<text id="10141025">no I want to go home... ahead</text>
<text id="10141026">no it's like a dream... ahead</text>
<text id="10141027">no seems familiar... ahead</text>
<text id="10141028">no beautiful... ahead</text>
<text id="10141029">no you don't have the right ahead</text>
<text id="10141030">no are you ready? ahead</text>
<text id="10230001">enemy required ahead</text>
<text id="10230002">weak foe required ahead</text>
<text id="10230003">strong foe required ahead</text>
<text id="10230004">monster required ahead</text>
<text id="10230005">dragon required ahead</text>
<text id="10230006">boss required ahead</text>
<text id="10230007">sentry required ahead</text>
<text id="10230008">group required ahead</text>
<text id="10230009">pack required ahead</text>
<text id="10230010">decoy required ahead</text>
<text id="10230011">undead required ahead</text>
<text id="10230012">soldier required ahead</text>
<text id="10230013">knight required ahead</text>
<text id="10230014">cavalier required ahead</text>
<text id="10230015">archer required ahead</text>
<text id="10230016">sniper required ahead</text>
<text id="10230017">mage required ahead</text>
<text id="10230018">ordnance required ahead</text>
<text id="10230019">monarch required ahead</text>
<text id="10230020">lord required ahead</text>
<text id="10230021">demi-human required ahead</text>
<text id="10230022">outsider required ahead</text>
<text id="10230023">giant required ahead</text>
<text id="10230024">horse required ahead</text>
<text id="10230025">dog required ahead</text>
<text id="10230026">wolf required ahead</text>
<text id="10230027">rat required ahead</text>
<text id="10230028">beast required ahead</text>
<text id="10230029">bird required ahead</text>
<text id="10230030">raptor required ahead</text>
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<text id="10330002">Be wary of weak foe</text>
<text id="10330003">Be wary of strong foe</text>
<text id="10330004">Be wary of monster</text>
<text id="10330005">Be wary of dragon</text>
<text id="10330006">Be wary of boss</text>
<text id="10330007">Be wary of sentry</text>
<text id="10330008">Be wary of group</text>
<text id="10330009">Be wary of pack</text>
<text id="10330010">Be wary of decoy</text>
<text id="10330011">Be wary of undead</text>
<text id="10330012">Be wary of soldier</text>
<text id="10330013">Be wary of knight</text>
<text id="10330014">Be wary of cavalier</text>
<text id="10330015">Be wary of archer</text>
<text id="10330016">Be wary of sniper</text>
<text id="10330017">Be wary of mage</text>
<text id="10330018">Be wary of ordnance</text>
<text id="10330019">Be wary of monarch</text>
<text id="10330020">Be wary of lord</text>
<text id="10330021">Be wary of demi-human</text>
<text id="10330022">Be wary of outsider</text>
<text id="10330023">Be wary of giant</text>
<text id="10330024">Be wary of horse</text>
<text id="10330025">Be wary of dog</text>
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<text id="10240006">fire required ahead</text>
<text id="10240007">Order required ahead</text>
<text id="10240008">chaos required ahead</text>
<text id="10240009">joy required ahead</text>
<text id="10240010">wrath required ahead</text>
<text id="10240011">suffering required ahead</text>
<text id="10240012">sadness required ahead</text>
<text id="10240013">comfort required ahead</text>
<text id="10240014">bliss required ahead</text>
<text id="10240015">misfortune required ahead</text>
<text id="10240016">good fortune required ahead</text>
<text id="10240017">bad luck required ahead</text>
<text id="10240018">hope required ahead</text>
<text id="10240019">despair required ahead</text>
<text id="10240020">victory required ahead</text>
<text id="10240021">defeat required ahead</text>
<text id="10240022">research required ahead</text>
<text id="10240023">faith required ahead</text>
<text id="10240024">abundance required ahead</text>
<text id="10240025">rot required ahead</text>
<text id="10240026">loyalty required ahead</text>
<text id="10240027">injustice required ahead</text>
<text id="10240028">secret required ahead</text>
<text id="10240029">opportunity required ahead</text>
<text id="10240030">pickle required ahead</text>
<text id="10240031">clue required ahead</text>
<text id="10240032">friendship required ahead</text>
<text id="10240033">love required ahead</text>
<text id="10240034">bravery required ahead</text>
<text id="10240035">vigor required ahead</text>
<text id="10240036">fortitude required ahead</text>
<text id="10240037">confidence required ahead</text>
<text id="10240038">distracted required ahead</text>
<text id="10240039">unguarded required ahead</text>
<text id="10240040">introspection required ahead</text>
<text id="10240041">regret required ahead</text>
<text id="10240042">resignation required ahead</text>
<text id="10240043">futility required ahead</text>
<text id="10240044">on the brink required ahead</text>
<text id="10240045">betrayal required ahead</text>
<text id="10240046">revenge required ahead</text>
<text id="10240047">destruction required ahead</text>
<text id="10240048">recklessness required ahead</text>
<text id="10240049">calmness required ahead</text>
<text id="10240050">vigilance required ahead</text>
<text id="10240051">tranquility required ahead</text>
<text id="10240052">sound required ahead</text>
<text id="10240053">tears required ahead</text>
<text id="10240054">sleep required ahead</text>
<text id="10240055">depths required ahead</text>
<text id="10240056">dregs required ahead</text>
<text id="10240057">fear required ahead</text>
<text id="10240058">sacrifice required ahead</text>
<text id="10240059">ruin required ahead</text>
<text id="10241001">good luck required ahead</text>
<text id="10241002">look carefully required ahead</text>
<text id="10241003">listen carefully required ahead</text>
<text id="10241004">think carefully required ahead</text>
<text id="10241005">well done required ahead</text>
<text id="10241006">I did it! required ahead</text>
<text id="10241007">I've failed... required ahead</text>
<text id="10241008">here! required ahead</text>
<text id="10241009">not here! required ahead</text>
<text id="10241010">don't you dare! required ahead</text>
<text id="10241011">do it! required ahead</text>
<text id="10241012">I can't take this... required ahead</text>
<text id="10241013">don't think required ahead</text>
<text id="10241014">so lonely... required ahead</text>
<text id="10241015">here again... required ahead</text>
<text id="10241016">just getting started required ahead</text>
<text id="10241017">stay calm required ahead</text>
<text id="10241018">keep moving required ahead</text>
<text id="10241019">turn back required ahead</text>
<text id="10241020">give up required ahead</text>
<text id="10241021">don't give up required ahead</text>
<text id="10241022">help me... required ahead</text>
<text id="10241023">I don't believe it... required ahead</text>
<text id="10241024">too high up required ahead</text>
<text id="10241025">I want to go home... required ahead</text>
<text id="10241026">it's like a dream... required ahead</text>
<text id="10241027">seems familiar... required ahead</text>
<text id="10241028">beautiful... required ahead</text>
<text id="10241029">you don't have the right required ahead</text>
<text id="10241030">are you ready? required ahead</text>
<text id="10330001">be wary of enemy</text>
<text id="10330002">be wary of weak foe</text>
<text id="10330003">be wary of strong foe</text>
<text id="10330004">be wary of monster</text>
<text id="10330005">be wary of dragon</text>
<text id="10330006">be wary of boss</text>
<text id="10330007">be wary of sentry</text>
<text id="10330008">be wary of group</text>
<text id="10330009">be wary of pack</text>
<text id="10330010">be wary of decoy</text>
<text id="10330011">be wary of undead</text>
<text id="10330012">be wary of soldier</text>
<text id="10330013">be wary of knight</text>
<text id="10330014">be wary of cavalier</text>
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<text id="10330016">be wary of sniper</text>
<text id="10330017">be wary of mage</text>
<text id="10330018">be wary of ordnance</text>
<text id="10330019">be wary of monarch</text>
<text id="10330020">be wary of lord</text>
<text id="10330021">be wary of demi-human</text>
<text id="10330022">be wary of outsider</text>
<text id="10330023">be wary of giant</text>
<text id="10330024">be wary of horse</text>
<text id="10330025">be wary of dog</text>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1739

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<text id="10330026">Be wary of wolf</text>
<text id="10330027">Be wary of rat</text>
<text id="10330028">Be wary of beast</text>
<text id="10330029">Be wary of bird</text>
<text id="10330030">Be wary of raptor</text>
<text id="10330031">Be wary of snake</text>
<text id="10330032">Be wary of crab</text>
<text id="10330033">Be wary of prawn</text>
<text id="10330034">Be wary of octopus</text>
<text id="10330035">Be wary of bug</text>
<text id="10330036">Be wary of scarab</text>
<text id="10330037">Be wary of slug</text>
<text id="10330038">Be wary of wraith</text>
<text id="10330039">Be wary of skeleton</text>
<text id="10330040">Be wary of monstrosity</text>
<text id="10330041">Be wary of Ill-omened creature</text>
<text id="10331001">Be wary of Tarnished</text>
<text id="10331002">Be wary of warrior</text>
<text id="10331003">Be wary of swordsman</text>
<text id="10331004">Be wary of knight</text>
<text id="10331005">Be wary of samurai</text>
<text id="10331006">Be wary of sorcerer</text>
<text id="10331007">Be wary of cleric</text>
<text id="10331008">Be wary of sage</text>
<text id="10331009">Be wary of merchant</text>
<text id="10331010">Be wary of teacher</text>
<text id="10331011">Be wary of master</text>
<text id="10331012">Be wary of friend</text>
<text id="10331013">Be wary of lover</text>
<text id="10331014">Be wary of old dear</text>
<text id="10331015">Be wary of old codger </text>
<text id="10331016">Be wary of angel</text>
<text id="10331017">Be wary of fat coinpurse</text>
<text id="10331018">Be wary of pauper</text>
<text id="10331019">Be wary of good sort</text>
<text id="10331020">Be wary of wicked sort</text>
<text id="10331021">Be wary of plump sort</text>
<text id="10331022">Be wary of skinny sort</text>
<text id="10331023">Be wary of lovable sort</text>
<text id="10331024">Be wary of pathetic sort</text>
<text id="10331025">Be wary of strange sort</text>
<text id="10331026">Be wary of nimble sort</text>
<text id="10331027">Be wary of laggardly sort</text>
<text id="10331028">Be wary of invisible sort</text>
<text id="10331029">Be wary of unfathomable sort</text>
<text id="10331030">Be wary of giant sort</text>
<text id="10331031">Be wary of sinner</text>
<text id="10331032">Be wary of thief</text>
<text id="10331033">Be wary of liar</text>
<text id="10331034">Be wary of dastard</text>
<text id="10331035">Be wary of traitor</text>
<text id="10331036">Be wary of pair</text>
<text id="10331037">Be wary of trio</text>
<text id="10331038">Be wary of noble</text>
<text id="10331039">Be wary of aristocrat</text>
<text id="10331040">Be wary of hero</text>
<text id="10331041">Be wary of champion</text>
<text id="10331042">Be wary of monarch</text>
<text id="10331043">Be wary of lord</text>
<text id="10331044">Be wary of god</text>
<text id="10332001">Be wary of item</text>
<text id="10332002">Be wary of necessary item</text>
<text id="10332003">Be wary of precious item</text>
<text id="10332004">Be wary of something</text>
<text id="10332005">Be wary of something incredible</text>
<text id="10332006">Be wary of treasure chest</text>
<text id="10332007">Be wary of corpse</text>
<text id="10332008">Be wary of coffin</text>
<text id="10332009">Be wary of trap</text>
<text id="10332010">Be wary of armament</text>
<text id="10332011">Be wary of shield</text>
<text id="10332012">Be wary of bow</text>
<text id="10332013">Be wary of projectile weapon</text>
<text id="10332014">Be wary of armor</text>
<text id="10332015">Be wary of talisman</text>
<text id="10332016">Be wary of battle art</text>
<text id="10332017">Be wary of sorcery</text>
<text id="10332018">Be wary of incantation</text>
<text id="10332019">Be wary of map</text>
<text id="10332020">Be wary of material</text>
<text id="10332021">Be wary of flower</text>
<text id="10332022">Be wary of grass</text>
<text id="10332023">Be wary of tree</text>
<text id="10332024">Be wary of fruit</text>
<text id="10332025">Be wary of seed</text>
<text id="10332026">Be wary of mushroom</text>
<text id="10332027">Be wary of tear</text>
<text id="10332028">Be wary of crystal</text>
<text id="10332029">Be wary of butterfly</text>
<text id="10332030">Be wary of bug</text>
<text id="10332031">Be wary of dung</text>
<text id="10332032">Be wary of grace</text>
<text id="10332033">Be wary of door</text>
<text id="10332034">Be wary of key</text>
<text id="10332035">Be wary of ladder</text>
<text id="10332036">Be wary of lever</text>
<text id="10332037">Be wary of lift</text>
<text id="10332038">Be wary of spiritspring</text>
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<text id="10332040">Be wary of stone astrolabe</text>
<text id="10332041">Be wary of telescopic view</text>
<text id="10332042">Be wary of message</text>
<text id="10332043">Be wary of bloodstain</text>
<text id="10332044">Be wary of Erdtree</text>
<text id="10332045">Be wary of Elden Ring</text>
<text id="10333001">Be wary of close-quarters battle</text>
<text id="10333002">Be wary of ranged battle</text>
<text id="10333003">Be wary of horseback battle</text>
<text id="10333004">Be wary of luring out</text>
<text id="10333005">Be wary of defeating one-by-one</text>
<text id="10333006">Be wary of taking on all at once</text>
<text id="10333007">Be wary of rushing in</text>
<text id="10333008">Be wary of stealth</text>
<text id="10333009">Be wary of mimicry</text>
<text id="10333010">Be wary of confusion</text>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1814

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<text id="10330026">be wary of wolf</text>
<text id="10330027">be wary of rat</text>
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<text id="10330030">be wary of raptor</text>
<text id="10330031">be wary of snake</text>
<text id="10330032">be wary of crab</text>
<text id="10330033">be wary of prawn</text>
<text id="10330034">be wary of octopus</text>
<text id="10330035">be wary of bug</text>
<text id="10330036">be wary of scarab</text>
<text id="10330037">be wary of slug</text>
<text id="10330038">be wary of wraith</text>
<text id="10330039">be wary of skeleton</text>
<text id="10330040">be wary of monstrosity</text>
<text id="10330041">be wary of ill-omened creature</text>
<text id="10331001">be wary of Tarnished</text>
<text id="10331002">be wary of warrior</text>
<text id="10331003">be wary of swordfighter</text>
<text id="10331004">be wary of knight</text>
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<text id="10331006">be wary of sorcerer</text>
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<text id="10331008">be wary of sage</text>
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<text id="10331010">be wary of teacher</text>
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<text id="10331012">be wary of friend</text>
<text id="10331013">be wary of lover</text>
<text id="10331014">be wary of old dear</text>
<text id="10331015">be wary of old codger </text>
<text id="10331016">be wary of angel</text>
<text id="10331017">be wary of fat coinpurse</text>
<text id="10331018">be wary of pauper</text>
<text id="10331019">be wary of good sort</text>
<text id="10331020">be wary of wicked sort</text>
<text id="10331021">be wary of plump sort</text>
<text id="10331022">be wary of skinny sort</text>
<text id="10331023">be wary of lovable sort</text>
<text id="10331024">be wary of pathetic sort</text>
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<text id="10331026">be wary of nimble sort</text>
<text id="10331027">be wary of laggardly sort</text>
<text id="10331028">be wary of invisible sort</text>
<text id="10331029">be wary of unfathomable sort</text>
<text id="10331030">be wary of giant sort</text>
<text id="10331031">be wary of sinner</text>
<text id="10331032">be wary of thief</text>
<text id="10331033">be wary of liar</text>
<text id="10331034">be wary of dastard</text>
<text id="10331035">be wary of traitor</text>
<text id="10331036">be wary of pair</text>
<text id="10331037">be wary of trio</text>
<text id="10331038">be wary of noble</text>
<text id="10331039">be wary of aristocrat</text>
<text id="10331040">be wary of hero</text>
<text id="10331041">be wary of champion</text>
<text id="10331042">be wary of monarch</text>
<text id="10331043">be wary of lord</text>
<text id="10331044">be wary of god</text>
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<text id="10332002">be wary of necessary item</text>
<text id="10332003">be wary of precious item</text>
<text id="10332004">be wary of something</text>
<text id="10332005">be wary of something incredible</text>
<text id="10332006">be wary of treasure chest</text>
<text id="10332007">be wary of corpse</text>
<text id="10332008">be wary of coffin</text>
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<text id="10332014">be wary of armor</text>
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<text id="10332016">be wary of skill</text>
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<text id="10332029">be wary of butterfly</text>
<text id="10332030">be wary of bug</text>
<text id="10332031">be wary of dung</text>
<text id="10332032">be wary of grace</text>
<text id="10332033">be wary of door</text>
<text id="10332034">be wary of key</text>
<text id="10332035">be wary of ladder</text>
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<text id="10332037">be wary of lift</text>
<text id="10332038">be wary of spiritspring</text>
<text id="10332039">be wary of sending gate</text>
<text id="10332040">be wary of stone astrolabe</text>
<text id="10332041">be wary of Birdseye Telescope</text>
<text id="10332042">be wary of message</text>
<text id="10332043">be wary of bloodstain</text>
<text id="10332044">be wary of Erdtree</text>
<text id="10332045">be wary of Elden Ring</text>
<text id="10333001">be wary of close-quarters battle</text>
<text id="10333002">be wary of ranged battle</text>
<text id="10333003">be wary of horseback battle</text>
<text id="10333004">be wary of luring out</text>
<text id="10333005">be wary of defeating one-by-one</text>
<text id="10333006">be wary of taking on all at once</text>
<text id="10333007">be wary of rushing in</text>
<text id="10333008">be wary of stealth</text>
<text id="10333009">be wary of mimicry</text>
<text id="10333010">be wary of confusion</text>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1854

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<text id="10333011">Be wary of pursuit</text>
<text id="10333012">Be wary of fleeing</text>
<text id="10333013">Be wary of summoning</text>
<text id="10333014">Be wary of circling around</text>
<text id="10333015">Be wary of jumping off</text>
<text id="10333016">Be wary of dashing through</text>
<text id="10333017">Be wary of brief respite</text>
<text id="10334001">Be wary of attacking</text>
<text id="10334002">Be wary of jump attack</text>
<text id="10334003">Be wary of running attack</text>
<text id="10334004">Be wary of critical hit</text>
<text id="10334005">Be wary of two-handing</text>
<text id="10334006">Be wary of blocking</text>
<text id="10334007">Be wary of parrying</text>
<text id="10334008">Be wary of guard counter</text>
<text id="10334009">Be wary of sorcery</text>
<text id="10334010">Be wary of incantation</text>
<text id="10334011">Be wary of skill</text>
<text id="10334012">Be wary of summoning</text>
<text id="10334013">Be wary of throwing</text>
<text id="10334014">Be wary of healing</text>
<text id="10334015">Be wary of running</text>
<text id="10334016">Be wary of rolling</text>
<text id="10334017">Be wary of backstepping</text>
<text id="10334018">Be wary of jumping</text>
<text id="10334019">Be wary of crouching</text>
<text id="10334020">Be wary of target lock</text>
<text id="10334021">Be wary of item crafting</text>
<text id="10334022">Be wary of gesturing</text>
<text id="10335001">Be wary of morning</text>
<text id="10335002">Be wary of noon</text>
<text id="10335003">Be wary of evening</text>
<text id="10335004">Be wary of night</text>
<text id="10335005">Be wary of clear sky</text>
<text id="10335006">Be wary of overcast</text>
<text id="10335007">Be wary of rain</text>
<text id="10335008">Be wary of storm</text>
<text id="10335009">Be wary of mist</text>
<text id="10335010">Be wary of snow</text>
<text id="10335011">Be wary of patrolling</text>
<text id="10335012">Be wary of procession</text>
<text id="10335013">Be wary of crowd</text>
<text id="10335014">Be wary of surprise attack</text>
<text id="10335015">Be wary of ambush</text>
<text id="10335016">Be wary of pincer attack</text>
<text id="10335017">Be wary of beating to a pulp</text>
<text id="10335018">Be wary of battle</text>
<text id="10335019">Be wary of reinforcements</text>
<text id="10335020">Be wary of ritual</text>
<text id="10335021">Be wary of explosion</text>
<text id="10335022">Be wary of high spot</text>
<text id="10335023">Be wary of defensible spot</text>
<text id="10335024">Be wary of climbable spot</text>
<text id="10335025">Be wary of crossable spot</text>
<text id="10335026">Be wary of bright spot</text>
<text id="10335027">Be wary of dark spot</text>
<text id="10335028">Be wary of open area</text>
<text id="10335029">Be wary of cramped area</text>
<text id="10335030">Be wary of hiding place</text>
<text id="10335031">Be wary of sniping spot</text>
<text id="10335032">Be wary of recon spot</text>
<text id="10335033">Be wary of safety</text>
<text id="10335034">Be wary of danger</text>
<text id="10335035">Be wary of gorgeous view</text>
<text id="10335036">Be wary of detour</text>
<text id="10335037">Be wary of hidden path</text>
<text id="10335038">Be wary of secret passage</text>
<text id="10335039">Be wary of shortcut</text>
<text id="10335040">Be wary of dead end</text>
<text id="10335041">Be wary of looking away</text>
<text id="10335042">Be wary of unnoticed</text>
<text id="10335043">Be wary of out of stamina</text>
<text id="10336001">Be wary of high road</text>
<text id="10336002">Be wary of checkpoint</text>
<text id="10336003">Be wary of bridge</text>
<text id="10336004">Be wary of castle</text>
<text id="10336005">Be wary of fort</text>
<text id="10336006">Be wary of city</text>
<text id="10336007">Be wary of ruins</text>
<text id="10336008">Be wary of church</text>
<text id="10336009">Be wary of tower</text>
<text id="10336010">Be wary of camp site</text>
<text id="10336011">Be wary of house</text>
<text id="10336012">Be wary of cemetery</text>
<text id="10336013">Be wary of underground tomb</text>
<text id="10336014">Be wary of tunnel</text>
<text id="10336015">Be wary of cave</text>
<text id="10336016">Be wary of evergaol</text>
<text id="10336017">Be wary of great tree</text>
<text id="10336018">Be wary of cellar</text>
<text id="10336019">Be wary of surface</text>
<text id="10336020">Be wary of underground</text>
<text id="10336021">Be wary of forest</text>
<text id="10336022">Be wary of river</text>
<text id="10336023">Be wary of lake</text>
<text id="10336024">Be wary of bog</text>
<text id="10336025">Be wary of mountain</text>
<text id="10336026">Be wary of valley</text>
<text id="10336027">Be wary of cliff</text>
<text id="10336028">Be wary of waterside</text>
<text id="10336029">Be wary of nest</text>
<text id="10336030">Be wary of hole</text>
<text id="10337001">Be wary of east</text>
<text id="10337002">Be wary of west</text>
<text id="10337003">Be wary of south</text>
<text id="10337004">Be wary of north</text>
<text id="10337005">Be wary of ahead</text>
<text id="10337006">Be wary of behind</text>
<text id="10337007">Be wary of left</text>
<text id="10337008">Be wary of right</text>
<text id="10337009">Be wary of center</text>
<text id="10337010">Be wary of up</text>
<text id="10337011">Be wary of down</text>
<text id="10337012">Be wary of edge</text>
<text id="10338001">Be wary of head</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1929

```
<text id="10333011">be wary of pursuit</text>
<text id="10333012">be wary of fleeing</text>
<text id="10333013">be wary of summoning</text>
<text id="10333014">be wary of circling around</text>
<text id="10333015">be wary of jumping off</text>
<text id="10333016">be wary of dashing through</text>
<text id="10333017">be wary of brief respite</text>
<text id="10334001">be wary of attacking</text>
<text id="10334002">be wary of jump attack</text>
<text id="10334003">be wary of running attack</text>
<text id="10334004">be wary of critical hit</text>
<text id="10334005">be wary of two-handing</text>
<text id="10334006">be wary of blocking</text>
<text id="10334007">be wary of parrying</text>
<text id="10334008">be wary of guard counter</text>
<text id="10334009">be wary of sorcery</text>
<text id="10334010">be wary of incantation</text>
<text id="10334011">be wary of skill</text>
<text id="10334012">be wary of summoning</text>
<text id="10334013">be wary of throwing</text>
<text id="10334014">be wary of healing</text>
<text id="10334015">be wary of running</text>
<text id="10334016">be wary of rolling</text>
<text id="10334017">be wary of backstepping</text>
<text id="10334018">be wary of jumping</text>
<text id="10334019">be wary of crouching</text>
<text id="10334020">be wary of target lock</text>
<text id="10334021">be wary of item crafting</text>
<text id="10334022">be wary of gesturing</text>
<text id="10335001">be wary of morning</text>
<text id="10335002">be wary of noon</text>
<text id="10335003">be wary of evening</text>
<text id="10335004">be wary of night</text>
<text id="10335005">be wary of clear sky</text>
<text id="10335006">be wary of overcast</text>
<text id="10335007">be wary of rain</text>
<text id="10335008">be wary of storm</text>
<text id="10335009">be wary of mist</text>
<text id="10335010">be wary of snow</text>
<text id="10335011">be wary of patrolling</text>
<text id="10335012">be wary of procession</text>
<text id="10335013">be wary of crowd</text>
<text id="10335014">be wary of surprise attack</text>
<text id="10335015">be wary of ambush</text>
<text id="10335016">be wary of pincer attack</text>
<text id="10335017">be wary of beating to a pulp</text>
<text id="10335018">be wary of battle</text>
<text id="10335019">be wary of reinforcements</text>
<text id="10335020">be wary of ritual</text>
<text id="10335021">be wary of explosion</text>
<text id="10335022">be wary of high spot</text>
<text id="10335023">be wary of defensible spot</text>
<text id="10335024">be wary of climbable spot</text>
<text id="10335025">be wary of crossable spot</text>
<text id="10335026">be wary of bright spot</text>
<text id="10335027">be wary of dark spot</text>
<text id="10335028">be wary of open area</text>
<text id="10335029">be wary of cramped area</text>
<text id="10335030">be wary of hiding place</text>
<text id="10335031">be wary of sniping spot</text>
<text id="10335032">be wary of recon spot</text>
<text id="10335033">be wary of safety</text>
<text id="10335034">be wary of danger</text>
<text id="10335035">be wary of gorgeous view</text>
<text id="10335036">be wary of detour</text>
<text id="10335037">be wary of hidden path</text>
<text id="10335038">be wary of secret passage</text>
<text id="10335039">be wary of shortcut</text>
<text id="10335040">be wary of dead end</text>
<text id="10335041">be wary of looking away</text>
<text id="10335042">be wary of unnoticed</text>
<text id="10335043">be wary of out of stamina</text>
<text id="10336001">be wary of high road</text>
<text id="10336002">be wary of checkpoint</text>
<text id="10336003">be wary of bridge</text>
<text id="10336004">be wary of castle</text>
<text id="10336005">be wary of fort</text>
<text id="10336006">be wary of city</text>
<text id="10336007">be wary of ruins</text>
<text id="10336008">be wary of church</text>
<text id="10336009">be wary of tower</text>
<text id="10336010">be wary of camp site</text>
<text id="10336011">be wary of house</text>
<text id="10336012">be wary of cemetery</text>
<text id="10336013">be wary of underground tomb</text>
<text id="10336014">be wary of tunnel</text>
<text id="10336015">be wary of cave</text>
<text id="10336016">be wary of evergaol</text>
<text id="10336017">be wary of great tree</text>
<text id="10336018">be wary of cellar</text>
<text id="10336019">be wary of surface</text>
<text id="10336020">be wary of underground</text>
<text id="10336021">be wary of forest</text>
<text id="10336022">be wary of river</text>
<text id="10336023">be wary of lake</text>
<text id="10336024">be wary of bog</text>
<text id="10336025">be wary of mountain</text>
<text id="10336026">be wary of valley</text>
<text id="10336027">be wary of cliff</text>
<text id="10336028">be wary of waterside</text>
<text id="10336029">be wary of nest</text>
<text id="10336030">be wary of hole</text>
<text id="10337001">be wary of east</text>
<text id="10337002">be wary of west</text>
<text id="10337003">be wary of south</text>
<text id="10337004">be wary of north</text>
<text id="10337005">be wary of ahead</text>
<text id="10337006">be wary of behind</text>
<text id="10337007">be wary of left</text>
<text id="10337008">be wary of right</text>
<text id="10337009">be wary of center</text>
<text id="10337010">be wary of up</text>
<text id="10337011">be wary of down</text>
<text id="10337012">be wary of edge</text>
<text id="10338001">be wary of head</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 1969

```
<text id="10338002">Be wary of stomach</text>
<text id="10338003">Be wary of back</text>
<text id="10338004">Be wary of arms</text>
<text id="10338005">Be wary of legs</text>
<text id="10338006">Be wary of rump</text>
<text id="10338007">Be wary of tail</text>
<text id="10338008">Be wary of core</text>
<text id="10338009">Be wary of fingers</text>
<text id="10339001">Be wary of physical</text>
<text id="10339002">Be wary of standard</text>
<text id="10339003">Be wary of striking</text>
<text id="10339004">Be wary of slashing</text>
<text id="10339005">Be wary of piercing</text>
<text id="10339006">Be wary of fire</text>
<text id="10339007">Be wary of lightning</text>
<text id="10339008">Be wary of sorcery</text>
<text id="10339009">Be wary of holy</text>
<text id="10339010">Be wary of poison</text>
<text id="10339011">Be wary of toxic</text>
<text id="10339012">Be wary of plaque</text>
<text id="10339013">Be wary of hemorrhage</text>
<text id="10339014">Be wary of frostbite</text>
<text id="10339015">Be wary of sleep</text>
<text id="10339016">Be wary of madness</text>
<text id="10339017">Be wary of death</text>
<text id="10340001">Be wary of life</text>
<text id="10340002">Be wary of Death</text>
<text id="10340003">Be wary of light</text>
<text id="10340004">Be wary of dark</text>
<text id="10340005">Be wary of stars</text>
<text id="10340006">Be wary of fire</text>
<text id="10340007">Be wary of Order</text>
<text id="10340008">Be wary of chaos</text>
<text id="10340009">Be wary of joy</text>
<text id="10340010">Be wary of wrath</text>
<text id="10340011">Be wary of suffering</text>
<text id="10340012">Be wary of sadness</text>
<text id="10340013">Be wary of comfort</text>
<text id="10340014">Be wary of bliss</text>
<text id="10340015">Be wary of misfortune</text>
<text id="10340016">Be wary of good fortune</text>
<text id="10340017">Be wary of bad luck</text>
<text id="10340018">Be wary of hope</text>
<text id="10340019">Be wary of despair</text>
<text id="10340020">Be wary of victory</text>
<text id="10340021">Be wary of defeat</text>
<text id="10340022">Be wary of research</text>
<text id="10340023">Be wary of faith</text>
<text id="10340024">Be wary of abundance</text>
<text id="10340025">Be wary of rot</text>
<text id="10340026">Be wary of loyalty</text>
<text id="10340027">Be wary of injustice</text>
<text id="10340028">Be wary of secret</text>
<text id="10340029">Be wary of opportunity</text>
<text id="10340030">Be wary of pickle</text>
<text id="10340031">Be wary of clue</text>
<text id="10340032">Be wary of friendship</text>
<text id="10340033">Be wary of love</text>
<text id="10340034">Be wary of bravery</text>
<text id="10340035">Be wary of vigor</text>
<text id="10340036">Be wary of fortitude</text>
<text id="10340037">Be wary of confidence</text>
<text id="10340038">Be wary of inadvertent</text>
<text id="10340039">Be wary of unguarded</text>
<text id="10340040">Be wary of introspection</text>
<text id="10340041">Be wary of regret</text>
<text id="10340042">Be wary of giving up</text>
<text id="10340043">Be wary of futility</text>
<text id="10340044">Be wary of at the limit</text>
<text id="10340045">Be wary of betrayal</text>
<text id="10340046">Be wary of revenge</text>
<text id="10340047">Be wary of destroy</text>
<text id="10340048">Be wary of recklessness</text>
<text id="10340049">Be wary of calmness</text>
<text id="10340050">Be wary of vigilance</text>
<text id="10340051">Be wary of tranquility</text>
<text id="10340052">Be wary of sound</text>
<text id="10340053">Be wary of tears</text>
<text id="10340054">Be wary of sleep</text>
<text id="10340055">Be wary of depths</text>
<text id="10340056">Be wary of dregs</text>
<text id="10340057">Be wary of fear</text>
<text id="10340058">Be wary of sacrifice</text>
<text id="10340059">Be wary of ruin</text>
<text id="10341001">Be wary of good luck</text>
<text id="10341002">Be wary of look carefully</text>
<text id="10341003">Be wary of listen carefully</text>
<text id="10341004">Be wary of think carefully</text>
<text id="10341005">Be wary of well done</text>
<text id="10341006">Be wary of I did it!</text>
<text id="10341007">Be wary of I've failed...</text>
<text id="10341008">Be wary of here!</text>
<text id="10341009">Be wary of not here!</text>
<text id="10341010">Be wary of don't you dare!</text>
<text id="10341011">Be wary of do it!</text>
<text id="10341012">Be wary of I can't take this...</text>
<text id="10341013">Be wary of don't think</text>
<text id="10341014">Be wary of so lonely...</text>
<text id="10341015">Be wary of here again...</text>
<text id="10341016">Be wary of just getting started</text>
<text id="10341017">Be wary of stay calm</text>
<text id="10341018">Be wary of keep moving</text>
<text id="10341019">Be wary of turn back</text>
<text id="10341020">Be wary of give up</text>
<text id="10341021">Be wary of don't give up</text>
<text id="10341022">Be wary of help me...</text>
<text id="10341023">Be wary of I don't believe it...</text>
<text id="10341024">Be wary of too high up</text>
<text id="10341025">Be wary of I want to go home...</text>
<text id="10341026">Be wary of it's like a dream...</text>
<text id="10341027">Be wary of seems familiar...</text>
<text id="10341028">Be wary of beautiful...</text>
<text id="10341029">Be wary of you don't have the right</text>
<text id="10341030">Be wary of are you ready?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2044

```
<text id="10338002">be wary of stomach</text>
<text id="10338003">be wary of back</text>
<text id="10338004">be wary of arms</text>
<text id="10338005">be wary of legs</text>
<text id="10338006">be wary of rump</text>
<text id="10338007">be wary of tail</text>
<text id="10338008">be wary of core</text>
<text id="10338009">be wary of fingers</text>
<text id="10339001">be wary of physical</text>
<text id="10339002">be wary of standard</text>
<text id="10339003">be wary of striking</text>
<text id="10339004">be wary of slashing</text>
<text id="10339005">be wary of piercing</text>
<text id="10339006">be wary of fire</text>
<text id="10339007">be wary of lightning</text>
<text id="10339008">be wary of magic</text>
<text id="10339009">be wary of holy</text>
<text id="10339010">be wary of poison</text>
<text id="10339011">be wary of toxic</text>
<text id="10339012">be wary of scarlet rot</text>
<text id="10339013">be wary of blood loss</text>
<text id="10339014">be wary of frost</text>
<text id="10339015">be wary of sleep</text>
<text id="10339016">be wary of madness</text>
<text id="10339017">be wary of death</text>
<text id="10340001">be wary of life</text>
<text id="10340002">be wary of Death</text>
<text id="10340003">be wary of light</text>
<text id="10340004">be wary of dark</text>
<text id="10340005">be wary of stars</text>
<text id="10340006">be wary of fire</text>
<text id="10340007">be wary of Order</text>
<text id="10340008">be wary of chaos</text>
<text id="10340009">be wary of joy</text>
<text id="10340010">be wary of wrath</text>
<text id="10340011">be wary of suffering</text>
<text id="10340012">be wary of sadness</text>
<text id="10340013">be wary of comfort</text>
<text id="10340014">be wary of bliss</text>
<text id="10340015">be wary of misfortune</text>
<text id="10340016">be wary of good fortune</text>
<text id="10340017">be wary of bad luck</text>
<text id="10340018">be wary of hope</text>
<text id="10340019">be wary of despair</text>
<text id="10340020">be wary of victory</text>
<text id="10340021">be wary of defeat</text>
<text id="10340022">be wary of research</text>
<text id="10340023">be wary of faith</text>
<text id="10340024">be wary of abundance</text>
<text id="10340025">be wary of rot</text>
<text id="10340026">be wary of loyalty</text>
<text id="10340027">be wary of injustice</text>
<text id="10340028">be wary of secret</text>
<text id="10340029">be wary of opportunity</text>
<text id="10340030">be wary of pickle</text>
<text id="10340031">be wary of clue</text>
<text id="10340032">be wary of friendship</text>
<text id="10340033">be wary of love</text>
<text id="10340034">be wary of bravery</text>
<text id="10340035">be wary of vigor</text>
<text id="10340036">be wary of fortitude</text>
<text id="10340037">be wary of confidence</text>
<text id="10340038">be wary of distracted</text>
<text id="10340039">be wary of unguarded</text>
<text id="10340040">be wary of introspection</text>
<text id="10340041">be wary of regret</text>
<text id="10340042">be wary of resignation</text>
<text id="10340043">be wary of futility</text>
<text id="10340044">be wary of on the brink</text>
<text id="10340045">be wary of betrayal</text>
<text id="10340046">be wary of revenge</text>
<text id="10340047">be wary of destruction</text>
<text id="10340048">be wary of recklessness</text>
<text id="10340049">be wary of calmness</text>
<text id="10340050">be wary of vigilance</text>
<text id="10340051">be wary of tranquility</text>
<text id="10340052">be wary of sound</text>
<text id="10340053">be wary of tears</text>
<text id="10340054">be wary of sleep</text>
<text id="10340055">be wary of depths</text>
<text id="10340056">be wary of dregs</text>
<text id="10340057">be wary of fear</text>
<text id="10340058">be wary of sacrifice</text>
<text id="10340059">be wary of ruin</text>
<text id="10341001">be wary of good luck</text>
<text id="10341002">be wary of look carefully</text>
<text id="10341003">be wary of listen carefully</text>
<text id="10341004">be wary of think carefully</text>
<text id="10341005">be wary of well done</text>
<text id="10341006">be wary of I did it!</text>
<text id="10341007">be wary of I've failed...</text>
<text id="10341008">be wary of here!</text>
<text id="10341009">be wary of not here!</text>
<text id="10341010">be wary of don't you dare!</text>
<text id="10341011">be wary of do it!</text>
<text id="10341012">be wary of I can't take this...</text>
<text id="10341013">be wary of don't think</text>
<text id="10341014">be wary of so lonely...</text>
<text id="10341015">be wary of here again...</text>
<text id="10341016">be wary of just getting started</text>
<text id="10341017">be wary of stay calm</text>
<text id="10341018">be wary of keep moving</text>
<text id="10341019">be wary of turn back</text>
<text id="10341020">be wary of give up</text>
<text id="10341021">be wary of don't give up</text>
<text id="10341022">be wary of help me...</text>
<text id="10341023">be wary of I don't believe it...</text>
<text id="10341024">be wary of too high up</text>
<text id="10341025">be wary of I want to go home...</text>
<text id="10341026">be wary of it's like a dream...</text>
<text id="10341027">be wary of seems familiar...</text>
<text id="10341028">be wary of beautiful...</text>
<text id="10341029">be wary of you don't have the right</text>
<text id="10341030">be wary of are you ready?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2083

```
<text id="10430001">Try enemy</text>
<text id="10430002">Try weak foe</text>
<text id="10430003">Try strong foe</text>
<text id="10430004">Try monster</text>
<text id="10430005">Try dragon</text>
<text id="10430006">Try boss</text>
<text id="10430007">Try sentry</text>
<text id="10430008">Try group</text>
<text id="10430009">Try pack</text>
<text id="10430010">Try decoy</text>
<text id="10430011">Try undead</text>
<text id="10430012">Try soldier</text>
<text id="10430013">Try knight</text>
<text id="10430014">Try cavalier</text>
<text id="10430015">Try archer</text>
<text id="10430016">Try sniper</text>
<text id="10430017">Try mage</text>
<text id="10430018">Try ordnance</text>
<text id="10430019">Try monarch</text>
<text id="10430020">Try lord</text>
<text id="10430021">Try demi-human</text>
<text id="10430022">Try outsider</text>
<text id="10430023">Try giant</text>
<text id="10430024">Try horse</text>
<text id="10430025">Try dog</text>
<text id="10430026">Try wolf</text>
<text id="10430027">Try rat</text>
<text id="10430028">Try beast</text>
<text id="10430029">Try bird</text>
<text id="10430030">Try raptor</text>
<text id="10430031">Try snake</text>
<text id="10430032">Try crab</text>
<text id="10430033">Try prawn</text>
<text id="10430034">Try octopus</text>
<text id="10430035">Try bug</text>
<text id="10430036">Try scarab</text>
<text id="10430037">Try slug</text>
<text id="10430038">Try wraith</text>
<text id="10430039">Try skeleton</text>
<text id="10430040">Try monstrosity</text>
<text id="10430041">Try Ill-omened creature</text>
<text id="10431001">Try Tarnished</text>
<text id="10431002">Try warrior</text>
<text id="10431003">Try swordsman</text>
<text id="10431004">Try knight</text>
<text id="10431005">Try samurai</text>
<text id="10431006">Try sorcerer</text>
<text id="10431007">Try cleric</text>
<text id="10431008">Try sage</text>
<text id="10431009">Try merchant</text>
<text id="10431010">Try teacher</text>
<text id="10431011">Try master</text>
<text id="10431012">Try friend</text>
<text id="10431013">Try lover</text>
<text id="10431014">Try old dear</text>
<text id="10431015">Try old codger </text>
<text id="10431016">Try angel</text>
<text id="10431017">Try fat coinpurse</text>
<text id="10431018">Try pauper</text>
<text id="10431019">Try good sort</text>
<text id="10431020">Try wicked sort</text>
<text id="10431021">Try plump sort</text>
<text id="10431022">Try skinny sort</text>
<text id="10431023">Try lovable sort</text>
<text id="10431024">Try pathetic sort</text>
<text id="10431025">Try strange sort</text>
<text id="10431026">Try nimble sort</text>
<text id="10431027">Try laggardly sort</text>
<text id="10431028">Try invisible sort</text>
<text id="10431029">Try unfathomable sort</text>
<text id="10431030">Try giant sort</text>
<text id="10431031">Try sinner</text>
<text id="10431032">Try thief</text>
<text id="10431033">Try liar</text>
<text id="10431034">Try dastard</text>
<text id="10431035">Try traitor</text>
<text id="10431036">Try pair</text>
<text id="10431037">Try trio</text>
<text id="10431038">Try noble</text>
<text id="10431039">Try aristocrat</text>
<text id="10431040">Try hero</text>
<text id="10431041">Try champion</text>
<text id="10431042">Try monarch</text>
<text id="10431043">Try lord</text>
<text id="10431044">Try god</text>
<text id="10432001">Try item</text>
<text id="10432002">Try necessary item</text>
<text id="10432003">Try precious item</text>
<text id="10432004">Try something</text>
<text id="10432005">Try something incredible</text>
<text id="10432006">Try treasure chest</text>
<text id="10432007">Try corpse</text>
<text id="10432008">Try coffin</text>
<text id="10432009">Try trap</text>
<text id="10432010">Try armament</text>
<text id="10432011">Try shield</text>
<text id="10432012">Try bow</text>
<text id="10432013">Try projectile weapon</text>
<text id="10432014">Try armor</text>
<text id="10432015">Try talisman</text>
<text id="10432016">Try battle art</text>
<text id="10432017">Try sorcery</text>
<text id="10432018">Try incantation</text>
<text id="10432019">Try map</text>
<text id="10432020">Try material</text>
<text id="10432021">Try flower</text>
<text id="10432022">Try grass</text>
<text id="10432023">Try tree</text>
<text id="10432024">Try fruit</text>
<text id="10432025">Try seed</text>
<text id="10432026">Try mushroom</text>
<text id="10432027">Try tear</text>
<text id="10432028">Try crystal</text>
<text id="10432029">Try butterfly</text>
<text id="10432030">Try bug</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2158

```
<text id="10430001">try enemy</text>
<text id="10430002">try weak foe</text>
<text id="10430003">try strong foe</text>
<text id="10430004">try monster</text>
<text id="10430005">try dragon</text>
<text id="10430006">try boss</text>
<text id="10430007">try sentry</text>
<text id="10430008">try group</text>
<text id="10430009">try pack</text>
<text id="10430010">try decoy</text>
<text id="10430011">try undead</text>
<text id="10430012">try soldier</text>
<text id="10430013">try knight</text>
<text id="10430014">try cavalier</text>
<text id="10430015">try archer</text>
<text id="10430016">try sniper</text>
<text id="10430017">try mage</text>
<text id="10430018">try ordnance</text>
<text id="10430019">try monarch</text>
<text id="10430020">try lord</text>
<text id="10430021">try demi-human</text>
<text id="10430022">try outsider</text>
<text id="10430023">try giant</text>
<text id="10430024">try horse</text>
<text id="10430025">try dog</text>
<text id="10430026">try wolf</text>
<text id="10430027">try rat</text>
<text id="10430028">try beast</text>
<text id="10430029">try bird</text>
<text id="10430030">try raptor</text>
<text id="10430031">try snake</text>
<text id="10430032">try crab</text>
<text id="10430033">try prawn</text>
<text id="10430034">try octopus</text>
<text id="10430035">try bug</text>
<text id="10430036">try scarab</text>
<text id="10430037">try slug</text>
<text id="10430038">try wraith</text>
<text id="10430039">try skeleton</text>
<text id="10430040">try monstrosity</text>
<text id="10430041">try ill-omened creature</text>
<text id="10431001">try Tarnished</text>
<text id="10431002">try warrior</text>
<text id="10431003">try swordfighter</text>
<text id="10431004">try knight</text>
<text id="10431005">try samurai</text>
<text id="10431006">try sorcerer</text>
<text id="10431007">try cleric</text>
<text id="10431008">try sage</text>
<text id="10431009">try merchant</text>
<text id="10431010">try teacher</text>
<text id="10431011">try master</text>
<text id="10431012">try friend</text>
<text id="10431013">try lover</text>
<text id="10431014">try old dear</text>
<text id="10431015">try old codger </text>
<text id="10431016">try angel</text>
<text id="10431017">try fat coinpurse</text>
<text id="10431018">try pauper</text>
<text id="10431019">try good sort</text>
<text id="10431020">try wicked sort</text>
<text id="10431021">try plump sort</text>
<text id="10431022">try skinny sort</text>
<text id="10431023">try lovable sort</text>
<text id="10431024">try pathetic sort</text>
<text id="10431025">try strange sort</text>
<text id="10431026">try nimble sort</text>
<text id="10431027">try laggardly sort</text>
<text id="10431028">try invisible sort</text>
<text id="10431029">try unfathomable sort</text>
<text id="10431030">try giant sort</text>
<text id="10431031">try sinner</text>
<text id="10431032">try thief</text>
<text id="10431033">try liar</text>
<text id="10431034">try dastard</text>
<text id="10431035">try traitor</text>
<text id="10431036">try pair</text>
<text id="10431037">try trio</text>
<text id="10431038">try noble</text>
<text id="10431039">try aristocrat</text>
<text id="10431040">try hero</text>
<text id="10431041">try champion</text>
<text id="10431042">try monarch</text>
<text id="10431043">try lord</text>
<text id="10431044">try god</text>
<text id="10432001">try item</text>
<text id="10432002">try necessary item</text>
<text id="10432003">try precious item</text>
<text id="10432004">try something</text>
<text id="10432005">try something incredible</text>
<text id="10432006">try treasure chest</text>
<text id="10432007">try corpse</text>
<text id="10432008">try coffin</text>
<text id="10432009">try trap</text>
<text id="10432010">try armament</text>
<text id="10432011">try shield</text>
<text id="10432012">try bow</text>
<text id="10432013">try projectile weapon</text>
<text id="10432014">try armor</text>
<text id="10432015">try talisman</text>
<text id="10432016">try skill</text>
<text id="10432017">try sorcery</text>
<text id="10432018">try incantation</text>
<text id="10432019">try map</text>
<text id="10432020">try material</text>
<text id="10432021">try flower</text>
<text id="10432022">try grass</text>
<text id="10432023">try tree</text>
<text id="10432024">try fruit</text>
<text id="10432025">try seed</text>
<text id="10432026">try mushroom</text>
<text id="10432027">try tear</text>
<text id="10432028">try crystal</text>
<text id="10432029">try butterfly</text>
<text id="10432030">try bug</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2198

```
<text id="10432031">Try dung</text>
<text id="10432032">Try grace</text>
<text id="10432033">Try door</text>
<text id="10432034">Try key</text>
<text id="10432035">Try ladder</text>
<text id="10432036">Try lever</text>
<text id="10432037">Try lift</text>
<text id="10432038">Try spiritspring</text>
<text id="10432039">Try warpstone</text>
<text id="10432040">Try stone astrolabe</text>
<text id="10432041">Try telescopic view</text>
<text id="10432042">Try message</text>
<text id="10432043">Try bloodstain</text>
<text id="10432044">Try Erdtree</text>
<text id="10432045">Try Elden Ring</text>
<text id="10433001">Try close-quarters battle</text>
<text id="10433002">Try ranged battle</text>
<text id="10433003">Try horseback battle</text>
<text id="10433004">Try luring out</text>
<text id="10433005">Try defeating one-by-one</text>
<text id="10433006">Try taking on all at once</text>
<text id="10433007">Try rushing in</text>
<text id="10433008">Try stealth</text>
<text id="10433009">Try mimicry</text>
<text id="10433010">Try confusion</text>
<text id="10433011">Try pursuit</text>
<text id="10433012">Try fleeing</text>
<text id="10433013">Try summoning</text>
<text id="10433014">Try circling around</text>
<text id="10433015">Try jumping off</text>
<text id="10433016">Try dashing through</text>
<text id="10433017">Try brief respite</text>
<text id="10434001">Try attacking</text>
<text id="10434002">Try jump attack</text>
<text id="10434003">Try running attack</text>
<text id="10434004">Try critical hit</text>
<text id="10434005">Try two-handing</text>
<text id="10434006">Try blocking</text>
<text id="10434007">Try parrying</text>
<text id="10434008">Try guard counter</text>
<text id="10434009">Try sorcery</text>
<text id="10434010">Try incantation</text>
<text id="10434011">Try skill</text>
<text id="10434012">Try summoning</text>
<text id="10434013">Try throwing</text>
<text id="10434014">Try healing</text>
<text id="10434015">Try running</text>
<text id="10434016">Try rolling</text>
<text id="10434017">Try backstepping</text>
<text id="10434018">Try jumping</text>
<text id="10434019">Try crouching</text>
<text id="10434020">Try target lock</text>
<text id="10434021">Try item crafting</text>
<text id="10434022">Try gesturing</text>
<text id="10435001">Try morning</text>
<text id="10435002">Try noon</text>
<text id="10435003">Try evening</text>
<text id="10435004">Try night</text>
<text id="10435005">Try clear sky</text>
<text id="10435006">Try overcast</text>
<text id="10435007">Try rain</text>
<text id="10435008">Try storm</text>
<text id="10435009">Try mist</text>
<text id="10435010">Try snow</text>
<text id="10435011">Try patrolling</text>
<text id="10435012">Try procession</text>
<text id="10435013">Try crowd</text>
<text id="10435014">Try surprise attack</text>
<text id="10435015">Try ambush</text>
<text id="10435016">Try pincer attack</text>
<text id="10435017">Try beating to a pulp</text>
<text id="10435018">Try battle</text>
<text id="10435019">Try reinforcements</text>
<text id="10435020">Try ritual</text>
<text id="10435021">Try explosion</text>
<text id="10435022">Try high spot</text>
<text id="10435023">Try defensible spot</text>
<text id="10435024">Try climbable spot</text>
<text id="10435025">Try crossable spot</text>
<text id="10435026">Try bright spot</text>
<text id="10435027">Try dark spot</text>
<text id="10435028">Try open area</text>
<text id="10435029">Try cramped area</text>
<text id="10435030">Try hiding place</text>
<text id="10435031">Try sniping spot</text>
<text id="10435032">Try recon spot</text>
<text id="10435033">Try safety</text>
<text id="10435034">Try danger</text>
<text id="10435035">Try gorgeous view</text>
<text id="10435036">Try detour</text>
<text id="10435037">Try hidden path</text>
<text id="10435038">Try secret passage</text>
<text id="10435039">Try shortcut</text>
<text id="10435040">Try dead end</text>
<text id="10435041">Try looking away</text>
<text id="10435042">Try unnoticed</text>
<text id="10435043">Try out of stamina</text>
<text id="10436001">Try high road</text>
<text id="10436002">Try checkpoint</text>
<text id="10436003">Try bridge</text>
<text id="10436004">Try castle</text>
<text id="10436005">Try fort</text>
<text id="10436006">Try city</text>
<text id="10436007">Try ruins</text>
<text id="10436008">Try church</text>
<text id="10436009">Try tower</text>
<text id="10436010">Try camp site</text>
<text id="10436011">Try house</text>
<text id="10436012">Try cemetery</text>
<text id="10436013">Try underground tomb</text>
<text id="10436014">Try tunnel</text>
<text id="10436015">Try cave</text>
<text id="10436016">Try evergaol</text>
<text id="10436017">Try great tree</text>
<text id="10436018">Try cellar</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2273

```
<text id="10432031">try dung</text>
<text id="10432032">try grace</text>
<text id="10432033">try door</text>
<text id="10432034">try key</text>
<text id="10432035">try ladder</text>
<text id="10432036">try lever</text>
<text id="10432037">try lift</text>
<text id="10432038">try spiritspring</text>
<text id="10432039">try sending gate</text>
<text id="10432040">try stone astrolabe</text>
<text id="10432041">try Birdseye Telescope</text>
<text id="10432042">try message</text>
<text id="10432043">try bloodstain</text>
<text id="10432044">try Erdtree</text>
<text id="10432045">try Elden Ring</text>
<text id="10433001">try close-quarters battle</text>
<text id="10433002">try ranged battle</text>
<text id="10433003">try horseback battle</text>
<text id="10433004">try luring out</text>
<text id="10433005">try defeating one-by-one</text>
<text id="10433006">try taking on all at once</text>
<text id="10433007">try rushing in</text>
<text id="10433008">try stealth</text>
<text id="10433009">try mimicry</text>
<text id="10433010">try confusion</text>
<text id="10433011">try pursuit</text>
<text id="10433012">try fleeing</text>
<text id="10433013">try summoning</text>
<text id="10433014">try circling around</text>
<text id="10433015">try jumping off</text>
<text id="10433016">try dashing through</text>
<text id="10433017">try brief respite</text>
<text id="10434001">try attacking</text>
<text id="10434002">try jump attack</text>
<text id="10434003">try running attack</text>
<text id="10434004">try critical hit</text>
<text id="10434005">try two-handing</text>
<text id="10434006">try blocking</text>
<text id="10434007">try parrying</text>
<text id="10434008">try guard counter</text>
<text id="10434009">try sorcery</text>
<text id="10434010">try incantation</text>
<text id="10434011">try skill</text>
<text id="10434012">try summoning</text>
<text id="10434013">try throwing</text>
<text id="10434014">try healing</text>
<text id="10434015">try running</text>
<text id="10434016">try rolling</text>
<text id="10434017">try backstepping</text>
<text id="10434018">try jumping</text>
<text id="10434019">try crouching</text>
<text id="10434020">try target lock</text>
<text id="10434021">try item crafting</text>
<text id="10434022">try gesturing</text>
<text id="10435001">try morning</text>
<text id="10435002">try noon</text>
<text id="10435003">try evening</text>
<text id="10435004">try night</text>
<text id="10435005">try clear sky</text>
<text id="10435006">try overcast</text>
<text id="10435007">try rain</text>
<text id="10435008">try storm</text>
<text id="10435009">try mist</text>
<text id="10435010">try snow</text>
<text id="10435011">try patrolling</text>
<text id="10435012">try procession</text>
<text id="10435013">try crowd</text>
<text id="10435014">try surprise attack</text>
<text id="10435015">try ambush</text>
<text id="10435016">try pincer attack</text>
<text id="10435017">try beating to a pulp</text>
<text id="10435018">try battle</text>
<text id="10435019">try reinforcements</text>
<text id="10435020">try ritual</text>
<text id="10435021">try explosion</text>
<text id="10435022">try high spot</text>
<text id="10435023">try defensible spot</text>
<text id="10435024">try climbable spot</text>
<text id="10435025">try crossable spot</text>
<text id="10435026">try bright spot</text>
<text id="10435027">try dark spot</text>
<text id="10435028">try open area</text>
<text id="10435029">try cramped area</text>
<text id="10435030">try hiding place</text>
<text id="10435031">try sniping spot</text>
<text id="10435032">try recon spot</text>
<text id="10435033">try safety</text>
<text id="10435034">try danger</text>
<text id="10435035">try gorgeous view</text>
<text id="10435036">try detour</text>
<text id="10435037">try hidden path</text>
<text id="10435038">try secret passage</text>
<text id="10435039">try shortcut</text>
<text id="10435040">try dead end</text>
<text id="10435041">try looking away</text>
<text id="10435042">try unnoticed</text>
<text id="10435043">try out of stamina</text>
<text id="10436001">try high road</text>
<text id="10436002">try checkpoint</text>
<text id="10436003">try bridge</text>
<text id="10436004">try castle</text>
<text id="10436005">try fort</text>
<text id="10436006">try city</text>
<text id="10436007">try ruins</text>
<text id="10436008">try church</text>
<text id="10436009">try tower</text>
<text id="10436010">try camp site</text>
<text id="10436011">try house</text>
<text id="10436012">try cemetery</text>
<text id="10436013">try underground tomb</text>
<text id="10436014">try tunnel</text>
<text id="10436015">try cave</text>
<text id="10436016">try evergaol</text>
<text id="10436017">try great tree</text>
<text id="10436018">try cellar</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2313

```
<text id="10436019">Try surface</text>
<text id="10436020">Try underground</text>
<text id="10436021">Try forest</text>
<text id="10436022">Try river</text>
<text id="10436023">Try lake</text>
<text id="10436024">Try bog</text>
<text id="10436025">Try mountain</text>
<text id="10436026">Try valley</text>
<text id="10436027">Try cliff</text>
<text id="10436028">Try waterside</text>
<text id="10436029">Try nest</text>
<text id="10436030">Try hole</text>
<text id="10437001">Try east</text>
<text id="10437002">Try west</text>
<text id="10437003">Try south</text>
<text id="10437004">Try north</text>
<text id="10437005">Try ahead</text>
<text id="10437006">Try behind</text>
<text id="10437007">Try left</text>
<text id="10437008">Try right</text>
<text id="10437009">Try center</text>
<text id="10437010">Try up</text>
<text id="10437011">Try down</text>
<text id="10437012">Try edge</text>
<text id="10438001">Try head</text>
<text id="10438002">Try stomach</text>
<text id="10438003">Try back</text>
<text id="10438004">Try arms</text>
<text id="10438005">Try legs</text>
<text id="10438006">Try rump</text>
<text id="10438007">Try tail</text>
<text id="10438008">Try core</text>
<text id="10438009">Try fingers</text>
<text id="10439001">Try physical</text>
<text id="10439002">Try standard</text>
<text id="10439003">Try striking</text>
<text id="10439004">Try slashing</text>
<text id="10439005">Try piercing</text>
<text id="10439006">Try fire</text>
<text id="10439007">Try lightning</text>
<text id="10439008">Try sorcery</text>
<text id="10439009">Try holy</text>
<text id="10439010">Try poison</text>
<text id="10439011">Try toxic</text>
<text id="10439012">Try plaque</text>
<text id="10439013">Try hemorrhage</text>
<text id="10439014">Try frostbite</text>
<text id="10439015">Try sleep</text>
<text id="10439016">Try madness</text>
<text id="10439017">Try death</text>
<text id="10440001">Try life</text>
<text id="10440002">Try Death</text>
<text id="10440003">Try light</text>
<text id="10440004">Try dark</text>
<text id="10440005">Try stars</text>
<text id="10440006">Try fire</text>
<text id="10440007">Try Order</text>
<text id="10440008">Try chaos</text>
<text id="10440009">Try joy</text>
<text id="10440010">Try wrath</text>
<text id="10440011">Try suffering</text>
<text id="10440012">Try sadness</text>
<text id="10440013">Try comfort</text>
<text id="10440014">Try bliss</text>
<text id="10440015">Try misfortune</text>
<text id="10440016">Try good fortune</text>
<text id="10440017">Try bad luck</text>
<text id="10440018">Try hope</text>
<text id="10440019">Try despair</text>
<text id="10440020">Try victory</text>
<text id="10440021">Try defeat</text>
<text id="10440022">Try research</text>
<text id="10440023">Try faith</text>
<text id="10440024">Try abundance</text>
<text id="10440025">Try rot</text>
<text id="10440026">Try loyalty</text>
<text id="10440027">Try injustice</text>
<text id="10440028">Try secret</text>
<text id="10440029">Try opportunity</text>
<text id="10440030">Try pickle</text>
<text id="10440031">Try clue</text>
<text id="10440032">Try friendship</text>
<text id="10440033">Try love</text>
<text id="10440034">Try bravery</text>
<text id="10440035">Try vigor</text>
<text id="10440036">Try fortitude</text>
<text id="10440037">Try confidence</text>
<text id="10440038">Try inadvertent</text>
<text id="10440039">Try unguarded</text>
<text id="10440040">Try introspection</text>
<text id="10440041">Try regret</text>
<text id="10440042">Try giving up</text>
<text id="10440043">Try futility</text>
<text id="10440044">Try at the limit</text>
<text id="10440045">Try betrayal</text>
<text id="10440046">Try revenge</text>
<text id="10440047">Try destroy</text>
<text id="10440048">Try recklessness</text>
<text id="10440049">Try calmness</text>
<text id="10440050">Try vigilance</text>
<text id="10440051">Try tranquility</text>
<text id="10440052">Try sound</text>
<text id="10440053">Try tears</text>
<text id="10440054">Try sleep</text>
<text id="10440055">Try depths</text>
<text id="10440056">Try dregs</text>
<text id="10440057">Try fear</text>
<text id="10440058">Try sacrifice</text>
<text id="10440059">Try ruin</text>
<text id="10441001">Try good luck</text>
<text id="10441002">Try look carefully</text>
<text id="10441003">Try listen carefully</text>
<text id="10441004">Try think carefully</text>
<text id="10441005">Try well done</text>
<text id="10441006">Try I did it!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2388

```
<text id="10436019">try surface</text>
<text id="10436020">try underground</text>
<text id="10436021">try forest</text>
<text id="10436022">try river</text>
<text id="10436023">try lake</text>
<text id="10436024">try bog</text>
<text id="10436025">try mountain</text>
<text id="10436026">try valley</text>
<text id="10436027">try cliff</text>
<text id="10436028">try waterside</text>
<text id="10436029">try nest</text>
<text id="10436030">try hole</text>
<text id="10437001">try east</text>
<text id="10437002">try west</text>
<text id="10437003">try south</text>
<text id="10437004">try north</text>
<text id="10437005">try ahead</text>
<text id="10437006">try behind</text>
<text id="10437007">try left</text>
<text id="10437008">try right</text>
<text id="10437009">try center</text>
<text id="10437010">try up</text>
<text id="10437011">try down</text>
<text id="10437012">try edge</text>
<text id="10438001">try head</text>
<text id="10438002">try stomach</text>
<text id="10438003">try back</text>
<text id="10438004">try arms</text>
<text id="10438005">try legs</text>
<text id="10438006">try rump</text>
<text id="10438007">try tail</text>
<text id="10438008">try core</text>
<text id="10438009">try fingers</text>
<text id="10439001">try physical</text>
<text id="10439002">try standard</text>
<text id="10439003">try striking</text>
<text id="10439004">try slashing</text>
<text id="10439005">try piercing</text>
<text id="10439006">try fire</text>
<text id="10439007">try lightning</text>
<text id="10439008">try magic</text>
<text id="10439009">try holy</text>
<text id="10439010">try poison</text>
<text id="10439011">try toxic</text>
<text id="10439012">try scarlet rot</text>
<text id="10439013">try blood loss</text>
<text id="10439014">try frost</text>
<text id="10439015">try sleep</text>
<text id="10439016">try madness</text>
<text id="10439017">try death</text>
<text id="10440001">try life</text>
<text id="10440002">try Death</text>
<text id="10440003">try light</text>
<text id="10440004">try dark</text>
<text id="10440005">try stars</text>
<text id="10440006">try fire</text>
<text id="10440007">try Order</text>
<text id="10440008">try chaos</text>
<text id="10440009">try joy</text>
<text id="10440010">try wrath</text>
<text id="10440011">try suffering</text>
<text id="10440012">try sadness</text>
<text id="10440013">try comfort</text>
<text id="10440014">try bliss</text>
<text id="10440015">try misfortune</text>
<text id="10440016">try good fortune</text>
<text id="10440017">try bad luck</text>
<text id="10440018">try hope</text>
<text id="10440019">try despair</text>
<text id="10440020">try victory</text>
<text id="10440021">try defeat</text>
<text id="10440022">try research</text>
<text id="10440023">try faith</text>
<text id="10440024">try abundance</text>
<text id="10440025">try rot</text>
<text id="10440026">try loyalty</text>
<text id="10440027">try injustice</text>
<text id="10440028">try secret</text>
<text id="10440029">try opportunity</text>
<text id="10440030">try pickle</text>
<text id="10440031">try clue</text>
<text id="10440032">try friendship</text>
<text id="10440033">try love</text>
<text id="10440034">try bravery</text>
<text id="10440035">try vigor</text>
<text id="10440036">try fortitude</text>
<text id="10440037">try confidence</text>
<text id="10440038">try distracted</text>
<text id="10440039">try unguarded</text>
<text id="10440040">try introspection</text>
<text id="10440041">try regret</text>
<text id="10440042">try resignation</text>
<text id="10440043">try futility</text>
<text id="10440044">try on the brink</text>
<text id="10440045">try betrayal</text>
<text id="10440046">try revenge</text>
<text id="10440047">try destruction</text>
<text id="10440048">try recklessness</text>
<text id="10440049">try calmness</text>
<text id="10440050">try vigilance</text>
<text id="10440051">try tranquility</text>
<text id="10440052">try sound</text>
<text id="10440053">try tears</text>
<text id="10440054">try sleep</text>
<text id="10440055">try depths</text>
<text id="10440056">try dregs</text>
<text id="10440057">try fear</text>
<text id="10440058">try sacrifice</text>
<text id="10440059">try ruin</text>
<text id="10441001">try good luck</text>
<text id="10441002">try look carefully</text>
<text id="10441003">try listen carefully</text>
<text id="10441004">try think carefully</text>
<text id="10441005">try well done</text>
<text id="10441006">try I did it!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2428

```
2428    <text id="10441007">Try I've failed...</text>
2429    <text id="10441008">Try here!</text>
2430    <text id="10441009">Try not here!</text>
2431    <text id="10441010">Try don't you dare!</text>
2432    <text id="10441011">Try do it!</text>
2433    <text id="10441012">Try I can't take this...</text>
2434    <text id="10441013">Try don't think</text>
2435    <text id="10441014">Try so lonely...</text>
2436    <text id="10441015">Try here again...</text>
2437    <text id="10441016">Try just getting started</text>
2438    <text id="10441017">Try stay calm</text>
2439    <text id="10441018">Try keep moving</text>
2440    <text id="10441019">Try turn back</text>
2441    <text id="10441020">Try give up</text>
2442    <text id="10441021">Try don't give up</text>
2443    <text id="10441022">Try help me...</text>
2444    <text id="10441023">Try I don't believe it...</text>
2445    <text id="10441024">Try too high up</text>
2446    <text id="10441025">Try I want to go home...</text>
2447    <text id="10441026">Try it's like a dream...</text>
2448    <text id="10441027">Try seems familiar...</text>
2449    <text id="10441028">Try beautiful...</text>
2450    <text id="10441029">Try you don't have the right</text>
2451    <text id="10441030">Try are you ready?</text>
2452    <text id="10530001">Likely enemy</text>
2453    <text id="10530002">Likely weak foe</text>
2454    <text id="10530003">Likely strong foe</text>
2455    <text id="10530004">Likely monster</text>
2456    <text id="10530005">Likely dragon</text>
2457    <text id="10530006">Likely boss</text>
2458    <text id="10530007">Likely sentry</text>
2459    <text id="10530008">Likely group</text>
2460    <text id="10530009">Likely pack</text>
2461    <text id="10530010">Likely decoy</text>
2462    <text id="10530011">Likely undead</text>
2463    <text id="10530012">Likely soldier</text>
2464    <text id="10530013">Likely knight</text>
2465    <text id="10530014">Likely cavalier</text>
2466    <text id="10530015">Likely archer</text>
2467    <text id="10530016">Likely sniper</text>
2468    <text id="10530017">Likely mage</text>
2469    <text id="10530018">Likely ordnance</text>
2470    <text id="10530019">Likely monarch</text>
2471    <text id="10530020">Likely lord</text>
2472    <text id="10530021">Likely demi-human</text>
2473    <text id="10530022">Likely outsider</text>
2474    <text id="10530023">Likely giant</text>
2475    <text id="10530024">Likely horse</text>
2476    <text id="10530025">Likely dog</text>
2477    <text id="10530026">Likely wolf</text>
2478    <text id="10530027">Likely rat</text>
2479    <text id="10530028">Likely beast</text>
2480    <text id="10530029">Likely bird</text>
2481    <text id="10530030">Likely raptor</text>
2482    <text id="10530031">Likely snake</text>
2483    <text id="10530032">Likely crab</text>
2484    <text id="10530033">Likely prawn</text>
2485    <text id="10530034">Likely octopus</text>
2486    <text id="10530035">Likely bug</text>
2487    <text id="10530036">Likely scarab</text>
2488    <text id="10530037">Likely slug</text>
2489    <text id="10530038">Likely wraith</text>
2490    <text id="10530039">Likely skeleton</text>
2491    <text id="10530040">Likely monstrosity</text>
2492    <text id="10530041">Likely Ill-omened creature</text>
2493    <text id="10531001">Likely Tarnished</text>
2494    <text id="10531002">Likely warrior</text>
2495    <text id="10531003">Likely swordsman</text>
2496    <text id="10531004">Likely knight</text>
2497    <text id="10531005">Likely samurai</text>
2498    <text id="10531006">Likely sorcerer</text>
2499    <text id="10531007">Likely cleric</text>
2500    <text id="10531008">Likely sage</text>
2501    <text id="10531009">Likely merchant</text>
2502    <text id="10531010">Likely teacher</text>
2503    <text id="10531011">Likely master</text>
2504    <text id="10531012">Likely friend</text>
2505    <text id="10531013">Likely lover</text>
2506    <text id="10531014">Likely old dear</text>
2507    <text id="10531015">Likely old codger </text>
2508    <text id="10531016">Likely angel</text>
2509    <text id="10531017">Likely fat coinpurse</text>
2510    <text id="10531018">Likely pauper</text>
2511    <text id="10531019">Likely good sort</text>
2512    <text id="10531020">Likely wicked sort</text>
2513    <text id="10531021">Likely plump sort</text>
2514    <text id="10531022">Likely skinny sort</text>
2515    <text id="10531023">Likely lovable sort</text>
2516    <text id="10531024">Likely pathetic sort</text>
2517    <text id="10531025">Likely strange sort</text>
2518    <text id="10531026">Likely nimble sort</text>
2519    <text id="10531027">Likely laggardly sort</text>
2520    <text id="10531028">Likely invisible sort</text>
2521    <text id="10531029">Likely unfathomable sort</text>
2522    <text id="10531030">Likely giant sort</text>
2523    <text id="10531031">Likely sinner</text>
2524    <text id="10531032">Likely thief</text>
2525    <text id="10531033">Likely liar</text>
2526    <text id="10531034">Likely dastard</text>
2527    <text id="10531035">Likely traitor</text>
2528    <text id="10531036">Likely pair</text>
2529    <text id="10531037">Likely trio</text>
2530    <text id="10531038">Likely noble</text>
2531    <text id="10531039">Likely aristocrat</text>
2532    <text id="10531040">Likely hero</text>
2533    <text id="10531041">Likely champion</text>
2534    <text id="10531042">Likely monarch</text>
2535    <text id="10531043">Likely lord</text>
2536    <text id="10531044">Likely god</text>
2537    <text id="10532001">Likely item</text>
2538    <text id="10532002">Likely necessary item</text>
2539    <text id="10532003">Likely precious item</text>
2540    <text id="10532004">Likely something</text>
2541    <text id="10532005">Likely something incredible</text>
2542    <text id="10532006">Likely treasure chest</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2503

```
2503    <text id="10441007">try I've failed...</text>
2504    <text id="10441008">try here!</text>
2505    <text id="10441009">try not here!</text>
2506    <text id="10441010">try don't you dare!</text>
2507    <text id="10441011">try do it!</text>
2508    <text id="10441012">try I can't take this...</text>
2509    <text id="10441013">try don't think</text>
2510    <text id="10441014">try so lonely...</text>
2511    <text id="10441015">try here again...</text>
2512    <text id="10441016">try just getting started</text>
2513    <text id="10441017">try stay calm</text>
2514    <text id="10441018">try keep moving</text>
2515    <text id="10441019">try turn back</text>
2516    <text id="10441020">try give up</text>
2517    <text id="10441021">try don't give up</text>
2518    <text id="10441022">try help me...</text>
2519    <text id="10441023">try I don't believe it...</text>
2520    <text id="10441024">try too high up</text>
2521    <text id="10441025">try I want to go home...</text>
2522    <text id="10441026">try it's like a dream...</text>
2523    <text id="10441027">try seems familiar...</text>
2524    <text id="10441028">try beautiful...</text>
2525    <text id="10441029">try you don't have the right</text>
2526    <text id="10441030">try are you ready?</text>
2527    <text id="10530001">likely enemy</text>
2528    <text id="10530002">likely weak foe</text>
2529    <text id="10530003">likely strong foe</text>
2530    <text id="10530004">likely monster</text>
2531    <text id="10530005">likely dragon</text>
2532    <text id="10530006">likely boss</text>
2533    <text id="10530007">likely sentry</text>
2534    <text id="10530008">likely group</text>
2535    <text id="10530009">likely pack</text>
2536    <text id="10530010">likely decoy</text>
2537    <text id="10530011">likely undead</text>
2538    <text id="10530012">likely soldier</text>
2539    <text id="10530013">likely knight</text>
2540    <text id="10530014">likely cavalier</text>
2541    <text id="10530015">likely archer</text>
2542    <text id="10530016">likely sniper</text>
2543    <text id="10530017">likely mage</text>
2544    <text id="10530018">likely ordnance</text>
2545    <text id="10530019">likely monarch</text>
2546    <text id="10530020">likely lord</text>
2547    <text id="10530021">likely demi-human</text>
2548    <text id="10530022">likely outsider</text>
2549    <text id="10530023">likely giant</text>
2550    <text id="10530024">likely horse</text>
2551    <text id="10530025">likely dog</text>
2552    <text id="10530026">likely wolf</text>
2553    <text id="10530027">likely rat</text>
2554    <text id="10530028">likely beast</text>
2555    <text id="10530029">likely bird</text>
2556    <text id="10530030">likely raptor</text>
2557    <text id="10530031">likely snake</text>
2558    <text id="10530032">likely crab</text>
2559    <text id="10530033">likely prawn</text>
2560    <text id="10530034">likely octopus</text>
2561    <text id="10530035">likely bug</text>
2562    <text id="10530036">likely scarab</text>
2563    <text id="10530037">likely slug</text>
2564    <text id="10530038">likely wraith</text>
2565    <text id="10530039">likely skeleton</text>
2566    <text id="10530040">likely monstrosity</text>
2567    <text id="10530041">likely ill-omened creature</text>
2568    <text id="10531001">likely Tarnished</text>
2569    <text id="10531002">likely warrior</text>
2570    <text id="10531003">likely swordfighter</text>
2571    <text id="10531004">likely knight</text>
2572    <text id="10531005">likely samurai</text>
2573    <text id="10531006">likely sorcerer</text>
2574    <text id="10531007">likely cleric</text>
2575    <text id="10531008">likely sage</text>
2576    <text id="10531009">likely merchant</text>
2577    <text id="10531010">likely teacher</text>
2578    <text id="10531011">likely master</text>
2579    <text id="10531012">likely friend</text>
2580    <text id="10531013">likely lover</text>
2581    <text id="10531014">likely old dear</text>
2582    <text id="10531015">likely old codger </text>
2583    <text id="10531016">likely angel</text>
2584    <text id="10531017">likely fat coinpurse</text>
2585    <text id="10531018">likely pauper</text>
2586    <text id="10531019">likely good sort</text>
2587    <text id="10531020">likely wicked sort</text>
2588    <text id="10531021">likely plump sort</text>
2589    <text id="10531022">likely skinny sort</text>
2590    <text id="10531023">likely lovable sort</text>
2591    <text id="10531024">likely pathetic sort</text>
2592    <text id="10531025">likely strange sort</text>
2593    <text id="10531026">likely nimble sort</text>
2594    <text id="10531027">likely laggardly sort</text>
2595    <text id="10531028">likely invisible sort</text>
2596    <text id="10531029">likely unfathomable sort</text>
2597    <text id="10531030">likely giant sort</text>
2598    <text id="10531031">likely sinner</text>
2599    <text id="10531032">likely thief</text>
2600    <text id="10531033">likely liar</text>
2601    <text id="10531034">likely dastard</text>
2602    <text id="10531035">likely traitor</text>
2603    <text id="10531036">likely pair</text>
2604    <text id="10531037">likely trio</text>
2605    <text id="10531038">likely noble</text>
2606    <text id="10531039">likely aristocrat</text>
2607    <text id="10531040">likely hero</text>
2608    <text id="10531041">likely champion</text>
2609    <text id="10531042">likely monarch</text>
2610    <text id="10531043">likely lord</text>
2611    <text id="10531044">likely god</text>
2612    <text id="10532001">likely item</text>
2613    <text id="10532002">likely necessary item</text>
2614    <text id="10532003">likely precious item</text>
2615    <text id="10532004">likely something</text>
2616    <text id="10532005">likely something incredible</text>
2617    <text id="10532006">likely treasure chest</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2543

```
<text id="10532007">Likely corpse</text>
<text id="10532008">Likely coffin</text>
<text id="10532009">Likely trap</text>
<text id="10532010">Likely armament</text>
<text id="10532011">Likely shield</text>
<text id="10532012">Likely bow</text>
<text id="10532013">Likely projectile weapon</text>
<text id="10532014">Likely armor</text>
<text id="10532015">Likely talisman</text>
<text id="10532016">Likely battle art</text>
<text id="10532017">Likely sorcery</text>
<text id="10532018">Likely incantation</text>
<text id="10532019">Likely map</text>
<text id="10532020">Likely material</text>
<text id="10532021">Likely flower</text>
<text id="10532022">Likely grass</text>
<text id="10532023">Likely tree</text>
<text id="10532024">Likely fruit</text>
<text id="10532025">Likely seed</text>
<text id="10532026">Likely mushroom</text>
<text id="10532027">Likely tear</text>
<text id="10532028">Likely crystal</text>
<text id="10532029">Likely butterfly</text>
<text id="10532030">Likely bug</text>
<text id="10532031">Likely dung</text>
<text id="10532032">Likely grace</text>
<text id="10532033">Likely door</text>
<text id="10532034">Likely key</text>
<text id="10532035">Likely ladder</text>
<text id="10532036">Likely lever</text>
<text id="10532037">Likely lift</text>
<text id="10532038">Likely spiritspring</text>
<text id="10532039">Likely warpstone</text>
<text id="10532040">Likely stone astrolabe</text>
<text id="10532041">Likely telescopic view</text>
<text id="10532042">Likely message</text>
<text id="10532043">Likely bloodstain</text>
<text id="10532044">Likely Erdtree</text>
<text id="10532045">Likely Elden Ring</text>
<text id="10533001">Likely close-quarters battle</text>
<text id="10533002">Likely ranged battle</text>
<text id="10533003">Likely horseback battle</text>
<text id="10533004">Likely luring out</text>
<text id="10533005">Likely defeating one-by-one</text>
<text id="10533006">Likely taking on all at once</text>
<text id="10533007">Likely rushing in</text>
<text id="10533008">Likely stealth</text>
<text id="10533009">Likely mimicry</text>
<text id="10533010">Likely confusion</text>
<text id="10533011">Likely pursuit</text>
<text id="10533012">Likely fleeing</text>
<text id="10533013">Likely summoning</text>
<text id="10533014">Likely circling around</text>
<text id="10533015">Likely jumping off</text>
<text id="10533016">Likely dashing through</text>
<text id="10533017">Likely brief respite</text>
<text id="10534001">Likely attacking</text>
<text id="10534002">Likely jump attack</text>
<text id="10534003">Likely running attack</text>
<text id="10534004">Likely critical hit</text>
<text id="10534005">Likely two-handing</text>
<text id="10534006">Likely blocking</text>
<text id="10534007">Likely parrying</text>
<text id="10534008">Likely guard counter</text>
<text id="10534009">Likely sorcery</text>
<text id="10534010">Likely incantation</text>
<text id="10534011">Likely skill</text>
<text id="10534012">Likely summoning</text>
<text id="10534013">Likely throwing</text>
<text id="10534014">Likely healing</text>
<text id="10534015">Likely running</text>
<text id="10534016">Likely rolling</text>
<text id="10534017">Likely backstepping</text>
<text id="10534018">Likely jumping</text>
<text id="10534019">Likely crouching</text>
<text id="10534020">Likely target lock</text>
<text id="10534021">Likely item crafting</text>
<text id="10534022">Likely gesturing</text>
<text id="10535001">Likely morning</text>
<text id="10535002">Likely noon</text>
<text id="10535003">Likely evening</text>
<text id="10535004">Likely night</text>
<text id="10535005">Likely clear sky</text>
<text id="10535006">Likely overcast</text>
<text id="10535007">Likely rain</text>
<text id="10535008">Likely storm</text>
<text id="10535009">Likely mist</text>
<text id="10535010">Likely snow</text>
<text id="10535011">Likely patrolling</text>
<text id="10535012">Likely procession</text>
<text id="10535013">Likely crowd</text>
<text id="10535014">Likely surprise attack</text>
<text id="10535015">Likely ambush</text>
<text id="10535016">Likely pincer attack</text>
<text id="10535017">Likely beating to a pulp</text>
<text id="10535018">Likely battle</text>
<text id="10535019">Likely reinforcements</text>
<text id="10535020">Likely ritual</text>
<text id="10535021">Likely explosion</text>
<text id="10535022">Likely high spot</text>
<text id="10535023">Likely defensible spot</text>
<text id="10535024">Likely climbable spot</text>
<text id="10535025">Likely crossable spot</text>
<text id="10535026">Likely bright spot</text>
<text id="10535027">Likely dark spot</text>
<text id="10535028">Likely open area</text>
<text id="10535029">Likely cramped area</text>
<text id="10535030">Likely hiding place</text>
<text id="10535031">Likely sniping spot</text>
<text id="10535032">Likely recon spot</text>
<text id="10535033">Likely safety</text>
<text id="10535034">Likely danger</text>
<text id="10535035">Likely gorgeous view</text>
<text id="10535036">Likely detour</text>
<text id="10535037">Likely hidden path</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2618

```
<text id="10532007">likely corpse</text>
<text id="10532008">likely coffin</text>
<text id="10532009">likely trap</text>
<text id="10532010">likely armament</text>
<text id="10532011">likely shield</text>
<text id="10532012">likely bow</text>
<text id="10532013">likely projectile weapon</text>
<text id="10532014">likely armor</text>
<text id="10532015">likely talisman</text>
<text id="10532016">likely skill</text>
<text id="10532017">likely sorcery</text>
<text id="10532018">likely incantation</text>
<text id="10532019">likely map</text>
<text id="10532020">likely material</text>
<text id="10532021">likely flower</text>
<text id="10532022">likely grass</text>
<text id="10532023">likely tree</text>
<text id="10532024">likely fruit</text>
<text id="10532025">likely seed</text>
<text id="10532026">likely mushroom</text>
<text id="10532027">likely tear</text>
<text id="10532028">likely crystal</text>
<text id="10532029">likely butterfly</text>
<text id="10532030">likely bug</text>
<text id="10532031">likely dung</text>
<text id="10532032">likely grace</text>
<text id="10532033">likely door</text>
<text id="10532034">likely key</text>
<text id="10532035">likely ladder</text>
<text id="10532036">likely lever</text>
<text id="10532037">likely lift</text>
<text id="10532038">likely spiritspring</text>
<text id="10532039">likely sending gate</text>
<text id="10532040">likely stone astrolabe</text>
<text id="10532041">likely Birdseye Telescope</text>
<text id="10532042">likely message</text>
<text id="10532043">likely bloodstain</text>
<text id="10532044">likely Erdtree</text>
<text id="10532045">likely Elden Ring</text>
<text id="10533001">likely close-quarters battle</text>
<text id="10533002">likely ranged battle</text>
<text id="10533003">likely horseback battle</text>
<text id="10533004">likely luring out</text>
<text id="10533005">likely defeating one-by-one</text>
<text id="10533006">likely taking on all at once</text>
<text id="10533007">likely rushing in</text>
<text id="10533008">likely stealth</text>
<text id="10533009">likely mimicry</text>
<text id="10533010">likely confusion</text>
<text id="10533011">likely pursuit</text>
<text id="10533012">likely fleeing</text>
<text id="10533013">likely summoning</text>
<text id="10533014">likely circling around</text>
<text id="10533015">likely jumping off</text>
<text id="10533016">likely dashing through</text>
<text id="10533017">likely brief respite</text>
<text id="10534001">likely attacking</text>
<text id="10534002">likely jump attack</text>
<text id="10534003">likely running attack</text>
<text id="10534004">likely critical hit</text>
<text id="10534005">likely two-handing</text>
<text id="10534006">likely blocking</text>
<text id="10534007">likely parrying</text>
<text id="10534008">likely guard counter</text>
<text id="10534009">likely sorcery</text>
<text id="10534010">likely incantation</text>
<text id="10534011">likely skill</text>
<text id="10534012">likely summoning</text>
<text id="10534013">likely throwing</text>
<text id="10534014">likely healing</text>
<text id="10534015">likely running</text>
<text id="10534016">likely rolling</text>
<text id="10534017">likely backstepping</text>
<text id="10534018">likely jumping</text>
<text id="10534019">likely crouching</text>
<text id="10534020">likely target lock</text>
<text id="10534021">likely item crafting</text>
<text id="10534022">likely gesturing</text>
<text id="10535001">likely morning</text>
<text id="10535002">likely noon</text>
<text id="10535003">likely evening</text>
<text id="10535004">likely night</text>
<text id="10535005">likely clear sky</text>
<text id="10535006">likely overcast</text>
<text id="10535007">likely rain</text>
<text id="10535008">likely storm</text>
<text id="10535009">likely mist</text>
<text id="10535010">likely snow</text>
<text id="10535011">likely patrolling</text>
<text id="10535012">likely procession</text>
<text id="10535013">likely crowd</text>
<text id="10535014">likely surprise attack</text>
<text id="10535015">likely ambush</text>
<text id="10535016">likely pincer attack</text>
<text id="10535017">likely beating to a pulp</text>
<text id="10535018">likely battle</text>
<text id="10535019">likely reinforcements</text>
<text id="10535020">likely ritual</text>
<text id="10535021">likely explosion</text>
<text id="10535022">likely high spot</text>
<text id="10535023">likely defensible spot</text>
<text id="10535024">likely climbable spot</text>
<text id="10535025">likely crossable spot</text>
<text id="10535026">likely bright spot</text>
<text id="10535027">likely dark spot</text>
<text id="10535028">likely open area</text>
<text id="10535029">likely cramped area</text>
<text id="10535030">likely hiding place</text>
<text id="10535031">likely sniping spot</text>
<text id="10535032">likely recon spot</text>
<text id="10535033">likely safety</text>
<text id="10535034">likely danger</text>
<text id="10535035">likely gorgeous view</text>
<text id="10535036">likely detour</text>
<text id="10535037">likely hidden path</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2658

```
<text id="10535038">Likely secret passage</text>
<text id="10535039">Likely shortcut</text>
<text id="10535040">Likely dead end</text>
<text id="10535041">Likely looking away</text>
<text id="10535042">Likely unnoticed</text>
<text id="10535043">Likely out of stamina</text>
<text id="10536001">Likely high road</text>
<text id="10536002">Likely checkpoint</text>
<text id="10536003">Likely bridge</text>
<text id="10536004">Likely castle</text>
<text id="10536005">Likely fort</text>
<text id="10536006">Likely city</text>
<text id="10536007">Likely ruins</text>
<text id="10536008">Likely church</text>
<text id="10536009">Likely tower</text>
<text id="10536010">Likely camp site</text>
<text id="10536011">Likely house</text>
<text id="10536012">Likely cemetery</text>
<text id="10536013">Likely underground tomb</text>
<text id="10536014">Likely tunnel</text>
<text id="10536015">Likely cave</text>
<text id="10536016">Likely evergaol</text>
<text id="10536017">Likely great tree</text>
<text id="10536018">Likely cellar</text>
<text id="10536019">Likely surface</text>
<text id="10536020">Likely underground</text>
<text id="10536021">Likely forest</text>
<text id="10536022">Likely river</text>
<text id="10536023">Likely lake</text>
<text id="10536024">Likely bog</text>
<text id="10536025">Likely mountain</text>
<text id="10536026">Likely valley</text>
<text id="10536027">Likely cliff</text>
<text id="10536028">Likely waterside</text>
<text id="10536029">Likely nest</text>
<text id="10536030">Likely hole</text>
<text id="10537001">Likely east</text>
<text id="10537002">Likely west</text>
<text id="10537003">Likely south</text>
<text id="10537004">Likely north</text>
<text id="10537005">Likely ahead</text>
<text id="10537006">Likely behind</text>
<text id="10537007">Likely left</text>
<text id="10537008">Likely right</text>
<text id="10537009">Likely center</text>
<text id="10537010">Likely up</text>
<text id="10537011">Likely down</text>
<text id="10537012">Likely edge</text>
<text id="10538001">Likely head</text>
<text id="10538002">Likely stomach</text>
<text id="10538003">Likely back</text>
<text id="10538004">Likely arms</text>
<text id="10538005">Likely legs</text>
<text id="10538006">Likely rump</text>
<text id="10538007">Likely tail</text>
<text id="10538008">Likely core</text>
<text id="10538009">Likely fingers</text>
<text id="10539001">Likely physical</text>
<text id="10539002">Likely standard</text>
<text id="10539003">Likely striking</text>
<text id="10539004">Likely slashing</text>
<text id="10539005">Likely piercing</text>
<text id="10539006">Likely fire</text>
<text id="10539007">Likely lightning</text>
<text id="10539008">Likely sorcery</text>
<text id="10539009">Likely holy</text>
<text id="10539010">Likely poison</text>
<text id="10539011">Likely toxic</text>
<text id="10539012">Likely plaque</text>
<text id="10539013">Likely hemorrhage</text>
<text id="10539014">Likely frostbite</text>
<text id="10539015">Likely sleep</text>
<text id="10539016">Likely madness</text>
<text id="10539017">Likely death</text>
<text id="10540001">Likely life</text>
<text id="10540002">Likely Death</text>
<text id="10540003">Likely light</text>
<text id="10540004">Likely dark</text>
<text id="10540005">Likely stars</text>
<text id="10540006">Likely fire</text>
<text id="10540007">Likely Order</text>
<text id="10540008">Likely chaos</text>
<text id="10540009">Likely joy</text>
<text id="10540010">Likely wrath</text>
<text id="10540011">Likely suffering</text>
<text id="10540012">Likely sadness</text>
<text id="10540013">Likely comfort</text>
<text id="10540014">Likely bliss</text>
<text id="10540015">Likely misfortune</text>
<text id="10540016">Likely good fortune</text>
<text id="10540017">Likely bad luck</text>
<text id="10540018">Likely hope</text>
<text id="10540019">Likely despair</text>
<text id="10540020">Likely victory</text>
<text id="10540021">Likely defeat</text>
<text id="10540022">Likely research</text>
<text id="10540023">Likely faith</text>
<text id="10540024">Likely abundance</text>
<text id="10540025">Likely rot</text>
<text id="10540026">Likely loyalty</text>
<text id="10540027">Likely injustice</text>
<text id="10540028">Likely secret</text>
<text id="10540029">Likely opportunity</text>
<text id="10540030">Likely pickle</text>
<text id="10540031">Likely clue</text>
<text id="10540032">Likely friendship</text>
<text id="10540033">Likely love</text>
<text id="10540034">Likely bravery</text>
<text id="10540035">Likely vigor</text>
<text id="10540036">Likely fortitude</text>
<text id="10540037">Likely confidence</text>
<text id="10540038">Likely inadvertent</text>
<text id="10540039">Likely unguarded</text>
<text id="10540040">Likely introspection</text>
<text id="10540041">Likely regret</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2733

```
<text id="10535038">likely secret passage</text>
<text id="10535039">likely shortcut</text>
<text id="10535040">likely dead end</text>
<text id="10535041">likely looking away</text>
<text id="10535042">likely unnoticed</text>
<text id="10535043">likely out of stamina</text>
<text id="10536001">likely high road</text>
<text id="10536002">likely checkpoint</text>
<text id="10536003">likely bridge</text>
<text id="10536004">likely castle</text>
<text id="10536005">likely fort</text>
<text id="10536006">likely city</text>
<text id="10536007">likely ruins</text>
<text id="10536008">likely church</text>
<text id="10536009">likely tower</text>
<text id="10536010">likely camp site</text>
<text id="10536011">likely house</text>
<text id="10536012">likely cemetery</text>
<text id="10536013">likely underground tomb</text>
<text id="10536014">likely tunnel</text>
<text id="10536015">likely cave</text>
<text id="10536016">likely evergaol</text>
<text id="10536017">likely great tree</text>
<text id="10536018">likely cellar</text>
<text id="10536019">likely surface</text>
<text id="10536020">likely underground</text>
<text id="10536021">likely forest</text>
<text id="10536022">likely river</text>
<text id="10536023">likely lake</text>
<text id="10536024">likely bog</text>
<text id="10536025">likely mountain</text>
<text id="10536026">likely valley</text>
<text id="10536027">likely cliff</text>
<text id="10536028">likely waterside</text>
<text id="10536029">likely nest</text>
<text id="10536030">likely hole</text>
<text id="10537001">likely east</text>
<text id="10537002">likely west</text>
<text id="10537003">likely south</text>
<text id="10537004">likely north</text>
<text id="10537005">likely ahead</text>
<text id="10537006">likely behind</text>
<text id="10537007">likely left</text>
<text id="10537008">likely right</text>
<text id="10537009">likely center</text>
<text id="10537010">likely up</text>
<text id="10537011">likely down</text>
<text id="10537012">likely edge</text>
<text id="10538001">likely head</text>
<text id="10538002">likely stomach</text>
<text id="10538003">likely back</text>
<text id="10538004">likely arms</text>
<text id="10538005">likely legs</text>
<text id="10538006">likely rump</text>
<text id="10538007">likely tail</text>
<text id="10538008">likely core</text>
<text id="10538009">likely fingers</text>
<text id="10539001">likely physical</text>
<text id="10539002">likely standard</text>
<text id="10539003">likely striking</text>
<text id="10539004">likely slashing</text>
<text id="10539005">likely piercing</text>
<text id="10539006">likely fire</text>
<text id="10539007">likely lightning</text>
<text id="10539008">likely magic</text>
<text id="10539009">likely holy</text>
<text id="10539010">likely poison</text>
<text id="10539011">likely toxic</text>
<text id="10539012">likely scarlet rot</text>
<text id="10539013">likely blood loss</text>
<text id="10539014">likely frost</text>
<text id="10539015">likely sleep</text>
<text id="10539016">likely madness</text>
<text id="10539017">likely death</text>
<text id="10540001">likely life</text>
<text id="10540002">likely Death</text>
<text id="10540003">likely light</text>
<text id="10540004">likely dark</text>
<text id="10540005">likely stars</text>
<text id="10540006">likely fire</text>
<text id="10540007">likely Order</text>
<text id="10540008">likely chaos</text>
<text id="10540009">likely joy</text>
<text id="10540010">likely wrath</text>
<text id="10540011">likely suffering</text>
<text id="10540012">likely sadness</text>
<text id="10540013">likely comfort</text>
<text id="10540014">likely bliss</text>
<text id="10540015">likely misfortune</text>
<text id="10540016">likely good fortune</text>
<text id="10540017">likely bad luck</text>
<text id="10540018">likely hope</text>
<text id="10540019">likely despair</text>
<text id="10540020">likely victory</text>
<text id="10540021">likely defeat</text>
<text id="10540022">likely research</text>
<text id="10540023">likely faith</text>
<text id="10540024">likely abundance</text>
<text id="10540025">likely rot</text>
<text id="10540026">likely loyalty</text>
<text id="10540027">likely injustice</text>
<text id="10540028">likely secret</text>
<text id="10540029">likely opportunity</text>
<text id="10540030">likely pickle</text>
<text id="10540031">likely clue</text>
<text id="10540032">likely friendship</text>
<text id="10540033">likely love</text>
<text id="10540034">likely bravery</text>
<text id="10540035">likely vigor</text>
<text id="10540036">likely fortitude</text>
<text id="10540037">likely confidence</text>
<text id="10540038">likely distracted</text>
<text id="10540039">likely unguarded</text>
<text id="10540040">likely introspection</text>
<text id="10540041">likely regret</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2773

```
<text id="10540042">Likely giving up</text>
<text id="10540043">Likely futility</text>
<text id="10540044">Likely at the limit</text>
<text id="10540045">Likely betrayal</text>
<text id="10540046">Likely revenge</text>
<text id="10540047">Likely destroy</text>
<text id="10540048">Likely recklessness</text>
<text id="10540049">Likely calmness</text>
<text id="10540050">Likely vigilance</text>
<text id="10540051">Likely tranquility</text>
<text id="10540052">Likely sound</text>
<text id="10540053">Likely tears</text>
<text id="10540054">Likely sleep</text>
<text id="10540055">Likely depths</text>
<text id="10540056">Likely dregs</text>
<text id="10540057">Likely fear</text>
<text id="10540058">Likely sacrifice</text>
<text id="10540059">Likely ruin</text>
<text id="10541001">Likely good luck</text>
<text id="10541002">Likely look carefully</text>
<text id="10541003">Likely listen carefully</text>
<text id="10541004">Likely think carefully</text>
<text id="10541005">Likely well done</text>
<text id="10541006">Likely I did it!</text>
<text id="10541007">Likely I've failed...</text>
<text id="10541008">Likely here!</text>
<text id="10541009">Likely not here!</text>
<text id="10541010">Likely don't you dare!</text>
<text id="10541011">Likely do it!</text>
<text id="10541012">Likely I can't take this...</text>
<text id="10541013">Likely don't think</text>
<text id="10541014">Likely so lonely...</text>
<text id="10541015">Likely here again...</text>
<text id="10541016">Likely just getting started</text>
<text id="10541017">Likely stay calm</text>
<text id="10541018">Likely keep moving</text>
<text id="10541019">Likely turn back</text>
<text id="10541020">Likely give up</text>
<text id="10541021">Likely don't give up</text>
<text id="10541022">Likely help me...</text>
<text id="10541023">Likely I don't believe it...</text>
<text id="10541024">Likely too high up</text>
<text id="10541025">Likely I want to go home...</text>
<text id="10541026">Likely it's like a dream...</text>
<text id="10541027">Likely seems familiar...</text>
<text id="10541028">Likely beautiful...</text>
<text id="10541029">Likely you don't have the right</text>
<text id="10541030">Likely are you ready?</text>
<text id="10630001">First off, enemy</text>
<text id="10630002">First off, weak foe</text>
<text id="10630003">First off, strong foe</text>
<text id="10630004">First off, monster</text>
<text id="10630005">First off, dragon</text>
<text id="10630006">First off, boss</text>
<text id="10630007">First off, sentry</text>
<text id="10630008">First off, group</text>
<text id="10630009">First off, pack</text>
<text id="10630010">First off, decoy</text>
<text id="10630011">First off, undead</text>
<text id="10630012">First off, soldier</text>
<text id="10630013">First off, knight</text>
<text id="10630014">First off, cavalier</text>
<text id="10630015">First off, archer</text>
<text id="10630016">First off, sniper</text>
<text id="10630017">First off, mage</text>
<text id="10630018">First off, ordnance</text>
<text id="10630019">First off, monarch</text>
<text id="10630020">First off, lord</text>
<text id="10630021">First off, demi-human</text>
<text id="10630022">First off, outsider</text>
<text id="10630023">First off, giant</text>
<text id="10630024">First off, horse</text>
<text id="10630025">First off, dog</text>
<text id="10630026">First off, wolf</text>
<text id="10630027">First off, rat</text>
<text id="10630028">First off, beast</text>
<text id="10630029">First off, bird</text>
<text id="10630030">First off, raptor</text>
<text id="10630031">First off, snake</text>
<text id="10630032">First off, crab</text>
<text id="10630033">First off, prawn</text>
<text id="10630034">First off, octopus</text>
<text id="10630035">First off, bug</text>
<text id="10630036">First off, scarab</text>
<text id="10630037">First off, slug</text>
<text id="10630038">First off, wraith</text>
<text id="10630039">First off, skeleton</text>
<text id="10630040">First off, monstrosity</text>
<text id="10630041">First off, Ill-omened creature</text>
<text id="10631001">First off, Tarnished</text>
<text id="10631002">First off, warrior</text>
<text id="10631003">First off, swordsman</text>
<text id="10631004">First off, knight</text>
<text id="10631005">First off, samurai</text>
<text id="10631006">First off, sorcerer</text>
<text id="10631007">First off, cleric</text>
<text id="10631008">First off, sage</text>
<text id="10631009">First off, merchant</text>
<text id="10631010">First off, teacher</text>
<text id="10631011">First off, master</text>
<text id="10631012">First off, friend</text>
<text id="10631013">First off, lover</text>
<text id="10631014">First off, old dear</text>
<text id="10631015">First off, old codger </text>
<text id="10631016">First off, angel</text>
<text id="10631017">First off, fat coinpurse</text>
<text id="10631018">First off, pauper</text>
<text id="10631019">First off, good sort</text>
<text id="10631020">First off, wicked sort</text>
<text id="10631021">First off, plump sort</text>
<text id="10631022">First off, skinny sort</text>
<text id="10631023">First off, lovable sort</text>
<text id="10631024">First off, pathetic sort</text>
<text id="10631025">First off, strange sort</text>
<text id="10631026">First off, nimble sort</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2848

```
<text id="10540042">likely resignation</text>
<text id="10540043">likely futility</text>
<text id="10540044">likely on the brink</text>
<text id="10540045">likely betrayal</text>
<text id="10540046">likely revenge</text>
<text id="10540047">likely destruction</text>
<text id="10540048">likely recklessness</text>
<text id="10540049">likely calmness</text>
<text id="10540050">likely vigilance</text>
<text id="10540051">likely tranquility</text>
<text id="10540052">likely sound</text>
<text id="10540053">likely tears</text>
<text id="10540054">likely sleep</text>
<text id="10540055">likely depths</text>
<text id="10540056">likely dregs</text>
<text id="10540057">likely fear</text>
<text id="10540058">likely sacrifice</text>
<text id="10540059">likely ruin</text>
<text id="10541001">likely good luck</text>
<text id="10541002">likely look carefully</text>
<text id="10541003">likely listen carefully</text>
<text id="10541004">likely think carefully</text>
<text id="10541005">likely well done</text>
<text id="10541006">likely I did it!</text>
<text id="10541007">likely I've failed...</text>
<text id="10541008">likely here!</text>
<text id="10541009">likely not here!</text>
<text id="10541010">likely don't you dare!</text>
<text id="10541011">likely do it!</text>
<text id="10541012">likely I can't take this...</text>
<text id="10541013">likely don't think</text>
<text id="10541014">likely so lonely...</text>
<text id="10541015">likely here again...</text>
<text id="10541016">likely just getting started</text>
<text id="10541017">likely stay calm</text>
<text id="10541018">likely keep moving</text>
<text id="10541019">likely turn back</text>
<text id="10541020">likely give up</text>
<text id="10541021">likely don't give up</text>
<text id="10541022">likely help me...</text>
<text id="10541023">likely I don't believe it...</text>
<text id="10541024">likely too high up</text>
<text id="10541025">likely I want to go home...</text>
<text id="10541026">likely it's like a dream...</text>
<text id="10541027">likely seems familiar...</text>
<text id="10541028">likely beautiful...</text>
<text id="10541029">likely you don't have the right</text>
<text id="10541030">likely are you ready?</text>
<text id="10630001">first off, enemy</text>
<text id="10630002">first off, weak foe</text>
<text id="10630003">first off, strong foe</text>
<text id="10630004">first off, monster</text>
<text id="10630005">first off, dragon</text>
<text id="10630006">first off, boss</text>
<text id="10630007">first off, sentry</text>
<text id="10630008">first off, group</text>
<text id="10630009">first off, pack</text>
<text id="10630010">first off, decoy</text>
<text id="10630011">first off, undead</text>
<text id="10630012">first off, soldier</text>
<text id="10630013">first off, knight</text>
<text id="10630014">first off, cavalier</text>
<text id="10630015">first off, archer</text>
<text id="10630016">first off, sniper</text>
<text id="10630017">first off, mage</text>
<text id="10630018">first off, ordnance</text>
<text id="10630019">first off, monarch</text>
<text id="10630020">first off, lord</text>
<text id="10630021">first off, demi-human</text>
<text id="10630022">first off, outsider</text>
<text id="10630023">first off, giant</text>
<text id="10630024">first off, horse</text>
<text id="10630025">first off, dog</text>
<text id="10630026">first off, wolf</text>
<text id="10630027">first off, rat</text>
<text id="10630028">first off, beast</text>
<text id="10630029">first off, bird</text>
<text id="10630030">first off, raptor</text>
<text id="10630031">first off, snake</text>
<text id="10630032">first off, crab</text>
<text id="10630033">first off, prawn</text>
<text id="10630034">first off, octopus</text>
<text id="10630035">first off, bug</text>
<text id="10630036">first off, scarab</text>
<text id="10630037">first off, slug</text>
<text id="10630038">first off, wraith</text>
<text id="10630039">first off, skeleton</text>
<text id="10630040">first off, monstrosity</text>
<text id="10630041">first off, ill-omened creature</text>
<text id="10631001">first off, Tarnished</text>
<text id="10631002">first off, warrior</text>
<text id="10631003">first off, swordfighter</text>
<text id="10631004">first off, knight</text>
<text id="10631005">first off, samurai</text>
<text id="10631006">first off, sorcerer</text>
<text id="10631007">first off, cleric</text>
<text id="10631008">first off, sage</text>
<text id="10631009">first off, merchant</text>
<text id="10631010">first off, teacher</text>
<text id="10631011">first off, master</text>
<text id="10631012">first off, friend</text>
<text id="10631013">first off, lover</text>
<text id="10631014">first off, old dear</text>
<text id="10631015">first off, old codger </text>
<text id="10631016">first off, angel</text>
<text id="10631017">first off, fat coinpurse</text>
<text id="10631018">first off, pauper</text>
<text id="10631019">first off, good sort</text>
<text id="10631020">first off, wicked sort</text>
<text id="10631021">first off, plump sort</text>
<text id="10631022">first off, skinny sort</text>
<text id="10631023">first off, lovable sort</text>
<text id="10631024">first off, pathetic sort</text>
<text id="10631025">first off, strange sort</text>
<text id="10631026">first off, nimble sort</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2888

```
<text id="10631027">First off, laggardly sort</text>
<text id="10631028">First off, invisible sort</text>
<text id="10631029">First off, unfathomable sort</text>
<text id="10631030">First off, giant sort</text>
<text id="10631031">First off, sinner</text>
<text id="10631032">First off, thief</text>
<text id="10631033">First off, liar</text>
<text id="10631034">First off, dastard</text>
<text id="10631035">First off, traitor</text>
<text id="10631036">First off, pair</text>
<text id="10631037">First off, trio</text>
<text id="10631038">First off, noble</text>
<text id="10631039">First off, aristocrat</text>
<text id="10631040">First off, hero</text>
<text id="10631041">First off, champion</text>
<text id="10631042">First off, monarch</text>
<text id="10631043">First off, lord</text>
<text id="10631044">First off, god</text>
<text id="10632001">First off, item</text>
<text id="10632002">First off, necessary item</text>
<text id="10632003">First off, precious item</text>
<text id="10632004">First off, something</text>
<text id="10632005">First off, something incredible</text>
<text id="10632006">First off, treasure chest</text>
<text id="10632007">First off, corpse</text>
<text id="10632008">First off, coffin</text>
<text id="10632009">First off, trap</text>
<text id="10632010">First off, armament</text>
<text id="10632011">First off, shield</text>
<text id="10632012">First off, bow</text>
<text id="10632013">First off, projectile weapon</text>
<text id="10632014">First off, armor</text>
<text id="10632015">First off, talisman</text>
<text id="10632016">First off, battle art</text>
<text id="10632017">First off, sorcery</text>
<text id="10632018">First off, incantation</text>
<text id="10632019">First off, map</text>
<text id="10632020">First off, material</text>
<text id="10632021">First off, flower</text>
<text id="10632022">First off, grass</text>
<text id="10632023">First off, tree</text>
<text id="10632024">First off, fruit</text>
<text id="10632025">First off, seed</text>
<text id="10632026">First off, mushroom</text>
<text id="10632027">First off, tear</text>
<text id="10632028">First off, crystal</text>
<text id="10632029">First off, butterfly</text>
<text id="10632030">First off, bug</text>
<text id="10632031">First off, dung</text>
<text id="10632032">First off, grace</text>
<text id="10632033">First off, door</text>
<text id="10632034">First off, key</text>
<text id="10632035">First off, ladder</text>
<text id="10632036">First off, lever</text>
<text id="10632037">First off, lift</text>
<text id="10632038">First off, spiritspring</text>
<text id="10632039">First off, warpstone</text>
<text id="10632040">First off, stone astrolabe</text>
<text id="10632041">First off, telescopic view</text>
<text id="10632042">First off, message</text>
<text id="10632043">First off, bloodstain</text>
<text id="10632044">First off, Erdtree</text>
<text id="10632045">First off, Elden Ring</text>
<text id="10633001">First off, close-quarters battle</text>
<text id="10633002">First off, ranged battle</text>
<text id="10633003">First off, horseback battle</text>
<text id="10633004">First off, luring out</text>
<text id="10633005">First off, defeating one-by-one</text>
<text id="10633006">First off, taking on all at once</text>
<text id="10633007">First off, rushing in</text>
<text id="10633008">First off, stealth</text>
<text id="10633009">First off, mimicry</text>
<text id="10633010">First off, confusion</text>
<text id="10633011">First off, pursuit</text>
<text id="10633012">First off, fleeing</text>
<text id="10633013">First off, summoning</text>
<text id="10633014">First off, circling around</text>
<text id="10633015">First off, jumping off</text>
<text id="10633016">First off, dashing through</text>
<text id="10633017">First off, brief respite</text>
<text id="10634001">First off, attacking</text>
<text id="10634002">First off, jump attack</text>
<text id="10634003">First off, running attack</text>
<text id="10634004">First off, critical hit</text>
<text id="10634005">First off, two-handing</text>
<text id="10634006">First off, blocking</text>
<text id="10634007">First off, parrying</text>
<text id="10634008">First off, guard counter</text>
<text id="10634009">First off, sorcery</text>
<text id="10634010">First off, incantation</text>
<text id="10634011">First off, skill</text>
<text id="10634012">First off, summoning</text>
<text id="10634013">First off, throwing</text>
<text id="10634014">First off, healing</text>
<text id="10634015">First off, running</text>
<text id="10634016">First off, rolling</text>
<text id="10634017">First off, backstepping</text>
<text id="10634018">First off, jumping</text>
<text id="10634019">First off, crouching</text>
<text id="10634020">First off, target lock</text>
<text id="10634021">First off, item crafting</text>
<text id="10634022">First off, gesturing</text>
<text id="10635001">First off, morning</text>
<text id="10635002">First off, noon</text>
<text id="10635003">First off, evening</text>
<text id="10635004">First off, night</text>
<text id="10635005">First off, clear sky</text>
<text id="10635006">First off, overcast</text>
<text id="10635007">First off, rain</text>
<text id="10635008">First off, storm</text>
<text id="10635009">First off, mist</text>
<text id="10635010">First off, snow</text>
<text id="10635011">First off, patrolling</text>
<text id="10635012">First off, procession</text>
<text id="10635013">First off, crowd</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 2963

```
<text id="10631027">first off, laggardly sort</text>
<text id="10631028">first off, invisible sort</text>
<text id="10631029">first off, unfathomable sort</text>
<text id="10631030">first off, giant sort</text>
<text id="10631031">first off, sinner</text>
<text id="10631032">first off, thief</text>
<text id="10631033">first off, liar</text>
<text id="10631034">first off, dastard</text>
<text id="10631035">first off, traitor</text>
<text id="10631036">first off, pair</text>
<text id="10631037">first off, trio</text>
<text id="10631038">first off, noble</text>
<text id="10631039">first off, aristocrat</text>
<text id="10631040">first off, hero</text>
<text id="10631041">first off, champion</text>
<text id="10631042">first off, monarch</text>
<text id="10631043">first off, lord</text>
<text id="10631044">first off, god</text>
<text id="10632001">first off, item</text>
<text id="10632002">first off, necessary item</text>
<text id="10632003">first off, precious item</text>
<text id="10632004">first off, something</text>
<text id="10632005">first off, something incredible</text>
<text id="10632006">first off, treasure chest</text>
<text id="10632007">first off, corpse</text>
<text id="10632008">first off, coffin</text>
<text id="10632009">first off, trap</text>
<text id="10632010">first off, armament</text>
<text id="10632011">first off, shield</text>
<text id="10632012">first off, bow</text>
<text id="10632013">first off, projectile weapon</text>
<text id="10632014">first off, armor</text>
<text id="10632015">first off, talisman</text>
<text id="10632016">first off, skill</text>
<text id="10632017">first off, sorcery</text>
<text id="10632018">first off, incantation</text>
<text id="10632019">first off, map</text>
<text id="10632020">first off, material</text>
<text id="10632021">first off, flower</text>
<text id="10632022">first off, grass</text>
<text id="10632023">first off, tree</text>
<text id="10632024">first off, fruit</text>
<text id="10632025">first off, seed</text>
<text id="10632026">first off, mushroom</text>
<text id="10632027">first off, tear</text>
<text id="10632028">first off, crystal</text>
<text id="10632029">first off, butterfly</text>
<text id="10632030">first off, bug</text>
<text id="10632031">first off, dung</text>
<text id="10632032">first off, grace</text>
<text id="10632033">first off, door</text>
<text id="10632034">first off, key</text>
<text id="10632035">first off, ladder</text>
<text id="10632036">first off, lever</text>
<text id="10632037">first off, lift</text>
<text id="10632038">first off, spiritspring</text>
<text id="10632039">first off, sending gate</text>
<text id="10632040">first off, stone astrolabe</text>
<text id="10632041">first off, Birdseye Telescope</text>
<text id="10632042">first off, message</text>
<text id="10632043">first off, bloodstain</text>
<text id="10632044">first off, Erdtree</text>
<text id="10632045">first off, Elden Ring</text>
<text id="10633001">first off, close-quarters battle</text>
<text id="10633002">first off, ranged battle</text>
<text id="10633003">first off, horseback battle</text>
<text id="10633004">first off, luring out</text>
<text id="10633005">first off, defeating one-by-one</text>
<text id="10633006">first off, taking on all at once</text>
<text id="10633007">first off, rushing in</text>
<text id="10633008">first off, stealth</text>
<text id="10633009">first off, mimicry</text>
<text id="10633010">first off, confusion</text>
<text id="10633011">first off, pursuit</text>
<text id="10633012">first off, fleeing</text>
<text id="10633013">first off, summoning</text>
<text id="10633014">first off, circling around</text>
<text id="10633015">first off, jumping off</text>
<text id="10633016">first off, dashing through</text>
<text id="10633017">first off, brief respite</text>
<text id="10634001">first off, attacking</text>
<text id="10634002">first off, jump attack</text>
<text id="10634003">first off, running attack</text>
<text id="10634004">first off, critical hit</text>
<text id="10634005">first off, two-handing</text>
<text id="10634006">first off, blocking</text>
<text id="10634007">first off, parrying</text>
<text id="10634008">first off, guard counter</text>
<text id="10634009">first off, sorcery</text>
<text id="10634010">first off, incantation</text>
<text id="10634011">first off, skill</text>
<text id="10634012">first off, summoning</text>
<text id="10634013">first off, throwing</text>
<text id="10634014">first off, healing</text>
<text id="10634015">first off, running</text>
<text id="10634016">first off, rolling</text>
<text id="10634017">first off, backstepping</text>
<text id="10634018">first off, jumping</text>
<text id="10634019">first off, crouching</text>
<text id="10634020">first off, target lock</text>
<text id="10634021">first off, item crafting</text>
<text id="10634022">first off, gesturing</text>
<text id="10635001">first off, morning</text>
<text id="10635002">first off, noon</text>
<text id="10635003">first off, evening</text>
<text id="10635004">first off, night</text>
<text id="10635005">first off, clear sky</text>
<text id="10635006">first off, overcast</text>
<text id="10635007">first off, rain</text>
<text id="10635008">first off, storm</text>
<text id="10635009">first off, mist</text>
<text id="10635010">first off, snow</text>
<text id="10635011">first off, patrolling</text>
<text id="10635012">first off, procession</text>
<text id="10635013">first off, crowd</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3003

```
3003    <text id="10635014">First off, surprise attack</text>
3004    <text id="10635015">First off, ambush</text>
3005    <text id="10635016">First off, pincer attack</text>
3006    <text id="10635017">First off, beating to a pulp</text>
3007    <text id="10635018">First off, battle</text>
3008    <text id="10635019">First off, reinforcements</text>
3009    <text id="10635020">First off, ritual</text>
3010    <text id="10635021">First off, explosion</text>
3011    <text id="10635022">First off, high spot</text>
3012    <text id="10635023">First off, defensible spot</text>
3013    <text id="10635024">First off, climbable spot</text>
3014    <text id="10635025">First off, crossable spot</text>
3015    <text id="10635026">First off, bright spot</text>
3016    <text id="10635027">First off, dark spot</text>
3017    <text id="10635028">First off, open area</text>
3018    <text id="10635029">First off, cramped area</text>
3019    <text id="10635030">First off, hiding place</text>
3020    <text id="10635031">First off, sniping spot</text>
3021    <text id="10635032">First off, recon spot</text>
3022    <text id="10635033">First off, safety</text>
3023    <text id="10635034">First off, danger</text>
3024    <text id="10635035">First off, gorgeous view</text>
3025    <text id="10635036">First off, detour</text>
3026    <text id="10635037">First off, hidden path</text>
3027    <text id="10635038">First off, secret passage</text>
3028    <text id="10635039">First off, shortcut</text>
3029    <text id="10635040">First off, dead end</text>
3030    <text id="10635041">First off, looking away</text>
3031    <text id="10635042">First off, unnoticed</text>
3032    <text id="10635043">First off, out of stamina</text>
3033    <text id="10636001">First off, high road</text>
3034    <text id="10636002">First off, checkpoint</text>
3035    <text id="10636003">First off, bridge</text>
3036    <text id="10636004">First off, castle</text>
3037    <text id="10636005">First off, fort</text>
3038    <text id="10636006">First off, city</text>
3039    <text id="10636007">First off, ruins</text>
3040    <text id="10636008">First off, church</text>
3041    <text id="10636009">First off, tower</text>
3042    <text id="10636010">First off, camp site</text>
3043    <text id="10636011">First off, house</text>
3044    <text id="10636012">First off, cemetery</text>
3045    <text id="10636013">First off, underground tomb</text>
3046    <text id="10636014">First off, tunnel</text>
3047    <text id="10636015">First off, cave</text>
3048    <text id="10636016">First off, evergaol</text>
3049    <text id="10636017">First off, great tree</text>
3050    <text id="10636018">First off, cellar</text>
3051    <text id="10636019">First off, surface</text>
3052    <text id="10636020">First off, underground</text>
3053    <text id="10636021">First off, forest</text>
3054    <text id="10636022">First off, river</text>
3055    <text id="10636023">First off, lake</text>
3056    <text id="10636024">First off, bog</text>
3057    <text id="10636025">First off, mountain</text>
3058    <text id="10636026">First off, valley</text>
3059    <text id="10636027">First off, cliff</text>
3060    <text id="10636028">First off, waterside</text>
3061    <text id="10636029">First off, nest</text>
3062    <text id="10636030">First off, hole</text>
3063    <text id="10637001">First off, east</text>
3064    <text id="10637002">First off, west</text>
3065    <text id="10637003">First off, south</text>
3066    <text id="10637004">First off, north</text>
3067    <text id="10637005">First off, ahead</text>
3068    <text id="10637006">First off, behind</text>
3069    <text id="10637007">First off, left</text>
3070    <text id="10637008">First off, right</text>
3071    <text id="10637009">First off, center</text>
3072    <text id="10637010">First off, up</text>
3073    <text id="10637011">First off, down</text>
3074    <text id="10637012">First off, edge</text>
3075    <text id="10638001">First off, head</text>
3076    <text id="10638002">First off, stomach</text>
3077    <text id="10638003">First off, back</text>
3078    <text id="10638004">First off, arms</text>
3079    <text id="10638005">First off, legs</text>
3080    <text id="10638006">First off, rump</text>
3081    <text id="10638007">First off, tail</text>
3082    <text id="10638008">First off, core</text>
3083    <text id="10638009">First off, fingers</text>
3084    <text id="10639001">First off, physical</text>
3085    <text id="10639002">First off, standard</text>
3086    <text id="10639003">First off, striking</text>
3087    <text id="10639004">First off, slashing</text>
3088    <text id="10639005">First off, piercing</text>
3089    <text id="10639006">First off, fire</text>
3090    <text id="10639007">First off, lightning</text>
3091    <text id="10639008">First off, sorcery</text>
3092    <text id="10639009">First off, holy</text>
3093    <text id="10639010">First off, poison</text>
3094    <text id="10639011">First off, toxic</text>
3095    <text id="10639012">First off, plaque</text>
3096    <text id="10639013">First off, hemorrhage</text>
3097    <text id="10639014">First off, frostbite</text>
3098    <text id="10639015">First off, sleep</text>
3099    <text id="10639016">First off, madness</text>
3100    <text id="10639017">First off, death</text>
3101    <text id="10640001">First off, life</text>
3102    <text id="10640002">First off, Death</text>
3103    <text id="10640003">First off, light</text>
3104    <text id="10640004">First off, dark</text>
3105    <text id="10640005">First off, stars</text>
3106    <text id="10640006">First off, fire</text>
3107    <text id="10640007">First off, Order</text>
3108    <text id="10640008">First off, chaos</text>
3109    <text id="10640009">First off, joy</text>
3110    <text id="10640010">First off, wrath</text>
3111    <text id="10640011">First off, suffering</text>
3112    <text id="10640012">First off, sadness</text>
3113    <text id="10640013">First off, comfort</text>
3114    <text id="10640014">First off, bliss</text>
3115    <text id="10640015">First off, misfortune</text>
3116    <text id="10640016">First off, good fortune</text>
3117    <text id="10640017">First off, bad luck</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3078

```
3078    <text id="10635014">first off, surprise attack</text>
3079    <text id="10635015">first off, ambush</text>
3080    <text id="10635016">first off, pincer attack</text>
3081    <text id="10635017">first off, beating to a pulp</text>
3082    <text id="10635018">first off, battle</text>
3083    <text id="10635019">first off, reinforcements</text>
3084    <text id="10635020">first off, ritual</text>
3085    <text id="10635021">first off, explosion</text>
3086    <text id="10635022">first off, high spot</text>
3087    <text id="10635023">first off, defensible spot</text>
3088    <text id="10635024">first off, climbable spot</text>
3089    <text id="10635025">first off, crossable spot</text>
3090    <text id="10635026">first off, bright spot</text>
3091    <text id="10635027">first off, dark spot</text>
3092    <text id="10635028">first off, open area</text>
3093    <text id="10635029">first off, cramped area</text>
3094    <text id="10635030">first off, hiding place</text>
3095    <text id="10635031">first off, sniping spot</text>
3096    <text id="10635032">first off, recon spot</text>
3097    <text id="10635033">first off, safety</text>
3098    <text id="10635034">first off, danger</text>
3099    <text id="10635035">first off, gorgeous view</text>
3100    <text id="10635036">first off, detour</text>
3101    <text id="10635037">first off, hidden path</text>
3102    <text id="10635038">first off, secret passage</text>
3103    <text id="10635039">first off, shortcut</text>
3104    <text id="10635040">first off, dead end</text>
3105    <text id="10635041">first off, looking away</text>
3106    <text id="10635042">first off, unnoticed</text>
3107    <text id="10635043">first off, out of stamina</text>
3108    <text id="10636001">first off, high road</text>
3109    <text id="10636002">first off, checkpoint</text>
3110    <text id="10636003">first off, bridge</text>
3111    <text id="10636004">first off, castle</text>
3112    <text id="10636005">first off, fort</text>
3113    <text id="10636006">first off, city</text>
3114    <text id="10636007">first off, ruins</text>
3115    <text id="10636008">first off, church</text>
3116    <text id="10636009">first off, tower</text>
3117    <text id="10636010">first off, camp site</text>
3118    <text id="10636011">first off, house</text>
3119    <text id="10636012">first off, cemetery</text>
3120    <text id="10636013">first off, underground tomb</text>
3121    <text id="10636014">first off, tunnel</text>
3122    <text id="10636015">first off, cave</text>
3123    <text id="10636016">first off, evergaol</text>
3124    <text id="10636017">first off, great tree</text>
3125    <text id="10636018">first off, cellar</text>
3126    <text id="10636019">first off, surface</text>
3127    <text id="10636020">first off, underground</text>
3128    <text id="10636021">first off, forest</text>
3129    <text id="10636022">first off, river</text>
3130    <text id="10636023">first off, lake</text>
3131    <text id="10636024">first off, bog</text>
3132    <text id="10636025">first off, mountain</text>
3133    <text id="10636026">first off, valley</text>
3134    <text id="10636027">first off, cliff</text>
3135    <text id="10636028">first off, waterside</text>
3136    <text id="10636029">first off, nest</text>
3137    <text id="10636030">first off, hole</text>
3138    <text id="10637001">first off, east</text>
3139    <text id="10637002">first off, west</text>
3140    <text id="10637003">first off, south</text>
3141    <text id="10637004">first off, north</text>
3142    <text id="10637005">first off, ahead</text>
3143    <text id="10637006">first off, behind</text>
3144    <text id="10637007">first off, left</text>
3145    <text id="10637008">first off, right</text>
3146    <text id="10637009">first off, center</text>
3147    <text id="10637010">first off, up</text>
3148    <text id="10637011">first off, down</text>
3149    <text id="10637012">first off, edge</text>
3150    <text id="10638001">first off, head</text>
3151    <text id="10638002">first off, stomach</text>
3152    <text id="10638003">first off, back</text>
3153    <text id="10638004">first off, arms</text>
3154    <text id="10638005">first off, legs</text>
3155    <text id="10638006">first off, rump</text>
3156    <text id="10638007">first off, tail</text>
3157    <text id="10638008">first off, core</text>
3158    <text id="10638009">first off, fingers</text>
3159    <text id="10639001">first off, physical</text>
3160    <text id="10639002">first off, standard</text>
3161    <text id="10639003">first off, striking</text>
3162    <text id="10639004">first off, slashing</text>
3163    <text id="10639005">first off, piercing</text>
3164    <text id="10639006">first off, fire</text>
3165    <text id="10639007">first off, lightning</text>
3166    <text id="10639008">first off, magic</text>
3167    <text id="10639009">first off, holy</text>
3168    <text id="10639010">first off, poison</text>
3169    <text id="10639011">first off, toxic</text>
3170    <text id="10639012">first off, scarlet rot</text>
3171    <text id="10639013">first off, blood loss</text>
3172    <text id="10639014">first off, frost</text>
3173    <text id="10639015">first off, sleep</text>
3174    <text id="10639016">first off, madness</text>
3175    <text id="10639017">first off, death</text>
3176    <text id="10640001">first off, life</text>
3177    <text id="10640002">first off, Death</text>
3178    <text id="10640003">first off, light</text>
3179    <text id="10640004">first off, dark</text>
3180    <text id="10640005">first off, stars</text>
3181    <text id="10640006">first off, fire</text>
3182    <text id="10640007">first off, Order</text>
3183    <text id="10640008">first off, chaos</text>
3184    <text id="10640009">first off, joy</text>
3185    <text id="10640010">first off, wrath</text>
3186    <text id="10640011">first off, suffering</text>
3187    <text id="10640012">first off, sadness</text>
3188    <text id="10640013">first off, comfort</text>
3189    <text id="10640014">first off, bliss</text>
3190    <text id="10640015">first off, misfortune</text>
3191    <text id="10640016">first off, good fortune</text>
3192    <text id="10640017">first off, bad luck</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3118

```
    <text id="10640018">First off, hope</text>
    <text id="10640019">First off, despair</text>
    <text id="10640020">First off, victory</text>
    <text id="10640021">First off, defeat</text>
    <text id="10640022">First off, research</text>
    <text id="10640023">First off, faith</text>
    <text id="10640024">First off, abundance</text>
    <text id="10640025">First off, rot</text>
    <text id="10640026">First off, loyalty</text>
    <text id="10640027">First off, injustice</text>
    <text id="10640028">First off, secret</text>
    <text id="10640029">First off, opportunity</text>
    <text id="10640030">First off, pickle</text>
    <text id="10640031">First off, clue</text>
    <text id="10640032">First off, friendship</text>
    <text id="10640033">First off, love</text>
    <text id="10640034">First off, bravery</text>
    <text id="10640035">First off, vigor</text>
    <text id="10640036">First off, fortitude</text>
    <text id="10640037">First off, confidence</text>
    <text id="10640038">First off, inadvertent</text>
    <text id="10640039">First off, unguarded</text>
    <text id="10640040">First off, introspection</text>
    <text id="10640041">First off, regret</text>
    <text id="10640042">First off, giving up</text>
    <text id="10640043">First off, futility</text>
    <text id="10640044">First off, at the limit</text>
    <text id="10640045">First off, betrayal</text>
    <text id="10640046">First off, revenge</text>
    <text id="10640047">First off, destroy</text>
    <text id="10640048">First off, recklessness</text>
    <text id="10640049">First off, calmness</text>
    <text id="10640050">First off, vigilance</text>
    <text id="10640051">First off, tranquility</text>
    <text id="10640052">First off, sound</text>
    <text id="10640053">First off, tears</text>
    <text id="10640054">First off, sleep</text>
    <text id="10640055">First off, depths</text>
    <text id="10640056">First off, dregs</text>
    <text id="10640057">First off, fear</text>
    <text id="10640058">First off, sacrifice</text>
    <text id="10640059">First off, ruin</text>
    <text id="10641001">First off, good luck</text>
    <text id="10641002">First off, look carefully</text>
    <text id="10641003">First off, listen carefully</text>
    <text id="10641004">First off, think carefully</text>
    <text id="10641005">First off, well done</text>
    <text id="10641006">First off, I did it!</text>
    <text id="10641007">First off, I've failed...</text>
    <text id="10641008">First off, here!</text>
    <text id="10641009">First off, not here!</text>
    <text id="10641010">First off, don't you dare!</text>
    <text id="10641011">First off, do it!</text>
    <text id="10641012">First off, I can't take this...</text>
    <text id="10641013">First off, don't think</text>
    <text id="10641014">First off, so lonely...</text>
    <text id="10641015">First off, here again...</text>
    <text id="10641016">First off, just getting started</text>
    <text id="10641017">First off, stay calm</text>
    <text id="10641018">First off, keep moving</text>
    <text id="10641019">First off, turn back</text>
    <text id="10641020">First off, give up</text>
    <text id="10641021">First off, don't give up</text>
    <text id="10641022">First off, help me...</text>
    <text id="10641023">First off, I don't believe it...</text>
    <text id="10641024">First off, too high up</text>
    <text id="10641025">First off, I want to go home...</text>
    <text id="10641026">First off, it's like a dream...</text>
    <text id="10641027">First off, seems familiar...</text>
    <text id="10641028">First off, beautiful...</text>
    <text id="10641029">First off, you don't have the right</
text>
    <text id="10641030">First off, are you ready?</text>
    <text id="10730001">Seek enemy</text>
    <text id="10730002">Seek weak foe</text>
    <text id="10730003">Seek strong foe</text>
    <text id="10730004">Seek monster</text>
    <text id="10730005">Seek dragon</text>
    <text id="10730006">Seek boss</text>
    <text id="10730007">Seek sentry</text>
    <text id="10730008">Seek group</text>
    <text id="10730009">Seek pack</text>
    <text id="10730010">Seek decoy</text>
    <text id="10730011">Seek undead</text>
    <text id="10730012">Seek soldier</text>
    <text id="10730013">Seek knight</text>
    <text id="10730014">Seek cavalier</text>
    <text id="10730015">Seek archer</text>
    <text id="10730016">Seek sniper</text>
    <text id="10730017">Seek mage</text>
    <text id="10730018">Seek ordnance</text>
    <text id="10730019">Seek monarch</text>
    <text id="10730020">Seek lord</text>
    <text id="10730021">Seek demi-human</text>
    <text id="10730022">Seek outsider</text>
    <text id="10730023">Seek giant</text>
    <text id="10730024">Seek horse</text>
    <text id="10730025">Seek dog</text>
    <text id="10730026">Seek wolf</text>
    <text id="10730027">Seek rat</text>
    <text id="10730028">Seek beast</text>
    <text id="10730029">Seek bird</text>
    <text id="10730030">Seek raptor</text>
    <text id="10730031">Seek snake</text>
    <text id="10730032">Seek crab</text>
    <text id="10730033">Seek prawn</text>
    <text id="10730034">Seek octopus</text>
    <text id="10730035">Seek bug</text>
    <text id="10730036">Seek scarab</text>
    <text id="10730037">Seek slug</text>
    <text id="10730038">Seek wraith</text>
    <text id="10730039">Seek skeleton</text>
    <text id="10730040">Seek monstrosity</text>
    <text id="10730041">Seek Ill-omened creature</text>
    <text id="10731001">Seek Tarnished</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3193

```
    <text id="10640018">first off, hope</text>
    <text id="10640019">first off, despair</text>
    <text id="10640020">first off, victory</text>
    <text id="10640021">first off, defeat</text>
    <text id="10640022">first off, research</text>
    <text id="10640023">first off, faith</text>
    <text id="10640024">first off, abundance</text>
    <text id="10640025">first off, rot</text>
    <text id="10640026">first off, loyalty</text>
    <text id="10640027">first off, injustice</text>
    <text id="10640028">first off, secret</text>
    <text id="10640029">first off, opportunity</text>
    <text id="10640030">first off, pickle</text>
    <text id="10640031">first off, clue</text>
    <text id="10640032">first off, friendship</text>
    <text id="10640033">first off, love</text>
    <text id="10640034">first off, bravery</text>
    <text id="10640035">first off, vigor</text>
    <text id="10640036">first off, fortitude</text>
    <text id="10640037">first off, confidence</text>
    <text id="10640038">first off, distracted</text>
    <text id="10640039">first off, unguarded</text>
    <text id="10640040">first off, introspection</text>
    <text id="10640041">first off, regret</text>
    <text id="10640042">first off, resignation</text>
    <text id="10640043">first off, futility</text>
    <text id="10640044">first off, on the brink</text>
    <text id="10640045">first off, betrayal</text>
    <text id="10640046">first off, revenge</text>
    <text id="10640047">first off, destruction</text>
    <text id="10640048">first off, recklessness</text>
    <text id="10640049">first off, calmness</text>
    <text id="10640050">first off, vigilance</text>
    <text id="10640051">first off, tranquility</text>
    <text id="10640052">first off, sound</text>
    <text id="10640053">first off, tears</text>
    <text id="10640054">first off, sleep</text>
    <text id="10640055">first off, depths</text>
    <text id="10640056">first off, dregs</text>
    <text id="10640057">first off, fear</text>
    <text id="10640058">first off, sacrifice</text>
    <text id="10640059">first off, ruin</text>
    <text id="10641001">first off, good luck</text>
    <text id="10641002">first off, look carefully</text>
    <text id="10641003">first off, listen carefully</text>
    <text id="10641004">first off, think carefully</text>
    <text id="10641005">first off, well done</text>
    <text id="10641006">first off, I did it!</text>
    <text id="10641007">first off, I've failed...</text>
    <text id="10641008">first off, here!</text>
    <text id="10641009">first off, not here!</text>
    <text id="10641010">first off, don't you dare!</text>
    <text id="10641011">first off, do it!</text>
    <text id="10641012">first off, I can't take this...</text>
    <text id="10641013">first off, don't think</text>
    <text id="10641014">first off, so lonely...</text>
    <text id="10641015">first off, here again...</text>
    <text id="10641016">first off, just getting started</text>
    <text id="10641017">first off, stay calm</text>
    <text id="10641018">first off, keep moving</text>
    <text id="10641019">first off, turn back</text>
    <text id="10641020">first off, give up</text>
    <text id="10641021">first off, don't give up</text>
    <text id="10641022">first off, help me...</text>
    <text id="10641023">first off, I don't believe it...</text>
    <text id="10641024">first off, too high up</text>
    <text id="10641025">first off, I want to go home...</text>
    <text id="10641026">first off, it's like a dream...</text>
    <text id="10641027">first off, seems familiar...</text>
    <text id="10641028">first off, beautiful...</text>
    <text id="10641029">first off, you don't have the right</
text>
    <text id="10641030">first off, are you ready?</text>
    <text id="10730001">seek enemy</text>
    <text id="10730002">seek weak foe</text>
    <text id="10730003">seek strong foe</text>
    <text id="10730004">seek monster</text>
    <text id="10730005">seek dragon</text>
    <text id="10730006">seek boss</text>
    <text id="10730007">seek sentry</text>
    <text id="10730008">seek group</text>
    <text id="10730009">seek pack</text>
    <text id="10730010">seek decoy</text>
    <text id="10730011">seek undead</text>
    <text id="10730012">seek soldier</text>
    <text id="10730013">seek knight</text>
    <text id="10730014">seek cavalier</text>
    <text id="10730015">seek archer</text>
    <text id="10730016">seek sniper</text>
    <text id="10730017">seek mage</text>
    <text id="10730018">seek ordnance</text>
    <text id="10730019">seek monarch</text>
    <text id="10730020">seek lord</text>
    <text id="10730021">seek demi-human</text>
    <text id="10730022">seek outsider</text>
    <text id="10730023">seek giant</text>
    <text id="10730024">seek horse</text>
    <text id="10730025">seek dog</text>
    <text id="10730026">seek wolf</text>
    <text id="10730027">seek rat</text>
    <text id="10730028">seek beast</text>
    <text id="10730029">seek bird</text>
    <text id="10730030">seek raptor</text>
    <text id="10730031">seek snake</text>
    <text id="10730032">seek crab</text>
    <text id="10730033">seek prawn</text>
    <text id="10730034">seek octopus</text>
    <text id="10730035">seek bug</text>
    <text id="10730036">seek scarab</text>
    <text id="10730037">seek slug</text>
    <text id="10730038">seek wraith</text>
    <text id="10730039">seek skeleton</text>
    <text id="10730040">seek monstrosity</text>
    <text id="10730041">seek ill-omened creature</text>
    <text id="10731001">seek Tarnished</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3232

```
<text id="10731002">Seek warrior</text>
<text id="10731003">Seek swordsman</text>
<text id="10731004">Seek knight</text>
<text id="10731005">Seek samurai</text>
<text id="10731006">Seek sorcerer</text>
<text id="10731007">Seek cleric</text>
<text id="10731008">Seek sage</text>
<text id="10731009">Seek merchant</text>
<text id="10731010">Seek teacher</text>
<text id="10731011">Seek master</text>
<text id="10731012">Seek friend</text>
<text id="10731013">Seek lover</text>
<text id="10731014">Seek old dear</text>
<text id="10731015">Seek old codger </text>
<text id="10731016">Seek angel</text>
<text id="10731017">Seek fat coinpurse</text>
<text id="10731018">Seek pauper</text>
<text id="10731019">Seek good sort</text>
<text id="10731020">Seek wicked sort</text>
<text id="10731021">Seek plump sort</text>
<text id="10731022">Seek skinny sort</text>
<text id="10731023">Seek lovable sort</text>
<text id="10731024">Seek pathetic sort</text>
<text id="10731025">Seek strange sort</text>
<text id="10731026">Seek nimble sort</text>
<text id="10731027">Seek laggardly sort</text>
<text id="10731028">Seek invisible sort</text>
<text id="10731029">Seek unfathomable sort</text>
<text id="10731030">Seek giant sort</text>
<text id="10731031">Seek sinner</text>
<text id="10731032">Seek thief</text>
<text id="10731033">Seek liar</text>
<text id="10731034">Seek dastard</text>
<text id="10731035">Seek traitor</text>
<text id="10731036">Seek pair</text>
<text id="10731037">Seek trio</text>
<text id="10731038">Seek noble</text>
<text id="10731039">Seek aristocrat</text>
<text id="10731040">Seek hero</text>
<text id="10731041">Seek champion</text>
<text id="10731042">Seek monarch</text>
<text id="10731043">Seek lord</text>
<text id="10731044">Seek god</text>
<text id="10732001">Seek item</text>
<text id="10732002">Seek necessary item</text>
<text id="10732003">Seek precious item</text>
<text id="10732004">Seek something</text>
<text id="10732005">Seek something incredible</text>
<text id="10732006">Seek treasure chest</text>
<text id="10732007">Seek corpse</text>
<text id="10732008">Seek coffin</text>
<text id="10732009">Seek trap</text>
<text id="10732010">Seek armament</text>
<text id="10732011">Seek shield</text>
<text id="10732012">Seek bow</text>
<text id="10732013">Seek projectile weapon</text>
<text id="10732014">Seek armor</text>
<text id="10732015">Seek talisman</text>
<text id="10732016">Seek battle art</text>
<text id="10732017">Seek sorcery</text>
<text id="10732018">Seek incantation</text>
<text id="10732019">Seek map</text>
<text id="10732020">Seek material</text>
<text id="10732021">Seek flower</text>
<text id="10732022">Seek grass</text>
<text id="10732023">Seek tree</text>
<text id="10732024">Seek fruit</text>
<text id="10732025">Seek seed</text>
<text id="10732026">Seek mushroom</text>
<text id="10732027">Seek tear</text>
<text id="10732028">Seek crystal</text>
<text id="10732029">Seek butterfly</text>
<text id="10732030">Seek bug</text>
<text id="10732031">Seek dung</text>
<text id="10732032">Seek grace</text>
<text id="10732033">Seek door</text>
<text id="10732034">Seek key</text>
<text id="10732035">Seek ladder</text>
<text id="10732036">Seek lever</text>
<text id="10732037">Seek lift</text>
<text id="10732038">Seek spiritspring</text>
<text id="10732039">Seek warpstone</text>
<text id="10732040">Seek stone astrolabe</text>
<text id="10732041">Seek telescopic view</text>
<text id="10732042">Seek message</text>
<text id="10732043">Seek bloodstain</text>
<text id="10732044">Seek Erdtree</text>
<text id="10732045">Seek Elden Ring</text>
<text id="10733001">Seek close-quarters battle</text>
<text id="10733002">Seek ranged battle</text>
<text id="10733003">Seek horseback battle</text>
<text id="10733004">Seek luring out</text>
<text id="10733005">Seek defeating one-by-one</text>
<text id="10733006">Seek taking on all at once</text>
<text id="10733007">Seek rushing in</text>
<text id="10733008">Seek stealth</text>
<text id="10733009">Seek mimicry</text>
<text id="10733010">Seek confusion</text>
<text id="10733011">Seek pursuit</text>
<text id="10733012">Seek fleeing</text>
<text id="10733013">Seek summoning</text>
<text id="10733014">Seek circling around</text>
<text id="10733015">Seek jumping off</text>
<text id="10733016">Seek dashing through</text>
<text id="10733017">Seek brief respite</text>
<text id="10734001">Seek attacking</text>
<text id="10734002">Seek jump attack</text>
<text id="10734003">Seek running attack</text>
<text id="10734004">Seek critical hit</text>
<text id="10734005">Seek two-handing</text>
<text id="10734006">Seek blocking</text>
<text id="10734007">Seek parrying</text>
<text id="10734008">Seek guard counter</text>
<text id="10734009">Seek sorcery</text>
<text id="10734010">Seek incantation</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3307

```
<text id="10731002">seek warrior</text>
<text id="10731003">seek swordfighter</text>
<text id="10731004">seek knight</text>
<text id="10731005">seek samurai</text>
<text id="10731006">seek sorcerer</text>
<text id="10731007">seek cleric</text>
<text id="10731008">seek sage</text>
<text id="10731009">seek merchant</text>
<text id="10731010">seek teacher</text>
<text id="10731011">seek master</text>
<text id="10731012">seek friend</text>
<text id="10731013">seek lover</text>
<text id="10731014">seek old dear</text>
<text id="10731015">seek old codger </text>
<text id="10731016">seek angel</text>
<text id="10731017">seek fat coinpurse</text>
<text id="10731018">seek pauper</text>
<text id="10731019">seek good sort</text>
<text id="10731020">seek wicked sort</text>
<text id="10731021">seek plump sort</text>
<text id="10731022">seek skinny sort</text>
<text id="10731023">seek lovable sort</text>
<text id="10731024">seek pathetic sort</text>
<text id="10731025">seek strange sort</text>
<text id="10731026">seek nimble sort</text>
<text id="10731027">seek laggardly sort</text>
<text id="10731028">seek invisible sort</text>
<text id="10731029">seek unfathomable sort</text>
<text id="10731030">seek giant sort</text>
<text id="10731031">seek sinner</text>
<text id="10731032">seek thief</text>
<text id="10731033">seek liar</text>
<text id="10731034">seek dastard</text>
<text id="10731035">seek traitor</text>
<text id="10731036">seek pair</text>
<text id="10731037">seek trio</text>
<text id="10731038">seek noble</text>
<text id="10731039">seek aristocrat</text>
<text id="10731040">seek hero</text>
<text id="10731041">seek champion</text>
<text id="10731042">seek monarch</text>
<text id="10731043">seek lord</text>
<text id="10731044">seek god</text>
<text id="10732001">seek item</text>
<text id="10732002">seek necessary item</text>
<text id="10732003">seek precious item</text>
<text id="10732004">seek something</text>
<text id="10732005">seek something incredible</text>
<text id="10732006">seek treasure chest</text>
<text id="10732007">seek corpse</text>
<text id="10732008">seek coffin</text>
<text id="10732009">seek trap</text>
<text id="10732010">seek armament</text>
<text id="10732011">seek shield</text>
<text id="10732012">seek bow</text>
<text id="10732013">seek projectile weapon</text>
<text id="10732014">seek armor</text>
<text id="10732015">seek talisman</text>
<text id="10732016">seek skill</text>
<text id="10732017">seek sorcery</text>
<text id="10732018">seek incantation</text>
<text id="10732019">seek map</text>
<text id="10732020">seek material</text>
<text id="10732021">seek flower</text>
<text id="10732022">seek grass</text>
<text id="10732023">seek tree</text>
<text id="10732024">seek fruit</text>
<text id="10732025">seek seed</text>
<text id="10732026">seek mushroom</text>
<text id="10732027">seek tear</text>
<text id="10732028">seek crystal</text>
<text id="10732029">seek butterfly</text>
<text id="10732030">seek bug</text>
<text id="10732031">seek dung</text>
<text id="10732032">seek grace</text>
<text id="10732033">seek door</text>
<text id="10732034">seek key</text>
<text id="10732035">seek ladder</text>
<text id="10732036">seek lever</text>
<text id="10732037">seek lift</text>
<text id="10732038">seek spiritspring</text>
<text id="10732039">seek sending gate</text>
<text id="10732040">seek stone astrolabe</text>
<text id="10732041">seek Birdseye Telescope</text>
<text id="10732042">seek message</text>
<text id="10732043">seek bloodstain</text>
<text id="10732044">seek Erdtree</text>
<text id="10732045">seek Elden Ring</text>
<text id="10733001">seek close-quarters battle</text>
<text id="10733002">seek ranged battle</text>
<text id="10733003">seek horseback battle</text>
<text id="10733004">seek luring out</text>
<text id="10733005">seek defeating one-by-one</text>
<text id="10733006">seek taking on all at once</text>
<text id="10733007">seek rushing in</text>
<text id="10733008">seek stealth</text>
<text id="10733009">seek mimicry</text>
<text id="10733010">seek confusion</text>
<text id="10733011">seek pursuit</text>
<text id="10733012">seek fleeing</text>
<text id="10733013">seek summoning</text>
<text id="10733014">seek circling around</text>
<text id="10733015">seek jumping off</text>
<text id="10733016">seek dashing through</text>
<text id="10733017">seek brief respite</text>
<text id="10734001">seek attacking</text>
<text id="10734002">seek jump attack</text>
<text id="10734003">seek running attack</text>
<text id="10734004">seek critical hit</text>
<text id="10734005">seek two-handing</text>
<text id="10734006">seek blocking</text>
<text id="10734007">seek parrying</text>
<text id="10734008">seek guard counter</text>
<text id="10734009">seek sorcery</text>
<text id="10734010">seek incantation</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3347

```
<text id="10734011">Seek skill</text>
<text id="10734012">Seek summoning</text>
<text id="10734013">Seek throwing</text>
<text id="10734014">Seek healing</text>
<text id="10734015">Seek running</text>
<text id="10734016">Seek rolling</text>
<text id="10734017">Seek backstepping</text>
<text id="10734018">Seek jumping</text>
<text id="10734019">Seek crouching</text>
<text id="10734020">Seek target lock</text>
<text id="10734021">Seek item crafting</text>
<text id="10734022">Seek gesturing</text>
<text id="10735001">Seek morning</text>
<text id="10735002">Seek noon</text>
<text id="10735003">Seek evening</text>
<text id="10735004">Seek night</text>
<text id="10735005">Seek clear sky</text>
<text id="10735006">Seek overcast</text>
<text id="10735007">Seek rain</text>
<text id="10735008">Seek storm</text>
<text id="10735009">Seek mist</text>
<text id="10735010">Seek snow</text>
<text id="10735011">Seek patrolling</text>
<text id="10735012">Seek procession</text>
<text id="10735013">Seek crowd</text>
<text id="10735014">Seek surprise attack</text>
<text id="10735015">Seek ambush</text>
<text id="10735016">Seek pincer attack</text>
<text id="10735017">Seek beating to a pulp</text>
<text id="10735018">Seek battle</text>
<text id="10735019">Seek reinforcements</text>
<text id="10735020">Seek ritual</text>
<text id="10735021">Seek explosion</text>
<text id="10735022">Seek high spot</text>
<text id="10735023">Seek defensible spot</text>
<text id="10735024">Seek climbable spot</text>
<text id="10735025">Seek crossable spot</text>
<text id="10735026">Seek bright spot</text>
<text id="10735027">Seek dark spot</text>
<text id="10735028">Seek open area</text>
<text id="10735029">Seek cramped area</text>
<text id="10735030">Seek hiding place</text>
<text id="10735031">Seek sniping spot</text>
<text id="10735032">Seek recon spot</text>
<text id="10735033">Seek safety</text>
<text id="10735034">Seek danger</text>
<text id="10735035">Seek gorgeous view</text>
<text id="10735036">Seek detour</text>
<text id="10735037">Seek hidden path</text>
<text id="10735038">Seek secret passage</text>
<text id="10735039">Seek shortcut</text>
<text id="10735040">Seek dead end</text>
<text id="10735041">Seek looking away</text>
<text id="10735042">Seek unnoticed</text>
<text id="10735043">Seek out of stamina</text>
<text id="10736001">Seek high road</text>
<text id="10736002">Seek checkpoint</text>
<text id="10736003">Seek bridge</text>
<text id="10736004">Seek castle</text>
<text id="10736005">Seek fort</text>
<text id="10736006">Seek city</text>
<text id="10736007">Seek ruins</text>
<text id="10736008">Seek church</text>
<text id="10736009">Seek tower</text>
<text id="10736010">Seek camp site</text>
<text id="10736011">Seek house</text>
<text id="10736012">Seek cemetery</text>
<text id="10736013">Seek underground tomb</text>
<text id="10736014">Seek tunnel</text>
<text id="10736015">Seek cave</text>
<text id="10736016">Seek evergaol</text>
<text id="10736017">Seek great tree</text>
<text id="10736018">Seek cellar</text>
<text id="10736019">Seek surface</text>
<text id="10736020">Seek underground</text>
<text id="10736021">Seek forest</text>
<text id="10736022">Seek river</text>
<text id="10736023">Seek lake</text>
<text id="10736024">Seek bog</text>
<text id="10736025">Seek mountain</text>
<text id="10736026">Seek valley</text>
<text id="10736027">Seek cliff</text>
<text id="10736028">Seek waterside</text>
<text id="10736029">Seek nest</text>
<text id="10736030">Seek hole</text>
<text id="10737001">Seek east</text>
<text id="10737002">Seek west</text>
<text id="10737003">Seek south</text>
<text id="10737004">Seek north</text>
<text id="10737005">Seek ahead</text>
<text id="10737006">Seek behind</text>
<text id="10737007">Seek left</text>
<text id="10737008">Seek right</text>
<text id="10737009">Seek center</text>
<text id="10737010">Seek up</text>
<text id="10737011">Seek down</text>
<text id="10737012">Seek edge</text>
<text id="10738001">Seek head</text>
<text id="10738002">Seek stomach</text>
<text id="10738003">Seek back</text>
<text id="10738004">Seek arms</text>
<text id="10738005">Seek legs</text>
<text id="10738006">Seek rump</text>
<text id="10738007">Seek tail</text>
<text id="10738008">Seek core</text>
<text id="10738009">Seek fingers</text>
<text id="10739001">Seek physical</text>
<text id="10739002">Seek standard</text>
<text id="10739003">Seek striking</text>
<text id="10739004">Seek slashing</text>
<text id="10739005">Seek piercing</text>
<text id="10739006">Seek fire</text>
<text id="10739007">Seek lightning</text>
<text id="10739008">Seek sorcery</text>
<text id="10739009">Seek holy</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3422

```
<text id="10734011">seek skill</text>
<text id="10734012">seek summoning</text>
<text id="10734013">seek throwing</text>
<text id="10734014">seek healing</text>
<text id="10734015">seek running</text>
<text id="10734016">seek rolling</text>
<text id="10734017">seek backstepping</text>
<text id="10734018">seek jumping</text>
<text id="10734019">seek crouching</text>
<text id="10734020">seek target lock</text>
<text id="10734021">seek item crafting</text>
<text id="10734022">seek gesturing</text>
<text id="10735001">seek morning</text>
<text id="10735002">seek noon</text>
<text id="10735003">seek evening</text>
<text id="10735004">seek night</text>
<text id="10735005">seek clear sky</text>
<text id="10735006">seek overcast</text>
<text id="10735007">seek rain</text>
<text id="10735008">seek storm</text>
<text id="10735009">seek mist</text>
<text id="10735010">seek snow</text>
<text id="10735011">seek patrolling</text>
<text id="10735012">seek procession</text>
<text id="10735013">seek crowd</text>
<text id="10735014">seek surprise attack</text>
<text id="10735015">seek ambush</text>
<text id="10735016">seek pincer attack</text>
<text id="10735017">seek beating to a pulp</text>
<text id="10735018">seek battle</text>
<text id="10735019">seek reinforcements</text>
<text id="10735020">seek ritual</text>
<text id="10735021">seek explosion</text>
<text id="10735022">seek high spot</text>
<text id="10735023">seek defensible spot</text>
<text id="10735024">seek climbable spot</text>
<text id="10735025">seek crossable spot</text>
<text id="10735026">seek bright spot</text>
<text id="10735027">seek dark spot</text>
<text id="10735028">seek open area</text>
<text id="10735029">seek cramped area</text>
<text id="10735030">seek hiding place</text>
<text id="10735031">seek sniping spot</text>
<text id="10735032">seek recon spot</text>
<text id="10735033">seek safety</text>
<text id="10735034">seek danger</text>
<text id="10735035">seek gorgeous view</text>
<text id="10735036">seek detour</text>
<text id="10735037">seek hidden path</text>
<text id="10735038">seek secret passage</text>
<text id="10735039">seek shortcut</text>
<text id="10735040">seek dead end</text>
<text id="10735041">seek looking away</text>
<text id="10735042">seek unnoticed</text>
<text id="10735043">seek out of stamina</text>
<text id="10736001">seek high road</text>
<text id="10736002">seek checkpoint</text>
<text id="10736003">seek bridge</text>
<text id="10736004">seek castle</text>
<text id="10736005">seek fort</text>
<text id="10736006">seek city</text>
<text id="10736007">seek ruins</text>
<text id="10736008">seek church</text>
<text id="10736009">seek tower</text>
<text id="10736010">seek camp site</text>
<text id="10736011">seek house</text>
<text id="10736012">seek cemetery</text>
<text id="10736013">seek underground tomb</text>
<text id="10736014">seek tunnel</text>
<text id="10736015">seek cave</text>
<text id="10736016">seek evergaol</text>
<text id="10736017">seek great tree</text>
<text id="10736018">seek cellar</text>
<text id="10736019">seek surface</text>
<text id="10736020">seek underground</text>
<text id="10736021">seek forest</text>
<text id="10736022">seek river</text>
<text id="10736023">seek lake</text>
<text id="10736024">seek bog</text>
<text id="10736025">seek mountain</text>
<text id="10736026">seek valley</text>
<text id="10736027">seek cliff</text>
<text id="10736028">seek waterside</text>
<text id="10736029">seek nest</text>
<text id="10736030">seek hole</text>
<text id="10737001">seek east</text>
<text id="10737002">seek west</text>
<text id="10737003">seek south</text>
<text id="10737004">seek north</text>
<text id="10737005">seek ahead</text>
<text id="10737006">seek behind</text>
<text id="10737007">seek left</text>
<text id="10737008">seek right</text>
<text id="10737009">seek center</text>
<text id="10737010">seek up</text>
<text id="10737011">seek down</text>
<text id="10737012">seek edge</text>
<text id="10738001">seek head</text>
<text id="10738002">seek stomach</text>
<text id="10738003">seek back</text>
<text id="10738004">seek arms</text>
<text id="10738005">seek legs</text>
<text id="10738006">seek rump</text>
<text id="10738007">seek tail</text>
<text id="10738008">seek core</text>
<text id="10738009">seek fingers</text>
<text id="10739001">seek physical</text>
<text id="10739002">seek standard</text>
<text id="10739003">seek striking</text>
<text id="10739004">seek slashing</text>
<text id="10739005">seek piercing</text>
<text id="10739006">seek fire</text>
<text id="10739007">seek lightning</text>
<text id="10739008">seek magic</text>
<text id="10739009">seek holy</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3462

```
<text id="10739010">Seek poison</text>
<text id="10739011">Seek toxic</text>
<text id="10739012">Seek plaque</text>
<text id="10739013">Seek hemorrhage</text>
<text id="10739014">Seek frostbite</text>
<text id="10739015">Seek sleep</text>
<text id="10739016">Seek madness</text>
<text id="10739017">Seek death</text>
<text id="10740001">Seek life</text>
<text id="10740002">Seek Death</text>
<text id="10740003">Seek light</text>
<text id="10740004">Seek dark</text>
<text id="10740005">Seek stars</text>
<text id="10740006">Seek fire</text>
<text id="10740007">Seek Order</text>
<text id="10740008">Seek chaos</text>
<text id="10740009">Seek joy</text>
<text id="10740010">Seek wrath</text>
<text id="10740011">Seek suffering</text>
<text id="10740012">Seek sadness</text>
<text id="10740013">Seek comfort</text>
<text id="10740014">Seek bliss</text>
<text id="10740015">Seek misfortune</text>
<text id="10740016">Seek good fortune</text>
<text id="10740017">Seek bad luck</text>
<text id="10740018">Seek hope</text>
<text id="10740019">Seek despair</text>
<text id="10740020">Seek victory</text>
<text id="10740021">Seek defeat</text>
<text id="10740022">Seek research</text>
<text id="10740023">Seek faith</text>
<text id="10740024">Seek abundance</text>
<text id="10740025">Seek rot</text>
<text id="10740026">Seek loyalty</text>
<text id="10740027">Seek injustice</text>
<text id="10740028">Seek secret</text>
<text id="10740029">Seek opportunity</text>
<text id="10740030">Seek pickle</text>
<text id="10740031">Seek clue</text>
<text id="10740032">Seek friendship</text>
<text id="10740033">Seek love</text>
<text id="10740034">Seek bravery</text>
<text id="10740035">Seek vigor</text>
<text id="10740036">Seek fortitude</text>
<text id="10740037">Seek confidence</text>
<text id="10740038">Seek inadvertent</text>
<text id="10740039">Seek unguarded</text>
<text id="10740040">Seek introspection</text>
<text id="10740041">Seek regret</text>
<text id="10740042">Seek giving up</text>
<text id="10740043">Seek futility</text>
<text id="10740044">Seek at the limit</text>
<text id="10740045">Seek betrayal</text>
<text id="10740046">Seek revenge</text>
<text id="10740047">Seek destroy</text>
<text id="10740048">Seek recklessness</text>
<text id="10740049">Seek calmness</text>
<text id="10740050">Seek vigilance</text>
<text id="10740051">Seek tranquility</text>
<text id="10740052">Seek sound</text>
<text id="10740053">Seek tears</text>
<text id="10740054">Seek sleep</text>
<text id="10740055">Seek depths</text>
<text id="10740056">Seek dregs</text>
<text id="10740057">Seek fear</text>
<text id="10740058">Seek sacrifice</text>
<text id="10740059">Seek ruin</text>
<text id="10741001">Seek good luck</text>
<text id="10741002">Seek look carefully</text>
<text id="10741003">Seek listen carefully</text>
<text id="10741004">Seek think carefully</text>
<text id="10741005">Seek well done</text>
<text id="10741006">Seek I did it!</text>
<text id="10741007">Seek I've failed...</text>
<text id="10741008">Seek here!</text>
<text id="10741009">Seek not here!</text>
<text id="10741010">Seek don't you dare!</text>
<text id="10741011">Seek do it!</text>
<text id="10741012">Seek I can't take this...</text>
<text id="10741013">Seek don't think</text>
<text id="10741014">Seek so lonely...</text>
<text id="10741015">Seek here again...</text>
<text id="10741016">Seek just getting started</text>
<text id="10741017">Seek stay calm</text>
<text id="10741018">Seek keep moving</text>
<text id="10741019">Seek turn back</text>
<text id="10741020">Seek give up</text>
<text id="10741021">Seek don't give up</text>
<text id="10741022">Seek help me...</text>
<text id="10741023">Seek I don't believe it...</text>
<text id="10741024">Seek too high up</text>
<text id="10741025">Seek I want to go home...</text>
<text id="10741026">Seek it's like a dream...</text>
<text id="10741027">Seek seems familiar...</text>
<text id="10741028">Seek beautiful...</text>
<text id="10741029">Seek you don't have the right</text>
<text id="10741030">Seek are you ready?</text>
<text id="10830001">Still no enemy...</text>
<text id="10830002">Still no weak foe...</text>
<text id="10830003">Still no strong foe...</text>
<text id="10830004">Still no monster...</text>
<text id="10830005">Still no dragon...</text>
<text id="10830006">Still no boss...</text>
<text id="10830007">Still no sentry...</text>
<text id="10830008">Still no group...</text>
<text id="10830009">Still no pack...</text>
<text id="10830010">Still no decoy...</text>
<text id="10830011">Still no undead...</text>
<text id="10830012">Still no soldier...</text>
<text id="10830013">Still no knight...</text>
<text id="10830014">Still no cavalier...</text>
<text id="10830015">Still no archer...</text>
<text id="10830016">Still no sniper...</text>
<text id="10830017">Still no mage...</text>
<text id="10830018">Still no ordnance...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3537

```
<text id="10739010">seek poison</text>
<text id="10739011">seek toxic</text>
<text id="10739012">seek scarlet rot</text>
<text id="10739013">seek blood loss</text>
<text id="10739014">seek frost</text>
<text id="10739015">seek sleep</text>
<text id="10739016">seek madness</text>
<text id="10739017">seek death</text>
<text id="10740001">seek life</text>
<text id="10740002">seek Death</text>
<text id="10740003">seek light</text>
<text id="10740004">seek dark</text>
<text id="10740005">seek stars</text>
<text id="10740006">seek fire</text>
<text id="10740007">seek Order</text>
<text id="10740008">seek chaos</text>
<text id="10740009">seek joy</text>
<text id="10740010">seek wrath</text>
<text id="10740011">seek suffering</text>
<text id="10740012">seek sadness</text>
<text id="10740013">seek comfort</text>
<text id="10740014">seek bliss</text>
<text id="10740015">seek misfortune</text>
<text id="10740016">seek good fortune</text>
<text id="10740017">seek bad luck</text>
<text id="10740018">seek hope</text>
<text id="10740019">seek despair</text>
<text id="10740020">seek victory</text>
<text id="10740021">seek defeat</text>
<text id="10740022">seek research</text>
<text id="10740023">seek faith</text>
<text id="10740024">seek abundance</text>
<text id="10740025">seek rot</text>
<text id="10740026">seek loyalty</text>
<text id="10740027">seek injustice</text>
<text id="10740028">seek secret</text>
<text id="10740029">seek opportunity</text>
<text id="10740030">seek pickle</text>
<text id="10740031">seek clue</text>
<text id="10740032">seek friendship</text>
<text id="10740033">seek love</text>
<text id="10740034">seek bravery</text>
<text id="10740035">seek vigor</text>
<text id="10740036">seek fortitude</text>
<text id="10740037">seek confidence</text>
<text id="10740038">seek distracted</text>
<text id="10740039">seek unguarded</text>
<text id="10740040">seek introspection</text>
<text id="10740041">seek regret</text>
<text id="10740042">seek resignation</text>
<text id="10740043">seek futility</text>
<text id="10740044">seek on the brink</text>
<text id="10740045">seek betrayal</text>
<text id="10740046">seek revenge</text>
<text id="10740047">seek destruction</text>
<text id="10740048">seek recklessness</text>
<text id="10740049">seek calmness</text>
<text id="10740050">seek vigilance</text>
<text id="10740051">seek tranquility</text>
<text id="10740052">seek sound</text>
<text id="10740053">seek tears</text>
<text id="10740054">seek sleep</text>
<text id="10740055">seek depths</text>
<text id="10740056">seek dregs</text>
<text id="10740057">seek fear</text>
<text id="10740058">seek sacrifice</text>
<text id="10740059">seek ruin</text>
<text id="10741001">seek good luck</text>
<text id="10741002">seek look carefully</text>
<text id="10741003">seek listen carefully</text>
<text id="10741004">seek think carefully</text>
<text id="10741005">seek well done</text>
<text id="10741006">seek I did it!</text>
<text id="10741007">seek I've failed...</text>
<text id="10741008">seek here!</text>
<text id="10741009">seek not here!</text>
<text id="10741010">seek don't you dare!</text>
<text id="10741011">seek do it!</text>
<text id="10741012">seek I can't take this...</text>
<text id="10741013">seek don't think</text>
<text id="10741014">seek so lonely...</text>
<text id="10741015">seek here again...</text>
<text id="10741016">seek just getting started</text>
<text id="10741017">seek stay calm</text>
<text id="10741018">seek keep moving</text>
<text id="10741019">seek turn back</text>
<text id="10741020">seek give up</text>
<text id="10741021">seek don't give up</text>
<text id="10741022">seek help me...</text>
<text id="10741023">seek I don't believe it...</text>
<text id="10741024">seek too high up</text>
<text id="10741025">seek I want to go home...</text>
<text id="10741026">seek it's like a dream...</text>
<text id="10741027">seek seems familiar...</text>
<text id="10741028">seek beautiful...</text>
<text id="10741029">seek you don't have the right</text>
<text id="10741030">seek are you ready?</text>
<text id="10830001">still no enemy...</text>
<text id="10830002">still no weak foe...</text>
<text id="10830003">still no strong foe...</text>
<text id="10830004">still no monster...</text>
<text id="10830005">still no dragon...</text>
<text id="10830006">still no boss...</text>
<text id="10830007">still no sentry...</text>
<text id="10830008">still no group...</text>
<text id="10830009">still no pack...</text>
<text id="10830010">still no decoy...</text>
<text id="10830011">still no undead...</text>
<text id="10830012">still no soldier...</text>
<text id="10830013">still no knight...</text>
<text id="10830014">still no cavalier...</text>
<text id="10830015">still no archer...</text>
<text id="10830016">still no sniper...</text>
<text id="10830017">still no mage...</text>
<text id="10830018">still no ordnance...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3577

```
<text id="10830019">Still no monarch...</text>
<text id="10830020">Still no lord...</text>
<text id="10830021">Still no demi-human...</text>
<text id="10830022">Still no outsider...</text>
<text id="10830023">Still no giant...</text>
<text id="10830024">Still no horse...</text>
<text id="10830025">Still no dog...</text>
<text id="10830026">Still no wolf...</text>
<text id="10830027">Still no rat...</text>
<text id="10830028">Still no beast...</text>
<text id="10830029">Still no bird...</text>
<text id="10830030">Still no raptor...</text>
<text id="10830031">Still no snake...</text>
<text id="10830032">Still no crab...</text>
<text id="10830033">Still no prawn...</text>
<text id="10830034">Still no octopus...</text>
<text id="10830035">Still no bug...</text>
<text id="10830036">Still no scarab...</text>
<text id="10830037">Still no slug...</text>
<text id="10830038">Still no wraith...</text>
<text id="10830039">Still no skeleton...</text>
<text id="10830040">Still no monstrosity...</text>
<text id="10830041">Still no Ill-omened creature...</text>
<text id="10831001">Still no Tarnished...</text>
<text id="10831002">Still no warrior...</text>
<text id="10831003">Still no swordsman...</text>
<text id="10831004">Still no knight...</text>
<text id="10831005">Still no samurai...</text>
<text id="10831006">Still no sorcerer...</text>
<text id="10831007">Still no cleric...</text>
<text id="10831008">Still no sage...</text>
<text id="10831009">Still no merchant...</text>
<text id="10831010">Still no teacher...</text>
<text id="10831011">Still no master...</text>
<text id="10831012">Still no friend...</text>
<text id="10831013">Still no lover...</text>
<text id="10831014">Still no old dear...</text>
<text id="10831015">Still no old codger ...</text>
<text id="10831016">Still no angel...</text>
<text id="10831017">Still no fat coinpurse...</text>
<text id="10831018">Still no pauper...</text>
<text id="10831019">Still no good sort...</text>
<text id="10831020">Still no wicked sort...</text>
<text id="10831021">Still no plump sort...</text>
<text id="10831022">Still no skinny sort...</text>
<text id="10831023">Still no lovable sort...</text>
<text id="10831024">Still no pathetic sort...</text>
<text id="10831025">Still no strange sort...</text>
<text id="10831026">Still no nimble sort...</text>
<text id="10831027">Still no laggardly sort...</text>
<text id="10831028">Still no invisible sort...</text>
<text id="10831029">Still no unfathomable sort...</text>
<text id="10831030">Still no giant sort...</text>
<text id="10831031">Still no sinner...</text>
<text id="10831032">Still no thief...</text>
<text id="10831033">Still no liar...</text>
<text id="10831034">Still no dastard...</text>
<text id="10831035">Still no traitor...</text>
<text id="10831036">Still no pair...</text>
<text id="10831037">Still no trio...</text>
<text id="10831038">Still no noble...</text>
<text id="10831039">Still no aristocrat...</text>
<text id="10831040">Still no hero...</text>
<text id="10831041">Still no champion...</text>
<text id="10831042">Still no monarch...</text>
<text id="10831043">Still no lord...</text>
<text id="10831044">Still no god...</text>
<text id="10832001">Still no item...</text>
<text id="10832002">Still no necessary item...</text>
<text id="10832003">Still no precious item...</text>
<text id="10832004">Still no something...</text>
<text id="10832005">Still no something incredible...</text>
<text id="10832006">Still no treasure chest...</text>
<text id="10832007">Still no corpse...</text>
<text id="10832008">Still no coffin...</text>
<text id="10832009">Still no trap...</text>
<text id="10832010">Still no armament...</text>
<text id="10832011">Still no shield...</text>
<text id="10832012">Still no bow...</text>
<text id="10832013">Still no projectile weapon...</text>
<text id="10832014">Still no armor...</text>
<text id="10832015">Still no talisman...</text>
<text id="10832016">Still no battle art...</text>
<text id="10832017">Still no sorcery...</text>
<text id="10832018">Still no incantation...</text>
<text id="10832019">Still no map...</text>
<text id="10832020">Still no material...</text>
<text id="10832021">Still no flower...</text>
<text id="10832022">Still no grass...</text>
<text id="10832023">Still no tree...</text>
<text id="10832024">Still no fruit...</text>
<text id="10832025">Still no seed...</text>
<text id="10832026">Still no mushroom...</text>
<text id="10832027">Still no tear...</text>
<text id="10832028">Still no crystal...</text>
<text id="10832029">Still no butterfly...</text>
<text id="10832030">Still no bug...</text>
<text id="10832031">Still no dung...</text>
<text id="10832032">Still no grace...</text>
<text id="10832033">Still no door...</text>
<text id="10832034">Still no key...</text>
<text id="10832035">Still no ladder...</text>
<text id="10832036">Still no lever...</text>
<text id="10832037">Still no lift...</text>
<text id="10832038">Still no spiritspring...</text>
<text id="10832039">Still no warpstone...</text>
<text id="10832040">Still no stone astrolabe...</text>
<text id="10832041">Still no telescopic view...</text>
<text id="10832042">Still no message...</text>
<text id="10832043">Still no bloodstain...</text>
<text id="10832044">Still no Erdtree...</text>
<text id="10832045">Still no Elden Ring...</text>
<text id="10833001">Still no close-quarters battle...</text>
<text id="10833002">Still no ranged battle...</text>
<text id="10833003">Still no horseback battle...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3652

```
<text id="10830019">still no monarch...</text>
<text id="10830020">still no lord...</text>
<text id="10830021">still no demi-human...</text>
<text id="10830022">still no outsider...</text>
<text id="10830023">still no giant...</text>
<text id="10830024">still no horse...</text>
<text id="10830025">still no dog...</text>
<text id="10830026">still no wolf...</text>
<text id="10830027">still no rat...</text>
<text id="10830028">still no beast...</text>
<text id="10830029">still no bird...</text>
<text id="10830030">still no raptor...</text>
<text id="10830031">still no snake...</text>
<text id="10830032">still no crab...</text>
<text id="10830033">still no prawn...</text>
<text id="10830034">still no octopus...</text>
<text id="10830035">still no bug...</text>
<text id="10830036">still no scarab...</text>
<text id="10830037">still no slug...</text>
<text id="10830038">still no wraith...</text>
<text id="10830039">still no skeleton...</text>
<text id="10830040">still no monstrosity...</text>
<text id="10830041">still no ill-omened creature...</text>
<text id="10831001">still no Tarnished...</text>
<text id="10831002">still no warrior...</text>
<text id="10831003">still no swordfighter...</text>
<text id="10831004">still no knight...</text>
<text id="10831005">still no samurai...</text>
<text id="10831006">still no sorcerer...</text>
<text id="10831007">still no cleric...</text>
<text id="10831008">still no sage...</text>
<text id="10831009">still no merchant...</text>
<text id="10831010">still no teacher...</text>
<text id="10831011">still no master...</text>
<text id="10831012">still no friend...</text>
<text id="10831013">still no lover...</text>
<text id="10831014">still no old dear...</text>
<text id="10831015">still no old codger ...</text>
<text id="10831016">still no angel...</text>
<text id="10831017">still no fat coinpurse...</text>
<text id="10831018">still no pauper...</text>
<text id="10831019">still no good sort...</text>
<text id="10831020">still no wicked sort...</text>
<text id="10831021">still no plump sort...</text>
<text id="10831022">still no skinny sort...</text>
<text id="10831023">still no lovable sort...</text>
<text id="10831024">still no pathetic sort...</text>
<text id="10831025">still no strange sort...</text>
<text id="10831026">still no nimble sort...</text>
<text id="10831027">still no laggardly sort...</text>
<text id="10831028">still no invisible sort...</text>
<text id="10831029">still no unfathomable sort...</text>
<text id="10831030">still no giant sort...</text>
<text id="10831031">still no sinner...</text>
<text id="10831032">still no thief...</text>
<text id="10831033">still no liar...</text>
<text id="10831034">still no dastard...</text>
<text id="10831035">still no traitor...</text>
<text id="10831036">still no pair...</text>
<text id="10831037">still no trio...</text>
<text id="10831038">still no noble...</text>
<text id="10831039">still no aristocrat...</text>
<text id="10831040">still no hero...</text>
<text id="10831041">still no champion...</text>
<text id="10831042">still no monarch...</text>
<text id="10831043">still no lord...</text>
<text id="10831044">still no god...</text>
<text id="10832001">still no item...</text>
<text id="10832002">still no necessary item...</text>
<text id="10832003">still no precious item...</text>
<text id="10832004">still no something...</text>
<text id="10832005">still no something incredible...</text>
<text id="10832006">still no treasure chest...</text>
<text id="10832007">still no corpse...</text>
<text id="10832008">still no coffin...</text>
<text id="10832009">still no trap...</text>
<text id="10832010">still no armament...</text>
<text id="10832011">still no shield...</text>
<text id="10832012">still no bow...</text>
<text id="10832013">still no projectile weapon...</text>
<text id="10832014">still no armor...</text>
<text id="10832015">still no talisman...</text>
<text id="10832016">still no skill...</text>
<text id="10832017">still no sorcery...</text>
<text id="10832018">still no incantation...</text>
<text id="10832019">still no map...</text>
<text id="10832020">still no material...</text>
<text id="10832021">still no flower...</text>
<text id="10832022">still no grass...</text>
<text id="10832023">still no tree...</text>
<text id="10832024">still no fruit...</text>
<text id="10832025">still no seed...</text>
<text id="10832026">still no mushroom...</text>
<text id="10832027">still no tear...</text>
<text id="10832028">still no crystal...</text>
<text id="10832029">still no butterfly...</text>
<text id="10832030">still no bug...</text>
<text id="10832031">still no dung...</text>
<text id="10832032">still no grace...</text>
<text id="10832033">still no door...</text>
<text id="10832034">still no key...</text>
<text id="10832035">still no ladder...</text>
<text id="10832036">still no lever...</text>
<text id="10832037">still no lift...</text>
<text id="10832038">still no spiritspring...</text>
<text id="10832039">still no sending gate...</text>
<text id="10832040">still no stone astrolabe...</text>
<text id="10832041">still no Birdseye Telescope...</text>
<text id="10832042">still no message...</text>
<text id="10832043">still no bloodstain...</text>
<text id="10832044">still no Erdtree...</text>
<text id="10832045">still no Elden Ring...</text>
<text id="10833001">still no close-quarters battle...</text>
<text id="10833002">still no ranged battle...</text>
<text id="10833003">still no horseback battle...</text>
```

```
3692    <text id="10833004">Still no luring out...</text>
3693    <text id="10833005">Still no defeating one-by-one...</text>
3694    <text id="10833006">Still no taking on all at once...</text>
3695    <text id="10833007">Still no rushing in...</text>
3696    <text id="10833008">Still no stealth...</text>
3697    <text id="10833009">Still no mimicry...</text>
3698    <text id="10833010">Still no confusion...</text>
3699    <text id="10833011">Still no pursuit...</text>
3700    <text id="10833012">Still no fleeing...</text>
3701    <text id="10833013">Still no summoning...</text>
3702    <text id="10833014">Still no circling around...</text>
3703    <text id="10833015">Still no jumping off...</text>
3704    <text id="10833016">Still no dashing through...</text>
3705    <text id="10833017">Still no brief respite...</text>
3706    <text id="10834001">Still no attacking...</text>
3707    <text id="10834002">Still no jump attack...</text>
3708    <text id="10834003">Still no running attack...</text>
3709    <text id="10834004">Still no critical hit...</text>
3710    <text id="10834005">Still no two-handing...</text>
3711    <text id="10834006">Still no blocking...</text>
3712    <text id="10834007">Still no parrying...</text>
3713    <text id="10834008">Still no guard counter...</text>
3714    <text id="10834009">Still no sorcery...</text>
3715    <text id="10834010">Still no incantation...</text>
3716    <text id="10834011">Still no skill...</text>
3717    <text id="10834012">Still no summoning...</text>
3718    <text id="10834013">Still no throwing...</text>
3719    <text id="10834014">Still no healing...</text>
3720    <text id="10834015">Still no running...</text>
3721    <text id="10834016">Still no rolling...</text>
3722    <text id="10834017">Still no backstepping...</text>
3723    <text id="10834018">Still no jumping...</text>
3724    <text id="10834019">Still no crouching...</text>
3725    <text id="10834020">Still no target lock...</text>
3726    <text id="10834021">Still no item crafting...</text>
3727    <text id="10834022">Still no gesturing...</text>
3728    <text id="10835001">Still no morning...</text>
3729    <text id="10835002">Still no noon...</text>
3730    <text id="10835003">Still no evening...</text>
3731    <text id="10835004">Still no night...</text>
3732    <text id="10835005">Still no clear sky...</text>
3733    <text id="10835006">Still no overcast...</text>
3734    <text id="10835007">Still no rain...</text>
3735    <text id="10835008">Still no storm...</text>
3736    <text id="10835009">Still no mist...</text>
3737    <text id="10835010">Still no snow...</text>
3738    <text id="10835011">Still no patrolling...</text>
3739    <text id="10835012">Still no procession...</text>
3740    <text id="10835013">Still no crowd...</text>
3741    <text id="10835014">Still no surprise attack...</text>
3742    <text id="10835015">Still no ambush...</text>
3743    <text id="10835016">Still no pincer attack...</text>
3744    <text id="10835017">Still no beating to a pulp...</text>
3745    <text id="10835018">Still no battle...</text>
3746    <text id="10835019">Still no reinforcements...</text>
3747    <text id="10835020">Still no ritual...</text>
3748    <text id="10835021">Still no explosion...</text>
3749    <text id="10835022">Still no high spot...</text>
3750    <text id="10835023">Still no defensible spot...</text>
3751    <text id="10835024">Still no climbable spot...</text>
3752    <text id="10835025">Still no crossable spot...</text>
3753    <text id="10835026">Still no bright spot...</text>
3754    <text id="10835027">Still no dark spot...</text>
3755    <text id="10835028">Still no open area...</text>
3756    <text id="10835029">Still no cramped area...</text>
3757    <text id="10835030">Still no hiding place...</text>
3758    <text id="10835031">Still no sniping spot...</text>
3759    <text id="10835032">Still no recon spot...</text>
3760    <text id="10835033">Still no safety...</text>
3761    <text id="10835034">Still no danger...</text>
3762    <text id="10835035">Still no gorgeous view...</text>
3763    <text id="10835036">Still no detour...</text>
3764    <text id="10835037">Still no hidden path...</text>
3765    <text id="10835038">Still no secret passage...</text>
3766    <text id="10835039">Still no shortcut...</text>
3767    <text id="10835040">Still no dead end...</text>
3768    <text id="10835041">Still no looking away...</text>
3769    <text id="10835042">Still no unnoticed...</text>
3770    <text id="10835043">Still no out of stamina...</text>
3771    <text id="10836001">Still no high road...</text>
3772    <text id="10836002">Still no checkpoint...</text>
3773    <text id="10836003">Still no bridge...</text>
3774    <text id="10836004">Still no castle...</text>
3775    <text id="10836005">Still no fort...</text>
3776    <text id="10836006">Still no city...</text>
3777    <text id="10836007">Still no ruins...</text>
3778    <text id="10836008">Still no church...</text>
3779    <text id="10836009">Still no tower...</text>
3780    <text id="10836010">Still no camp site...</text>
3781    <text id="10836011">Still no house...</text>
3782    <text id="10836012">Still no cemetery...</text>
3783    <text id="10836013">Still no underground tomb...</text>
3784    <text id="10836014">Still no tunnel...</text>
3785    <text id="10836015">Still no cave...</text>
3786    <text id="10836016">Still no evergaol...</text>
3787    <text id="10836017">Still no great tree...</text>
3788    <text id="10836018">Still no cellar...</text>
3789    <text id="10836019">Still no surface...</text>
3790    <text id="10836020">Still no underground...</text>
3791    <text id="10836021">Still no forest...</text>
3792    <text id="10836022">Still no river...</text>
3793    <text id="10836023">Still no lake...</text>
3794    <text id="10836024">Still no bog...</text>
3795    <text id="10836025">Still no mountain...</text>
3796    <text id="10836026">Still no valley...</text>
3797    <text id="10836027">Still no cliff...</text>
3798    <text id="10836028">Still no waterside...</text>
3799    <text id="10836029">Still no nest...</text>
3800    <text id="10836030">Still no hole...</text>
3801    <text id="10837001">Still no east...</text>
3802    <text id="10837002">Still no west...</text>
3803    <text id="10837003">Still no south...</text>
3804    <text id="10837004">Still no north...</text>
3805    <text id="10837005">Still no ahead...</text>
3806    <text id="10837006">Still no behind...</text>
```



```
3767    <text id="10833004">still no luring out...</text>
3768    <text id="10833005">still no defeating one-by-one...</text>
3769    <text id="10833006">still no taking on all at once...</text>
3770    <text id="10833007">still no rushing in...</text>
3771    <text id="10833008">still no stealth...</text>
3772    <text id="10833009">still no mimicry...</text>
3773    <text id="10833010">still no confusion...</text>
3774    <text id="10833011">still no pursuit...</text>
3775    <text id="10833012">still no fleeing...</text>
3776    <text id="10833013">still no summoning...</text>
3777    <text id="10833014">still no circling around...</text>
3778    <text id="10833015">still no jumping off...</text>
3779    <text id="10833016">still no dashing through...</text>
3780    <text id="10833017">still no brief respite...</text>
3781    <text id="10834001">still no attacking...</text>
3782    <text id="10834002">still no jump attack...</text>
3783    <text id="10834003">still no running attack...</text>
3784    <text id="10834004">still no critical hit...</text>
3785    <text id="10834005">still no two-handing...</text>
3786    <text id="10834006">still no blocking...</text>
3787    <text id="10834007">still no parrying...</text>
3788    <text id="10834008">still no guard counter...</text>
3789    <text id="10834009">still no sorcery...</text>
3790    <text id="10834010">still no incantation...</text>
3791    <text id="10834011">still no skill...</text>
3792    <text id="10834012">still no summoning...</text>
3793    <text id="10834013">still no throwing...</text>
3794    <text id="10834014">still no healing...</text>
3795    <text id="10834015">still no running...</text>
3796    <text id="10834016">still no rolling...</text>
3797    <text id="10834017">still no backstepping...</text>
3798    <text id="10834018">still no jumping...</text>
3799    <text id="10834019">still no crouching...</text>
3800    <text id="10834020">still no target lock...</text>
3801    <text id="10834021">still no item crafting...</text>
3802    <text id="10834022">still no gesturing...</text>
3803    <text id="10835001">still no morning...</text>
3804    <text id="10835002">still no noon...</text>
3805    <text id="10835003">still no evening...</text>
3806    <text id="10835004">still no night...</text>
3807    <text id="10835005">still no clear sky...</text>
3808    <text id="10835006">still no overcast...</text>
3809    <text id="10835007">still no rain...</text>
3810    <text id="10835008">still no storm...</text>
3811    <text id="10835009">still no mist...</text>
3812    <text id="10835010">still no snow...</text>
3813    <text id="10835011">still no patrolling...</text>
3814    <text id="10835012">still no procession...</text>
3815    <text id="10835013">still no crowd...</text>
3816    <text id="10835014">still no surprise attack...</text>
3817    <text id="10835015">still no ambush...</text>
3818    <text id="10835016">still no pincer attack...</text>
3819    <text id="10835017">still no beating to a pulp...</text>
3820    <text id="10835018">still no battle...</text>
3821    <text id="10835019">still no reinforcements...</text>
3822    <text id="10835020">still no ritual...</text>
3823    <text id="10835021">still no explosion...</text>
3824    <text id="10835022">still no high spot...</text>
3825    <text id="10835023">still no defensible spot...</text>
3826    <text id="10835024">still no climbable spot...</text>
3827    <text id="10835025">still no crossable spot...</text>
3828    <text id="10835026">still no bright spot...</text>
3829    <text id="10835027">still no dark spot...</text>
3830    <text id="10835028">still no open area...</text>
3831    <text id="10835029">still no cramped area...</text>
3832    <text id="10835030">still no hiding place...</text>
3833    <text id="10835031">still no sniping spot...</text>
3834    <text id="10835032">still no recon spot...</text>
3835    <text id="10835033">still no safety...</text>
3836    <text id="10835034">still no danger...</text>
3837    <text id="10835035">still no gorgeous view...</text>
3838    <text id="10835036">still no detour...</text>
3839    <text id="10835037">still no hidden path...</text>
3840    <text id="10835038">still no secret passage...</text>
3841    <text id="10835039">still no shortcut...</text>
3842    <text id="10835040">still no dead end...</text>
3843    <text id="10835041">still no looking away...</text>
3844    <text id="10835042">still no unnoticed...</text>
3845    <text id="10835043">still no out of stamina...</text>
3846    <text id="10836001">still no high road...</text>
3847    <text id="10836002">still no checkpoint...</text>
3848    <text id="10836003">still no bridge...</text>
3849    <text id="10836004">still no castle...</text>
3850    <text id="10836005">still no fort...</text>
3851    <text id="10836006">still no city...</text>
3852    <text id="10836007">still no ruins...</text>
3853    <text id="10836008">still no church...</text>
3854    <text id="10836009">still no tower...</text>
3855    <text id="10836010">still no camp site...</text>
3856    <text id="10836011">still no house...</text>
3857    <text id="10836012">still no cemetery...</text>
3858    <text id="10836013">still no underground tomb...</text>
3859    <text id="10836014">still no tunnel...</text>
3860    <text id="10836015">still no cave...</text>
3861    <text id="10836016">still no evergaol...</text>
3862    <text id="10836017">still no great tree...</text>
3863    <text id="10836018">still no cellar...</text>
3864    <text id="10836019">still no surface...</text>
3865    <text id="10836020">still no underground...</text>
3866    <text id="10836021">still no forest...</text>
3867    <text id="10836022">still no river...</text>
3868    <text id="10836023">still no lake...</text>
3869    <text id="10836024">still no bog...</text>
3870    <text id="10836025">still no mountain...</text>
3871    <text id="10836026">still no valley...</text>
3872    <text id="10836027">still no cliff...</text>
3873    <text id="10836028">still no waterside...</text>
3874    <text id="10836029">still no nest...</text>
3875    <text id="10836030">still no hole...</text>
3876    <text id="10837001">still no east...</text>
3877    <text id="10837002">still no west...</text>
3878    <text id="10837003">still no south...</text>
3879    <text id="10837004">still no north...</text>
3880    <text id="10837005">still no ahead...</text>
3881    <text id="10837006">still no behind...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3807

```
<text id="10837007">Still no left...</text>
<text id="10837008">Still no right...</text>
<text id="10837009">Still no center...</text>
<text id="10837010">Still no up...</text>
<text id="10837011">Still no down...</text>
<text id="10837012">Still no edge...</text>
<text id="10838001">Still no head...</text>
<text id="10838002">Still no stomach...</text>
<text id="10838003">Still no back...</text>
<text id="10838004">Still no arms...</text>
<text id="10838005">Still no legs...</text>
<text id="10838006">Still no rump...</text>
<text id="10838007">Still no tail...</text>
<text id="10838008">Still no core...</text>
<text id="10838009">Still no fingers...</text>
<text id="10839001">Still no physical...</text>
<text id="10839002">Still no standard...</text>
<text id="10839003">Still no striking...</text>
<text id="10839004">Still no slashing...</text>
<text id="10839005">Still no piercing...</text>
<text id="10839006">Still no fire...</text>
<text id="10839007">Still no lightning...</text>
<text id="10839008">Still no sorcery...</text>
<text id="10839009">Still no holy...</text>
<text id="10839010">Still no poison...</text>
<text id="10839011">Still no toxic...</text>
<text id="10839012">Still no plaque...</text>
<text id="10839013">Still no hemorrhage...</text>
<text id="10839014">Still no frostbite...</text>
<text id="10839015">Still no sleep...</text>
<text id="10839016">Still no madness...</text>
<text id="10839017">Still no death...</text>
<text id="10840001">Still no life...</text>
<text id="10840002">Still no Death...</text>
<text id="10840003">Still no light...</text>
<text id="10840004">Still no dark...</text>
<text id="10840005">Still no stars...</text>
<text id="10840006">Still no fire...</text>
<text id="10840007">Still no Order...</text>
<text id="10840008">Still no chaos...</text>
<text id="10840009">Still no joy...</text>
<text id="10840010">Still no wrath...</text>
<text id="10840011">Still no suffering...</text>
<text id="10840012">Still no sadness...</text>
<text id="10840013">Still no comfort...</text>
<text id="10840014">Still no bliss...</text>
<text id="10840015">Still no misfortune...</text>
<text id="10840016">Still no good fortune...</text>
<text id="10840017">Still no bad luck...</text>
<text id="10840018">Still no hope...</text>
<text id="10840019">Still no despair...</text>
<text id="10840020">Still no victory...</text>
<text id="10840021">Still no defeat...</text>
<text id="10840022">Still no research...</text>
<text id="10840023">Still no faith...</text>
<text id="10840024">Still no abundance...</text>
<text id="10840025">Still no rot...</text>
<text id="10840026">Still no loyalty...</text>
<text id="10840027">Still no injustice...</text>
<text id="10840028">Still no secret...</text>
<text id="10840029">Still no opportunity...</text>
<text id="10840030">Still no pickle...</text>
<text id="10840031">Still no clue...</text>
<text id="10840032">Still no friendship...</text>
<text id="10840033">Still no love...</text>
<text id="10840034">Still no bravery...</text>
<text id="10840035">Still no vigor...</text>
<text id="10840036">Still no fortitude...</text>
<text id="10840037">Still no confidence...</text>
<text id="10840038">Still no inadvertent...</text>
<text id="10840039">Still no unguarded...</text>
<text id="10840040">Still no introspection...</text>
<text id="10840041">Still no regret...</text>
<text id="10840042">Still no giving up...</text>
<text id="10840043">Still no futility...</text>
<text id="10840044">Still no at the limit...</text>
<text id="10840045">Still no betrayal...</text>
<text id="10840046">Still no revenge...</text>
<text id="10840047">Still no destroy...</text>
<text id="10840048">Still no recklessness...</text>
<text id="10840049">Still no calmness...</text>
<text id="10840050">Still no vigilance...</text>
<text id="10840051">Still no tranquility...</text>
<text id="10840052">Still no sound...</text>
<text id="10840053">Still no tears...</text>
<text id="10840054">Still no sleep...</text>
<text id="10840055">Still no depths...</text>
<text id="10840056">Still no dregs...</text>
<text id="10840057">Still no fear...</text>
<text id="10840058">Still no sacrifice...</text>
<text id="10840059">Still no ruin...</text>
<text id="10841001">Still no good luck...</text>
<text id="10841002">Still no look carefully...</text>
<text id="10841003">Still no listen carefully...</text>
<text id="10841004">Still no think carefully...</text>
<text id="10841005">Still no well done...</text>
<text id="10841006">Still no I did it!...</text>
<text id="10841007">Still no I've failed.....</text>
<text id="10841008">Still no here!...</text>
<text id="10841009">Still no not here!...</text>
<text id="10841010">Still no don't you dare!...</text>
<text id="10841011">Still no do it!...</text>
<text id="10841012">Still no I can't take this.....</text>
<text id="10841013">Still no don't think...</text>
<text id="10841014">Still no so lonely.....</text>
<text id="10841015">Still no here again.....</text>
<text id="10841016">Still no just getting started...</text>
<text id="10841017">Still no stay calm...</text>
<text id="10841018">Still no keep moving...</text>
<text id="10841019">Still no turn back...</text>
<text id="10841020">Still no give up...</text>
<text id="10841021">Still no don't give up...</text>
<text id="10841022">Still no help me.....</text>
<text id="10841023">Still no I don't believe it.....</text>
<text id="10841024">Still no too high up...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3882

```
<text id="10837007">still no left...</text>
<text id="10837008">still no right...</text>
<text id="10837009">still no center...</text>
<text id="10837010">still no up...</text>
<text id="10837011">still no down...</text>
<text id="10837012">still no edge...</text>
<text id="10838001">still no head...</text>
<text id="10838002">still no stomach...</text>
<text id="10838003">still no back...</text>
<text id="10838004">still no arms...</text>
<text id="10838005">still no legs...</text>
<text id="10838006">still no rump...</text>
<text id="10838007">still no tail...</text>
<text id="10838008">still no core...</text>
<text id="10838009">still no fingers...</text>
<text id="10839001">still no physical...</text>
<text id="10839002">still no standard...</text>
<text id="10839003">still no striking...</text>
<text id="10839004">still no slashing...</text>
<text id="10839005">still no piercing...</text>
<text id="10839006">still no fire...</text>
<text id="10839007">still no lightning...</text>
<text id="10839008">still no magic...</text>
<text id="10839009">still no holy...</text>
<text id="10839010">still no poison...</text>
<text id="10839011">still no toxic...</text>
<text id="10839012">still no scarlet rot...</text>
<text id="10839013">still no blood loss...</text>
<text id="10839014">still no frost...</text>
<text id="10839015">still no sleep...</text>
<text id="10839016">still no madness...</text>
<text id="10839017">still no death...</text>
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<text id="10840002">still no Death...</text>
<text id="10840003">still no light...</text>
<text id="10840004">still no dark...</text>
<text id="10840005">still no stars...</text>
<text id="10840006">still no fire...</text>
<text id="10840007">still no Order...</text>
<text id="10840008">still no chaos...</text>
<text id="10840009">still no joy...</text>
<text id="10840010">still no wrath...</text>
<text id="10840011">still no suffering...</text>
<text id="10840012">still no sadness...</text>
<text id="10840013">still no comfort...</text>
<text id="10840014">still no bliss...</text>
<text id="10840015">still no misfortune...</text>
<text id="10840016">still no good fortune...</text>
<text id="10840017">still no bad luck...</text>
<text id="10840018">still no hope...</text>
<text id="10840019">still no despair...</text>
<text id="10840020">still no victory...</text>
<text id="10840021">still no defeat...</text>
<text id="10840022">still no research...</text>
<text id="10840023">still no faith...</text>
<text id="10840024">still no abundance...</text>
<text id="10840025">still no rot...</text>
<text id="10840026">still no loyalty...</text>
<text id="10840027">still no injustice...</text>
<text id="10840028">still no secret...</text>
<text id="10840029">still no opportunity...</text>
<text id="10840030">still no pickle...</text>
<text id="10840031">still no clue...</text>
<text id="10840032">still no friendship...</text>
<text id="10840033">still no love...</text>
<text id="10840034">still no bravery...</text>
<text id="10840035">still no vigor...</text>
<text id="10840036">still no fortitude...</text>
<text id="10840037">still no confidence...</text>
<text id="10840038">still no distracted...</text>
<text id="10840039">still no unguarded...</text>
<text id="10840040">still no introspection...</text>
<text id="10840041">still no regret...</text>
<text id="10840042">still no resignation...</text>
<text id="10840043">still no futility...</text>
<text id="10840044">still no on the brink...</text>
<text id="10840045">still no betrayal...</text>
<text id="10840046">still no revenge...</text>
<text id="10840047">still no destruction...</text>
<text id="10840048">still no recklessness...</text>
<text id="10840049">still no calmness...</text>
<text id="10840050">still no vigilance...</text>
<text id="10840051">still no tranquility...</text>
<text id="10840052">still no sound...</text>
<text id="10840053">still no tears...</text>
<text id="10840054">still no sleep...</text>
<text id="10840055">still no depths...</text>
<text id="10840056">still no dregs...</text>
<text id="10840057">still no fear...</text>
<text id="10840058">still no sacrifice...</text>
<text id="10840059">still no ruin...</text>
<text id="10841001">still no good luck...</text>
<text id="10841002">still no look carefully...</text>
<text id="10841003">still no listen carefully...</text>
<text id="10841004">still no think carefully...</text>
<text id="10841005">still no well done...</text>
<text id="10841006">still no I did it!...</text>
<text id="10841007">still no I've failed.....</text>
<text id="10841008">still no here!...</text>
<text id="10841009">still no not here!...</text>
<text id="10841010">still no don't you dare!...</text>
<text id="10841011">still no do it!...</text>
<text id="10841012">still no I can't take this.....</text>
<text id="10841013">still no don't think...</text>
<text id="10841014">still no so lonely.....</text>
<text id="10841015">still no here again.....</text>
<text id="10841016">still no just getting started...</text>
<text id="10841017">still no stay calm...</text>
<text id="10841018">still no keep moving...</text>
<text id="10841019">still no turn back...</text>
<text id="10841020">still no give up...</text>
<text id="10841021">still no don't give up...</text>
<text id="10841022">still no help me.....</text>
<text id="10841023">still no I don't believe it.....</text>
<text id="10841024">still no too high up...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3922

```
    <text id="10841025">Still no I want to go home......</text>
    <text id="10841026">Still no it's like a dream......</text>
    <text id="10841027">Still no seems familiar......</text>
    <text id="10841028">Still no beautiful......</text>
    <text id="10841029">Still no you don't have the right...</
text>
    <text id="10841030">Still no are you ready?...</text>
    <text id="10930001">Why is it always enemy?</text>
    <text id="10930002">Why is it always weak foe?</text>
    <text id="10930003">Why is it always strong foe?</text>
    <text id="10930004">Why is it always monster?</text>
    <text id="10930005">Why is it always dragon?</text>
    <text id="10930006">Why is it always boss?</text>
    <text id="10930007">Why is it always sentry?</text>
    <text id="10930008">Why is it always group?</text>
    <text id="10930009">Why is it always pack?</text>
    <text id="10930010">Why is it always decoy?</text>
    <text id="10930011">Why is it always undead?</text>
    <text id="10930012">Why is it always soldier?</text>
    <text id="10930013">Why is it always knight?</text>
    <text id="10930014">Why is it always cavalier?</text>
    <text id="10930015">Why is it always archer?</text>
    <text id="10930016">Why is it always sniper?</text>
    <text id="10930017">Why is it always mage?</text>
    <text id="10930018">Why is it always ordnance?</text>
    <text id="10930019">Why is it always monarch?</text>
    <text id="10930020">Why is it always lord?</text>
    <text id="10930021">Why is it always demi-human?</text>
    <text id="10930022">Why is it always outsider?</text>
    <text id="10930023">Why is it always giant?</text>
    <text id="10930024">Why is it always horse?</text>
    <text id="10930025">Why is it always dog?</text>
    <text id="10930026">Why is it always wolf?</text>
    <text id="10930027">Why is it always rat?</text>
    <text id="10930028">Why is it always beast?</text>
    <text id="10930029">Why is it always bird?</text>
    <text id="10930030">Why is it always raptor?</text>
    <text id="10930031">Why is it always snake?</text>
    <text id="10930032">Why is it always crab?</text>
    <text id="10930033">Why is it always prawn?</text>
    <text id="10930034">Why is it always octopus?</text>
    <text id="10930035">Why is it always bug?</text>
    <text id="10930036">Why is it always scarab?</text>
    <text id="10930037">Why is it always slug?</text>
    <text id="10930038">Why is it always wraith?</text>
    <text id="10930039">Why is it always skeleton?</text>
    <text id="10930040">Why is it always monstrosity?</text>
    <text id="10930041">Why is it always Ill-omened creature?</
text>
    <text id="10931001">Why is it always Tarnished?</text>
    <text id="10931002">Why is it always warrior?</text>
    <text id="10931003">Why is it always swordsman?</text>
    <text id="10931004">Why is it always knight?</text>
    <text id="10931005">Why is it always samurai?</text>
    <text id="10931006">Why is it always sorcerer?</text>
    <text id="10931007">Why is it always cleric?</text>
    <text id="10931008">Why is it always sage?</text>
    <text id="10931009">Why is it always merchant?</text>
    <text id="10931010">Why is it always teacher?</text>
    <text id="10931011">Why is it always master?</text>
    <text id="10931012">Why is it always friend?</text>
    <text id="10931013">Why is it always lover?</text>
    <text id="10931014">Why is it always old dear?</text>
    <text id="10931015">Why is it always old codger ?</text>
    <text id="10931016">Why is it always angel?</text>
    <text id="10931017">Why is it always fat coinpurse?</text>
    <text id="10931018">Why is it always pauper?</text>
    <text id="10931019">Why is it always good sort?</text>
    <text id="10931020">Why is it always wicked sort?</text>
    <text id="10931021">Why is it always plump sort?</text>
    <text id="10931022">Why is it always skinny sort?</text>
    <text id="10931023">Why is it always lovable sort?</text>
    <text id="10931024">Why is it always pathetic sort?</text>
    <text id="10931025">Why is it always strange sort?</text>
    <text id="10931026">Why is it always nimble sort?</text>
    <text id="10931027">Why is it always laggardly sort?</text>
    <text id="10931028">Why is it always invisible sort?</text>
    <text id="10931029">Why is it always unfathomable sort?</
text>
    <text id="10931030">Why is it always giant sort?</text>
    <text id="10931031">Why is it always sinner?</text>
    <text id="10931032">Why is it always thief?</text>
    <text id="10931033">Why is it always liar?</text>
    <text id="10931034">Why is it always dastard?</text>
    <text id="10931035">Why is it always traitor?</text>
    <text id="10931036">Why is it always pair?</text>
    <text id="10931037">Why is it always trio?</text>
    <text id="10931038">Why is it always noble?</text>
    <text id="10931039">Why is it always aristocrat?</text>
    <text id="10931040">Why is it always hero?</text>
    <text id="10931041">Why is it always champion?</text>
    <text id="10931042">Why is it always monarch?</text>
    <text id="10931043">Why is it always lord?</text>
    <text id="10931044">Why is it always god?</text>
    <text id="10932001">Why is it always item?</text>
    <text id="10932002">Why is it always necessary item?</text>
    <text id="10932003">Why is it always precious item?</text>
    <text id="10932004">Why is it always something?</text>
    <text id="10932005">Why is it always something incredible?</
text>
    <text id="10932006">Why is it always treasure chest?</text>
    <text id="10932007">Why is it always corpse?</text>
    <text id="10932008">Why is it always coffin?</text>
    <text id="10932009">Why is it always trap?</text>
    <text id="10932010">Why is it always armament?</text>
    <text id="10932011">Why is it always shield?</text>
    <text id="10932012">Why is it always bow?</text>
    <text id="10932013">Why is it always projectile weapon?</
text>
    <text id="10932014">Why is it always armor?</text>
    <text id="10932015">Why is it always talisman?</text>
    <text id="10932016">Why is it always battle art?</text>
    <text id="10932017">Why is it always sorcery?</text>
    <text id="10932018">Why is it always incantation?</text>
    <text id="10932019">Why is it always map?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 3997

```
    <text id="10841025">still no I want to go home......</text>
    <text id="10841026">still no it's like a dream......</text>
    <text id="10841027">still no seems familiar......</text>
    <text id="10841028">still no beautiful......</text>
    <text id="10841029">still no you don't have the right...</
text>
    <text id="10841030">still no are you ready?...</text>
    <text id="10930001">why is it always enemy?</text>
    <text id="10930002">why is it always weak foe?</text>
    <text id="10930003">why is it always strong foe?</text>
    <text id="10930004">why is it always monster?</text>
    <text id="10930005">why is it always dragon?</text>
    <text id="10930006">why is it always boss?</text>
    <text id="10930007">why is it always sentry?</text>
    <text id="10930008">why is it always group?</text>
    <text id="10930009">why is it always pack?</text>
    <text id="10930010">why is it always decoy?</text>
    <text id="10930011">why is it always undead?</text>
    <text id="10930012">why is it always soldier?</text>
    <text id="10930013">why is it always knight?</text>
    <text id="10930014">why is it always cavalier?</text>
    <text id="10930015">why is it always archer?</text>
    <text id="10930016">why is it always sniper?</text>
    <text id="10930017">why is it always mage?</text>
    <text id="10930018">why is it always ordnance?</text>
    <text id="10930019">why is it always monarch?</text>
    <text id="10930020">why is it always lord?</text>
    <text id="10930021">why is it always demi-human?</text>
    <text id="10930022">why is it always outsider?</text>
    <text id="10930023">why is it always giant?</text>
    <text id="10930024">why is it always horse?</text>
    <text id="10930025">why is it always dog?</text>
    <text id="10930026">why is it always wolf?</text>
    <text id="10930027">why is it always rat?</text>
    <text id="10930028">why is it always beast?</text>
    <text id="10930029">why is it always bird?</text>
    <text id="10930030">why is it always raptor?</text>
    <text id="10930031">why is it always snake?</text>
    <text id="10930032">why is it always crab?</text>
    <text id="10930033">why is it always prawn?</text>
    <text id="10930034">why is it always octopus?</text>
    <text id="10930035">why is it always bug?</text>
    <text id="10930036">why is it always scarab?</text>
    <text id="10930037">why is it always slug?</text>
    <text id="10930038">why is it always wraith?</text>
    <text id="10930039">why is it always skeleton?</text>
    <text id="10930040">why is it always monstrosity?</text>
    <text id="10930041">why is it always ill-omened creature?</
text>
    <text id="10931001">why is it always Tarnished?</text>
    <text id="10931002">why is it always warrior?</text>
    <text id="10931003">why is it always swordfighter?</text>
    <text id="10931004">why is it always knight?</text>
    <text id="10931005">why is it always samurai?</text>
    <text id="10931006">why is it always sorcerer?</text>
    <text id="10931007">why is it always cleric?</text>
    <text id="10931008">why is it always sage?</text>
    <text id="10931009">why is it always merchant?</text>
    <text id="10931010">why is it always teacher?</text>
    <text id="10931011">why is it always master?</text>
    <text id="10931012">why is it always friend?</text>
    <text id="10931013">why is it always lover?</text>
    <text id="10931014">why is it always old dear?</text>
    <text id="10931015">why is it always old codger ?</text>
    <text id="10931016">why is it always angel?</text>
    <text id="10931017">why is it always fat coinpurse?</text>
    <text id="10931018">why is it always pauper?</text>
    <text id="10931019">why is it always good sort?</text>
    <text id="10931020">why is it always wicked sort?</text>
    <text id="10931021">why is it always plump sort?</text>
    <text id="10931022">why is it always skinny sort?</text>
    <text id="10931023">why is it always lovable sort?</text>
    <text id="10931024">why is it always pathetic sort?</text>
    <text id="10931025">why is it always strange sort?</text>
    <text id="10931026">why is it always nimble sort?</text>
    <text id="10931027">why is it always laggardly sort?</text>
    <text id="10931028">why is it always invisible sort?</text>
    <text id="10931029">why is it always unfathomable sort?</
text>
    <text id="10931030">why is it always giant sort?</text>
    <text id="10931031">why is it always sinner?</text>
    <text id="10931032">why is it always thief?</text>
    <text id="10931033">why is it always liar?</text>
    <text id="10931034">why is it always dastard?</text>
    <text id="10931035">why is it always traitor?</text>
    <text id="10931036">why is it always pair?</text>
    <text id="10931037">why is it always trio?</text>
    <text id="10931038">why is it always noble?</text>
    <text id="10931039">why is it always aristocrat?</text>
    <text id="10931040">why is it always hero?</text>
    <text id="10931041">why is it always champion?</text>
    <text id="10931042">why is it always monarch?</text>
    <text id="10931043">why is it always lord?</text>
    <text id="10931044">why is it always god?</text>
    <text id="10932001">why is it always item?</text>
    <text id="10932002">why is it always necessary item?</text>
    <text id="10932003">why is it always precious item?</text>
    <text id="10932004">why is it always something?</text>
    <text id="10932005">why is it always something incredible?</
text>
    <text id="10932006">why is it always treasure chest?</text>
    <text id="10932007">why is it always corpse?</text>
    <text id="10932008">why is it always coffin?</text>
    <text id="10932009">why is it always trap?</text>
    <text id="10932010">why is it always armament?</text>
    <text id="10932011">why is it always shield?</text>
    <text id="10932012">why is it always bow?</text>
    <text id="10932013">why is it always projectile weapon?</
text>
    <text id="10932014">why is it always armor?</text>
    <text id="10932015">why is it always talisman?</text>
    <text id="10932016">why is it always skill?</text>
    <text id="10932017">why is it always sorcery?</text>
    <text id="10932018">why is it always incantation?</text>
    <text id="10932019">why is it always map?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4032

```
4032    <text id="10932020">Why is it always material?</text>
4033    <text id="10932021">Why is it always flower?</text>
4034    <text id="10932022">Why is it always grass?</text>
4035    <text id="10932023">Why is it always tree?</text>
4036    <text id="10932024">Why is it always fruit?</text>
4037    <text id="10932025">Why is it always seed?</text>
4038    <text id="10932026">Why is it always mushroom?</text>
4039    <text id="10932027">Why is it always tear?</text>
4040    <text id="10932028">Why is it always crystal?</text>
4041    <text id="10932029">Why is it always butterfly?</text>
4042    <text id="10932030">Why is it always bug?</text>
4043    <text id="10932031">Why is it always dung?</text>
4044    <text id="10932032">Why is it always grace?</text>
4045    <text id="10932033">Why is it always door?</text>
4046    <text id="10932034">Why is it always key?</text>
4047    <text id="10932035">Why is it always ladder?</text>
4048    <text id="10932036">Why is it always lever?</text>
4049    <text id="10932037">Why is it always lift?</text>
4050    <text id="10932038">Why is it always spiritspring?</text>
4051    <text id="10932039">Why is it always warpstone?</text>
4052    <text id="10932040">Why is it always stone astrolabe?</text>
4053    <text id="10932041">Why is it always telescopic view?</text>

4054    <text id="10932042">Why is it always message?</text>
4055    <text id="10932043">Why is it always bloodstain?</text>
4056    <text id="10932044">Why is it always Erdtree?</text>
4057    <text id="10932045">Why is it always Elden Ring?</text>
4058    <text id="10933001">Why is it always close-quarters battle?</
        text>
4059    <text id="10933002">Why is it always ranged battle?</text>
4060    <text id="10933003">Why is it always horseback battle?</text>
4061    <text id="10933004">Why is it always luring out?</text>
4062    <text id="10933005">Why is it always defeating one-by-one?</
        text>
4063    <text id="10933006">Why is it always taking on all at once?</
        text>
4064    <text id="10933007">Why is it always rushing in?</text>
4065    <text id="10933008">Why is it always stealth?</text>
4066    <text id="10933009">Why is it always mimicry?</text>
4067    <text id="10933010">Why is it always confusion?</text>
4068    <text id="10933011">Why is it always pursuit?</text>
4069    <text id="10933012">Why is it always fleeing?</text>
4070    <text id="10933013">Why is it always summoning?</text>
4071    <text id="10933014">Why is it always circling around?</text>
4072    <text id="10933015">Why is it always jumping off?</text>
4073    <text id="10933016">Why is it always dashing through?</text>
4074    <text id="10933017">Why is it always brief respite?</text>
4075    <text id="10934001">Why is it always attacking?</text>
4076    <text id="10934002">Why is it always jump attack?</text>
4077    <text id="10934003">Why is it always running attack?</text>
4078    <text id="10934004">Why is it always critical hit?</text>
4079    <text id="10934005">Why is it always two-handing?</text>
4080    <text id="10934006">Why is it always blocking?</text>
4081    <text id="10934007">Why is it always parrying?</text>
4082    <text id="10934008">Why is it always guard counter?</text>
4083    <text id="10934009">Why is it always sorcery?</text>
4084    <text id="10934010">Why is it always incantation?</text>
4085    <text id="10934011">Why is it always skill?</text>
4086    <text id="10934012">Why is it always summoning?</text>
4087    <text id="10934013">Why is it always throwing?</text>
4088    <text id="10934014">Why is it always healing?</text>
4089    <text id="10934015">Why is it always running?</text>
4090    <text id="10934016">Why is it always rolling?</text>
4091    <text id="10934017">Why is it always backstepping?</text>
4092    <text id="10934018">Why is it always jumping?</text>
4093    <text id="10934019">Why is it always crouching?</text>
4094    <text id="10934020">Why is it always target lock?</text>
4095    <text id="10934021">Why is it always item crafting?</text>
4096    <text id="10934022">Why is it always gesturing?</text>
4097    <text id="10935001">Why is it always morning?</text>
4098    <text id="10935002">Why is it always noon?</text>
4099    <text id="10935003">Why is it always evening?</text>
4100    <text id="10935004">Why is it always night?</text>
4101    <text id="10935005">Why is it always clear sky?</text>
4102    <text id="10935006">Why is it always overcast?</text>
4103    <text id="10935007">Why is it always rain?</text>
4104    <text id="10935008">Why is it always storm?</text>
4105    <text id="10935009">Why is it always mist?</text>
4106    <text id="10935010">Why is it always snow?</text>
4107    <text id="10935011">Why is it always patrolling?</text>
4108    <text id="10935012">Why is it always procession?</text>
4109    <text id="10935013">Why is it always crowd?</text>
4110    <text id="10935014">Why is it always surprise attack?</text>
4111    <text id="10935015">Why is it always ambush?</text>
4112    <text id="10935016">Why is it always pincer attack?</text>
4113    <text id="10935017">Why is it always beating to a pulp?</
        text>
4114    <text id="10935018">Why is it always battle?</text>
4115    <text id="10935019">Why is it always reinforcements?</text>
4116    <text id="10935020">Why is it always ritual?</text>
4117    <text id="10935021">Why is it always explosion?</text>
4118    <text id="10935022">Why is it always high spot?</text>
4119    <text id="10935023">Why is it always defensible spot?</text>
4120    <text id="10935024">Why is it always climbable spot?</text>
4121    <text id="10935025">Why is it always crossable spot?</text>
4122    <text id="10935026">Why is it always bright spot?</text>
4123    <text id="10935027">Why is it always dark spot?</text>
4124    <text id="10935028">Why is it always open area?</text>
4125    <text id="10935029">Why is it always cramped area?</text>
4126    <text id="10935030">Why is it always hiding place?</text>
4127    <text id="10935031">Why is it always sniping spot?</text>
4128    <text id="10935032">Why is it always recon spot?</text>
4129    <text id="10935033">Why is it always safety?</text>
4130    <text id="10935034">Why is it always danger?</text>
4131    <text id="10935035">Why is it always gorgeous view?</text>
4132    <text id="10935036">Why is it always detour?</text>
4133    <text id="10935037">Why is it always hidden path?</text>
4134    <text id="10935038">Why is it always secret passage?</text>
4135    <text id="10935039">Why is it always shortcut?</text>
4136    <text id="10935040">Why is it always dead end?</text>
4137    <text id="10935041">Why is it always looking away?</text>
4138    <text id="10935042">Why is it always unnoticed?</text>
4139    <text id="10935043">Why is it always out of stamina?</text>
4140    <text id="10936001">Why is it always high road?</text>
4141    <text id="10936002">Why is it always checkpoint?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4107

```
4107    <text id="10932020">why is it always material?</text>
4108    <text id="10932021">why is it always flower?</text>
4109    <text id="10932022">why is it always grass?</text>
4110    <text id="10932023">why is it always tree?</text>
4111    <text id="10932024">why is it always fruit?</text>
4112    <text id="10932025">why is it always seed?</text>
4113    <text id="10932026">why is it always mushroom?</text>
4114    <text id="10932027">why is it always tear?</text>
4115    <text id="10932028">why is it always crystal?</text>
4116    <text id="10932029">why is it always butterfly?</text>
4117    <text id="10932030">why is it always bug?</text>
4118    <text id="10932031">why is it always dung?</text>
4119    <text id="10932032">why is it always grace?</text>
4120    <text id="10932033">why is it always door?</text>
4121    <text id="10932034">why is it always key?</text>
4122    <text id="10932035">why is it always ladder?</text>
4123    <text id="10932036">why is it always lever?</text>
4124    <text id="10932037">why is it always lift?</text>
4125    <text id="10932038">why is it always spiritspring?</text>
4126    <text id="10932039">why is it always sending gate?</text>
4127    <text id="10932040">why is it always stone astrolabe?</text>
4128    <text id="10932041">why is it always Birdseye Telescope?</
        text>
4129    <text id="10932042">why is it always message?</text>
4130    <text id="10932043">why is it always bloodstain?</text>
4131    <text id="10932044">why is it always Erdtree?</text>
4132    <text id="10932045">why is it always Elden Ring?</text>
4133    <text id="10933001">why is it always close-quarters battle?</
        text>
4134    <text id="10933002">why is it always ranged battle?</text>
4135    <text id="10933003">why is it always horseback battle?</text>
4136    <text id="10933004">why is it always luring out?</text>
4137    <text id="10933005">why is it always defeating one-by-one?</
        text>
4138    <text id="10933006">why is it always taking on all at once?</
        text>
4139    <text id="10933007">why is it always rushing in?</text>
4140    <text id="10933008">why is it always stealth?</text>
4141    <text id="10933009">why is it always mimicry?</text>
4142    <text id="10933010">why is it always confusion?</text>
4143    <text id="10933011">why is it always pursuit?</text>
4144    <text id="10933012">why is it always fleeing?</text>
4145    <text id="10933013">why is it always summoning?</text>
4146    <text id="10933014">why is it always circling around?</text>
4147    <text id="10933015">why is it always jumping off?</text>
4148    <text id="10933016">why is it always dashing through?</text>
4149    <text id="10933017">why is it always brief respite?</text>
4150    <text id="10934001">why is it always attacking?</text>
4151    <text id="10934002">why is it always jump attack?</text>
4152    <text id="10934003">why is it always running attack?</text>
4153    <text id="10934004">why is it always critical hit?</text>
4154    <text id="10934005">why is it always two-handing?</text>
4155    <text id="10934006">why is it always blocking?</text>
4156    <text id="10934007">why is it always parrying?</text>
4157    <text id="10934008">why is it always guard counter?</text>
4158    <text id="10934009">why is it always sorcery?</text>
4159    <text id="10934010">why is it always incantation?</text>
4160    <text id="10934011">why is it always skill?</text>
4161    <text id="10934012">why is it always summoning?</text>
4162    <text id="10934013">why is it always throwing?</text>
4163    <text id="10934014">why is it always healing?</text>
4164    <text id="10934015">why is it always running?</text>
4165    <text id="10934016">why is it always rolling?</text>
4166    <text id="10934017">why is it always backstepping?</text>
4167    <text id="10934018">why is it always jumping?</text>
4168    <text id="10934019">why is it always crouching?</text>
4169    <text id="10934020">why is it always target lock?</text>
4170    <text id="10934021">why is it always item crafting?</text>
4171    <text id="10934022">why is it always gesturing?</text>
4172    <text id="10935001">why is it always morning?</text>
4173    <text id="10935002">why is it always noon?</text>
4174    <text id="10935003">why is it always evening?</text>
4175    <text id="10935004">why is it always night?</text>
4176    <text id="10935005">why is it always clear sky?</text>
4177    <text id="10935006">why is it always overcast?</text>
4178    <text id="10935007">why is it always rain?</text>
4179    <text id="10935008">why is it always storm?</text>
4180    <text id="10935009">why is it always mist?</text>
4181    <text id="10935010">why is it always snow?</text>
4182    <text id="10935011">why is it always patrolling?</text>
4183    <text id="10935012">why is it always procession?</text>
4184    <text id="10935013">why is it always crowd?</text>
4185    <text id="10935014">why is it always surprise attack?</text>
4186    <text id="10935015">why is it always ambush?</text>
4187    <text id="10935016">why is it always pincer attack?</text>
4188    <text id="10935017">why is it always beating to a pulp?</
        text>
4189    <text id="10935018">why is it always battle?</text>
4190    <text id="10935019">why is it always reinforcements?</text>
4191    <text id="10935020">why is it always ritual?</text>
4192    <text id="10935021">why is it always explosion?</text>
4193    <text id="10935022">why is it always high spot?</text>
4194    <text id="10935023">why is it always defensible spot?</text>
4195    <text id="10935024">why is it always climbable spot?</text>
4196    <text id="10935025">why is it always crossable spot?</text>
4197    <text id="10935026">why is it always bright spot?</text>
4198    <text id="10935027">why is it always dark spot?</text>
4199    <text id="10935028">why is it always open area?</text>
4200    <text id="10935029">why is it always cramped area?</text>
4201    <text id="10935030">why is it always hiding place?</text>
4202    <text id="10935031">why is it always sniping spot?</text>
4203    <text id="10935032">why is it always recon spot?</text>
4204    <text id="10935033">why is it always safety?</text>
4205    <text id="10935034">why is it always danger?</text>
4206    <text id="10935035">why is it always gorgeous view?</text>
4207    <text id="10935036">why is it always detour?</text>
4208    <text id="10935037">why is it always hidden path?</text>
4209    <text id="10935038">why is it always secret passage?</text>
4210    <text id="10935039">why is it always shortcut?</text>
4211    <text id="10935040">why is it always dead end?</text>
4212    <text id="10935041">why is it always looking away?</text>
4213    <text id="10935042">why is it always unnoticed?</text>
4214    <text id="10935043">why is it always out of stamina?</text>
4215    <text id="10936001">why is it always high road?</text>
4216    <text id="10936002">why is it always checkpoint?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4142

```
<text id="10936003">Why is it always bridge?</text>
<text id="10936004">Why is it always castle?</text>
<text id="10936005">Why is it always fort?</text>
<text id="10936006">Why is it always city?</text>
<text id="10936007">Why is it always ruins?</text>
<text id="10936008">Why is it always church?</text>
<text id="10936009">Why is it always tower?</text>
<text id="10936010">Why is it always camp site?</text>
<text id="10936011">Why is it always house?</text>
<text id="10936012">Why is it always cemetery?</text>
<text id="10936013">Why is it always underground tomb?</text>
<text id="10936014">Why is it always tunnel?</text>
<text id="10936015">Why is it always cave?</text>
<text id="10936016">Why is it always evergaol?</text>
<text id="10936017">Why is it always great tree?</text>
<text id="10936018">Why is it always cellar?</text>
<text id="10936019">Why is it always surface?</text>
<text id="10936020">Why is it always underground?</text>
<text id="10936021">Why is it always forest?</text>
<text id="10936022">Why is it always river?</text>
<text id="10936023">Why is it always lake?</text>
<text id="10936024">Why is it always bog?</text>
<text id="10936025">Why is it always mountain?</text>
<text id="10936026">Why is it always valley?</text>
<text id="10936027">Why is it always cliff?</text>
<text id="10936028">Why is it always waterside?</text>
<text id="10936029">Why is it always nest?</text>
<text id="10936030">Why is it always hole?</text>
<text id="10937001">Why is it always east?</text>
<text id="10937002">Why is it always west?</text>
<text id="10937003">Why is it always south?</text>
<text id="10937004">Why is it always north?</text>
<text id="10937005">Why is it always ahead?</text>
<text id="10937006">Why is it always behind?</text>
<text id="10937007">Why is it always left?</text>
<text id="10937008">Why is it always right?</text>
<text id="10937009">Why is it always center?</text>
<text id="10937010">Why is it always up?</text>
<text id="10937011">Why is it always down?</text>
<text id="10937012">Why is it always edge?</text>
<text id="10938001">Why is it always head?</text>
<text id="10938002">Why is it always stomach?</text>
<text id="10938003">Why is it always back?</text>
<text id="10938004">Why is it always arms?</text>
<text id="10938005">Why is it always legs?</text>
<text id="10938006">Why is it always rump?</text>
<text id="10938007">Why is it always tail?</text>
<text id="10938008">Why is it always core?</text>
<text id="10938009">Why is it always fingers?</text>
<text id="10939001">Why is it always physical?</text>
<text id="10939002">Why is it always standard?</text>
<text id="10939003">Why is it always striking?</text>
<text id="10939004">Why is it always slashing?</text>
<text id="10939005">Why is it always piercing?</text>
<text id="10939006">Why is it always fire?</text>
<text id="10939007">Why is it always lightning?</text>
<text id="10939008">Why is it always sorcery?</text>
<text id="10939009">Why is it always holy?</text>
<text id="10939010">Why is it always poison?</text>
<text id="10939011">Why is it always toxic?</text>
<text id="10939012">Why is it always plague?</text>
<text id="10939013">Why is it always hemorrhage?</text>
<text id="10939014">Why is it always frostbite?</text>
<text id="10939015">Why is it always sleep?</text>
<text id="10939016">Why is it always madness?</text>
<text id="10939017">Why is it always death?</text>
<text id="10940001">Why is it always life?</text>
<text id="10940002">Why is it always Death?</text>
<text id="10940003">Why is it always light?</text>
<text id="10940004">Why is it always dark?</text>
<text id="10940005">Why is it always stars?</text>
<text id="10940006">Why is it always fire?</text>
<text id="10940007">Why is it always Order?</text>
<text id="10940008">Why is it always chaos?</text>
<text id="10940009">Why is it always joy?</text>
<text id="10940010">Why is it always wrath?</text>
<text id="10940011">Why is it always suffering?</text>
<text id="10940012">Why is it always sadness?</text>
<text id="10940013">Why is it always comfort?</text>
<text id="10940014">Why is it always bliss?</text>
<text id="10940015">Why is it always misfortune?</text>
<text id="10940016">Why is it always good fortune?</text>
<text id="10940017">Why is it always bad luck?</text>
<text id="10940018">Why is it always hope?</text>
<text id="10940019">Why is it always despair?</text>
<text id="10940020">Why is it always victory?</text>
<text id="10940021">Why is it always defeat?</text>
<text id="10940022">Why is it always research?</text>
<text id="10940023">Why is it always faith?</text>
<text id="10940024">Why is it always abundance?</text>
<text id="10940025">Why is it always rot?</text>
<text id="10940026">Why is it always loyalty?</text>
<text id="10940027">Why is it always injustice?</text>
<text id="10940028">Why is it always secret?</text>
<text id="10940029">Why is it always opportunity?</text>
<text id="10940030">Why is it always pickle?</text>
<text id="10940031">Why is it always clue?</text>
<text id="10940032">Why is it always friendship?</text>
<text id="10940033">Why is it always love?</text>
<text id="10940034">Why is it always bravery?</text>
<text id="10940035">Why is it always vigor?</text>
<text id="10940036">Why is it always fortitude?</text>
<text id="10940037">Why is it always confidence?</text>
<text id="10940038">Why is it always inadvertent?</text>
<text id="10940039">Why is it always unguarded?</text>
<text id="10940040">Why is it always introspection?</text>
<text id="10940041">Why is it always regret?</text>
<text id="10940042">Why is it always giving up?</text>
<text id="10940043">Why is it always futility?</text>
<text id="10940044">Why is it always at the limit?</text>
<text id="10940045">Why is it always betrayal?</text>
<text id="10940046">Why is it always revenge?</text>
<text id="10940047">Why is it always destroy?</text>
<text id="10940048">Why is it always recklessness?</text>
<text id="10940049">Why is it always calmness?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4217

```
<text id="10936003">why is it always bridge?</text>
<text id="10936004">why is it always castle?</text>
<text id="10936005">why is it always fort?</text>
<text id="10936006">why is it always city?</text>
<text id="10936007">why is it always ruins?</text>
<text id="10936008">why is it always church?</text>
<text id="10936009">why is it always tower?</text>
<text id="10936010">why is it always camp site?</text>
<text id="10936011">why is it always house?</text>
<text id="10936012">why is it always cemetery?</text>
<text id="10936013">why is it always underground tomb?</text>
<text id="10936014">why is it always tunnel?</text>
<text id="10936015">why is it always cave?</text>
<text id="10936016">why is it always evergaol?</text>
<text id="10936017">why is it always great tree?</text>
<text id="10936018">why is it always cellar?</text>
<text id="10936019">why is it always surface?</text>
<text id="10936020">why is it always underground?</text>
<text id="10936021">why is it always forest?</text>
<text id="10936022">why is it always river?</text>
<text id="10936023">why is it always lake?</text>
<text id="10936024">why is it always bog?</text>
<text id="10936025">why is it always mountain?</text>
<text id="10936026">why is it always valley?</text>
<text id="10936027">why is it always cliff?</text>
<text id="10936028">why is it always waterside?</text>
<text id="10936029">why is it always nest?</text>
<text id="10936030">why is it always hole?</text>
<text id="10937001">why is it always east?</text>
<text id="10937002">why is it always west?</text>
<text id="10937003">why is it always south?</text>
<text id="10937004">why is it always north?</text>
<text id="10937005">why is it always ahead?</text>
<text id="10937006">why is it always behind?</text>
<text id="10937007">why is it always left?</text>
<text id="10937008">why is it always right?</text>
<text id="10937009">why is it always center?</text>
<text id="10937010">why is it always up?</text>
<text id="10937011">why is it always down?</text>
<text id="10937012">why is it always edge?</text>
<text id="10938001">why is it always head?</text>
<text id="10938002">why is it always stomach?</text>
<text id="10938003">why is it always back?</text>
<text id="10938004">why is it always arms?</text>
<text id="10938005">why is it always legs?</text>
<text id="10938006">why is it always rump?</text>
<text id="10938007">why is it always tail?</text>
<text id="10938008">why is it always core?</text>
<text id="10938009">why is it always fingers?</text>
<text id="10939001">why is it always physical?</text>
<text id="10939002">why is it always standard?</text>
<text id="10939003">why is it always striking?</text>
<text id="10939004">why is it always slashing?</text>
<text id="10939005">why is it always piercing?</text>
<text id="10939006">why is it always fire?</text>
<text id="10939007">why is it always lightning?</text>
<text id="10939008">why is it always magic?</text>
<text id="10939009">why is it always holy?</text>
<text id="10939010">why is it always poison?</text>
<text id="10939011">why is it always toxic?</text>
<text id="10939012">why is it always scarlet rot?</text>
<text id="10939013">why is it always blood loss?</text>
<text id="10939014">why is it always frost?</text>
<text id="10939015">why is it always sleep?</text>
<text id="10939016">why is it always madness?</text>
<text id="10939017">why is it always death?</text>
<text id="10940001">why is it always life?</text>
<text id="10940002">why is it always Death?</text>
<text id="10940003">why is it always light?</text>
<text id="10940004">why is it always dark?</text>
<text id="10940005">why is it always stars?</text>
<text id="10940006">why is it always fire?</text>
<text id="10940007">why is it always Order?</text>
<text id="10940008">why is it always chaos?</text>
<text id="10940009">why is it always joy?</text>
<text id="10940010">why is it always wrath?</text>
<text id="10940011">why is it always suffering?</text>
<text id="10940012">why is it always sadness?</text>
<text id="10940013">why is it always comfort?</text>
<text id="10940014">why is it always bliss?</text>
<text id="10940015">why is it always misfortune?</text>
<text id="10940016">why is it always good fortune?</text>
<text id="10940017">why is it always bad luck?</text>
<text id="10940018">why is it always hope?</text>
<text id="10940019">why is it always despair?</text>
<text id="10940020">why is it always victory?</text>
<text id="10940021">why is it always defeat?</text>
<text id="10940022">why is it always research?</text>
<text id="10940023">why is it always faith?</text>
<text id="10940024">why is it always abundance?</text>
<text id="10940025">why is it always rot?</text>
<text id="10940026">why is it always loyalty?</text>
<text id="10940027">why is it always injustice?</text>
<text id="10940028">why is it always secret?</text>
<text id="10940029">why is it always opportunity?</text>
<text id="10940030">why is it always pickle?</text>
<text id="10940031">why is it always clue?</text>
<text id="10940032">why is it always friendship?</text>
<text id="10940033">why is it always love?</text>
<text id="10940034">why is it always bravery?</text>
<text id="10940035">why is it always vigor?</text>
<text id="10940036">why is it always fortitude?</text>
<text id="10940037">why is it always confidence?</text>
<text id="10940038">why is it always distracted?</text>
<text id="10940039">why is it always unguarded?</text>
<text id="10940040">why is it always introspection?</text>
<text id="10940041">why is it always regret?</text>
<text id="10940042">why is it always resignation?</text>
<text id="10940043">why is it always futility?</text>
<text id="10940044">why is it always on the brink?</text>
<text id="10940045">why is it always betrayal?</text>
<text id="10940046">why is it always revenge?</text>
<text id="10940047">why is it always destruction?</text>
<text id="10940048">why is it always recklessness?</text>
<text id="10940049">why is it always calmness?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4257

```
    <text id="10940050">Why is it always vigilance?</text>
    <text id="10940051">Why is it always tranquility?</text>
    <text id="10940052">Why is it always sound?</text>
    <text id="10940053">Why is it always tears?</text>
    <text id="10940054">Why is it always sleep?</text>
    <text id="10940055">Why is it always depths?</text>
    <text id="10940056">Why is it always dregs?</text>
    <text id="10940057">Why is it always fear?</text>
    <text id="10940058">Why is it always sacrifice?</text>
    <text id="10940059">Why is it always ruin?</text>
    <text id="10941001">Why is it always good luck?</text>
    <text id="10941002">Why is it always look carefully?</text>
    <text id="10941003">Why is it always listen carefully?</text>
    <text id="10941004">Why is it always think carefully?</text>
    <text id="10941005">Why is it always well done?</text>
    <text id="10941006">Why is it always I did it!?</text>
    <text id="10941007">Why is it always I've failed...?</text>
    <text id="10941008">Why is it always here!?</text>
    <text id="10941009">Why is it always not here!?</text>
    <text id="10941010">Why is it always don't you dare!?</text>
    <text id="10941011">Why is it always do it!?</text>
    <text id="10941012">Why is it always I can't take this...?</
text>
    <text id="10941013">Why is it always don't think?</text>
    <text id="10941014">Why is it always so lonely...?</text>
    <text id="10941015">Why is it always here again...?</text>
    <text id="10941016">Why is it always just getting started?</
text>
    <text id="10941017">Why is it always stay calm?</text>
    <text id="10941018">Why is it always keep moving?</text>
    <text id="10941019">Why is it always turn back?</text>
    <text id="10941020">Why is it always give up?</text>
    <text id="10941021">Why is it always don't give up?</text>
    <text id="10941022">Why is it always help me...?</text>
    <text id="10941023">Why is it always I don't believe it...?</
text>
    <text id="10941024">Why is it always too high up?</text>
    <text id="10941025">Why is it always I want to go home...?</
text>
    <text id="10941026">Why is it always it's like a dream...?</
text>
    <text id="10941027">Why is it always seems familiar...?</
text>
    <text id="10941028">Why is it always beautiful...?</text>
    <text id="10941029">Why is it always you don't have the
right?</text>
    <text id="10941030">Why is it always are you ready??</text>
    <text id="11030001">If only I had a enemy...</text>
    <text id="11030002">If only I had a weak foe...</text>
    <text id="11030003">If only I had a strong foe...</text>
    <text id="11030004">If only I had a monster...</text>
    <text id="11030005">If only I had a dragon...</text>
    <text id="11030006">If only I had a boss...</text>
    <text id="11030007">If only I had a sentry...</text>
    <text id="11030008">If only I had a group...</text>
    <text id="11030009">If only I had a pack...</text>
    <text id="11030010">If only I had a decoy...</text>
    <text id="11030011">If only I had a undead...</text>
    <text id="11030012">If only I had a soldier...</text>
    <text id="11030013">If only I had a knight...</text>
    <text id="11030014">If only I had a cavalier...</text>
    <text id="11030015">If only I had a archer...</text>
    <text id="11030016">If only I had a sniper...</text>
    <text id="11030017">If only I had a mage...</text>
    <text id="11030018">If only I had a ordnance...</text>
    <text id="11030019">If only I had a monarch...</text>
    <text id="11030020">If only I had a lord...</text>
    <text id="11030021">If only I had a demi-human...</text>
    <text id="11030022">If only I had a outsider...</text>
    <text id="11030023">If only I had a giant...</text>
    <text id="11030024">If only I had a horse...</text>
    <text id="11030025">If only I had a dog...</text>
    <text id="11030026">If only I had a wolf...</text>
    <text id="11030027">If only I had a rat...</text>
    <text id="11030028">If only I had a beast...</text>
    <text id="11030029">If only I had a bird...</text>
    <text id="11030030">If only I had a raptor...</text>
    <text id="11030031">If only I had a snake...</text>
    <text id="11030032">If only I had a crab...</text>
    <text id="11030033">If only I had a prawn...</text>
    <text id="11030034">If only I had a octopus...</text>
    <text id="11030035">If only I had a bug...</text>
    <text id="11030036">If only I had a scarab...</text>
    <text id="11030037">If only I had a slug...</text>
    <text id="11030038">If only I had a wraith...</text>
    <text id="11030039">If only I had a skeleton...</text>
    <text id="11030040">If only I had a monstrosity...</text>
    <text id="11030041">If only I had a Ill-omened creature...</
text>
    <text id="11031001">If only I had a Tarnished...</text>
    <text id="11031002">If only I had a warrior...</text>
    <text id="11031003">If only I had a swordsman...</text>
    <text id="11031004">If only I had a knight...</text>
    <text id="11031005">If only I had a samurai...</text>
    <text id="11031006">If only I had a sorcerer...</text>
    <text id="11031007">If only I had a cleric...</text>
    <text id="11031008">If only I had a sage...</text>
    <text id="11031009">If only I had a merchant...</text>
    <text id="11031010">If only I had a teacher...</text>
    <text id="11031011">If only I had a master...</text>
    <text id="11031012">If only I had a friend...</text>
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    <text id="11031014">If only I had a old dear...</text>
    <text id="11031015">If only I had a old codger ...</text>
    <text id="11031016">If only I had a angel...</text>
    <text id="11031017">If only I had a fat coinpurse...</text>
    <text id="11031018">If only I had a pauper...</text>
    <text id="11031019">If only I had a good sort...</text>
    <text id="11031020">If only I had a wicked sort...</text>
    <text id="11031021">If only I had a plump sort...</text>
    <text id="11031022">If only I had a skinny sort...</text>
    <text id="11031023">If only I had a lovable sort...</text>
    <text id="11031024">If only I had a pathetic sort...</text>
    <text id="11031025">If only I had a strange sort...</text>
    <text id="11031026">If only I had a nimble sort...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4332

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    <text id="10940050">why is it always vigilance?</text>
    <text id="10940051">why is it always tranquility?</text>
    <text id="10940052">why is it always sound?</text>
    <text id="10940053">why is it always tears?</text>
    <text id="10940054">why is it always sleep?</text>
    <text id="10940055">why is it always depths?</text>
    <text id="10940056">why is it always dregs?</text>
    <text id="10940057">why is it always fear?</text>
    <text id="10940058">why is it always sacrifice?</text>
    <text id="10940059">why is it always ruin?</text>
    <text id="10941001">why is it always good luck?</text>
    <text id="10941002">why is it always look carefully?</text>
    <text id="10941003">why is it always listen carefully?</text>
    <text id="10941004">why is it always think carefully?</text>
    <text id="10941005">why is it always well done?</text>
    <text id="10941006">why is it always I did it!?</text>
    <text id="10941007">why is it always I've failed...?</text>
    <text id="10941008">why is it always here!?</text>
    <text id="10941009">why is it always not here!?</text>
    <text id="10941010">why is it always don't you dare!?</text>
    <text id="10941011">why is it always do it!?</text>
    <text id="10941012">why is it always I can't take this...?</
text>
    <text id="10941013">why is it always don't think?</text>
    <text id="10941014">why is it always so lonely...?</text>
    <text id="10941015">why is it always here again...?</text>
    <text id="10941016">why is it always just getting started?</
text>
    <text id="10941017">why is it always stay calm?</text>
    <text id="10941018">why is it always keep moving?</text>
    <text id="10941019">why is it always turn back?</text>
    <text id="10941020">why is it always give up?</text>
    <text id="10941021">why is it always don't give up?</text>
    <text id="10941022">why is it always help me...?</text>
    <text id="10941023">why is it always I don't believe it...?</
text>
    <text id="10941024">why is it always too high up?</text>
    <text id="10941025">why is it always I want to go home...?</
text>
    <text id="10941026">why is it always it's like a dream...?</
text>
    <text id="10941027">why is it always seems familiar...?</
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    <text id="10941028">why is it always beautiful...?</text>
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    <text id="11030004">if only I had a monster...</text>
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    <text id="11030035">if only I had a bug...</text>
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    <text id="11030037">if only I had a slug...</text>
    <text id="11030038">if only I had a wraith...</text>
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    <text id="11030040">if only I had a monstrosity...</text>
    <text id="11030041">if only I had a ill-omened creature...</
text>
    <text id="11031001">if only I had a Tarnished...</text>
    <text id="11031002">if only I had a warrior...</text>
    <text id="11031003">if only I had a swordfighter...</text>
    <text id="11031004">if only I had a knight...</text>
    <text id="11031005">if only I had a samurai...</text>
    <text id="11031006">if only I had a sorcerer...</text>
    <text id="11031007">if only I had a cleric...</text>
    <text id="11031008">if only I had a sage...</text>
    <text id="11031009">if only I had a merchant...</text>
    <text id="11031010">if only I had a teacher...</text>
    <text id="11031011">if only I had a master...</text>
    <text id="11031012">if only I had a friend...</text>
    <text id="11031013">if only I had a lover...</text>
    <text id="11031014">if only I had a old dear...</text>
    <text id="11031015">if only I had a old codger ...</text>
    <text id="11031016">if only I had a angel...</text>
    <text id="11031017">if only I had a fat coinpurse...</text>
    <text id="11031018">if only I had a pauper...</text>
    <text id="11031019">if only I had a good sort...</text>
    <text id="11031020">if only I had a wicked sort...</text>
    <text id="11031021">if only I had a plump sort...</text>
    <text id="11031022">if only I had a skinny sort...</text>
    <text id="11031023">if only I had a lovable sort...</text>
    <text id="11031024">if only I had a pathetic sort...</text>
    <text id="11031025">if only I had a strange sort...</text>
    <text id="11031026">if only I had a nimble sort...</text>
```

```
4364    <text id="11031027">If only I had a laggardly sort...</text>
4365    <text id="11031028">If only I had a invisible sort...</text>
4366    <text id="11031029">If only I had a unfathomable sort...</
        text>
4367    <text id="11031030">If only I had a giant sort...</text>
4368    <text id="11031031">If only I had a sinner...</text>
4369    <text id="11031032">If only I had a thief...</text>
4370    <text id="11031033">If only I had a liar...</text>
4371    <text id="11031034">If only I had a dastard...</text>
4372    <text id="11031035">If only I had a traitor...</text>
4373    <text id="11031036">If only I had a pair...</text>
4374    <text id="11031037">If only I had a trio...</text>
4375    <text id="11031038">If only I had a noble...</text>
4376    <text id="11031039">If only I had a aristocrat...</text>
4377    <text id="11031040">If only I had a hero...</text>
4378    <text id="11031041">If only I had a champion...</text>
4379    <text id="11031042">If only I had a monarch...</text>
4380    <text id="11031043">If only I had a lord...</text>
4381    <text id="11031044">If only I had a god...</text>
4382    <text id="11032001">If only I had a item...</text>
4383    <text id="11032002">If only I had a necessary item...</text>
4384    <text id="11032003">If only I had a precious item...</text>
4385    <text id="11032004">If only I had a something...</text>
4386    <text id="11032005">If only I had a something incredible...</
        text>
4387    <text id="11032006">If only I had a treasure chest...</text>
4388    <text id="11032007">If only I had a corpse...</text>
4389    <text id="11032008">If only I had a coffin...</text>
4390    <text id="11032009">If only I had a trap...</text>
4391    <text id="11032010">If only I had a armament...</text>
4392    <text id="11032011">If only I had a shield...</text>
4393    <text id="11032012">If only I had a bow...</text>
4394    <text id="11032013">If only I had a projectile weapon...</
        text>
4395    <text id="11032014">If only I had a armor...</text>
4396    <text id="11032015">If only I had a talisman...</text>
4397    <text id="11032016">If only I had a battle art...</text>
4398    <text id="11032017">If only I had a sorcery...</text>
4399    <text id="11032018">If only I had a incantation...</text>
4400    <text id="11032019">If only I had a map...</text>
4401    <text id="11032020">If only I had a material...</text>
4402    <text id="11032021">If only I had a flower...</text>
4403    <text id="11032022">If only I had a grass...</text>
4404    <text id="11032023">If only I had a tree...</text>
4405    <text id="11032024">If only I had a fruit...</text>
4406    <text id="11032025">If only I had a seed...</text>
4407    <text id="11032026">If only I had a mushroom...</text>
4408    <text id="11032027">If only I had a tear...</text>
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4417    <text id="11032036">If only I had a lever...</text>
4418    <text id="11032037">If only I had a lift...</text>
4419    <text id="11032038">If only I had a spiritspring...</text>
4420    <text id="11032039">If only I had a warpstone...</text>
4421    <text id="11032040">If only I had a stone astrolabe...</text>
4422    <text id="11032041">If only I had a telescopic view...</text>
4423    <text id="11032042">If only I had a message...</text>
4424    <text id="11032043">If only I had a bloodstain...</text>
4425    <text id="11032044">If only I had a Erdtree...</text>
4426    <text id="11032045">If only I had a Elden Ring...</text>
4427    <text id="11033001">If only I had a close-quarters
        battle...</text>
4428    <text id="11033002">If only I had a ranged battle...</text>
4429    <text id="11033003">If only I had a horseback battle...</
        text>
4430    <text id="11033004">If only I had a luring out...</text>
4431    <text id="11033005">If only I had a defeating one-by-one...</
        text>
4432    <text id="11033006">If only I had a taking on all at
        once...</text>
4433    <text id="11033007">If only I had a rushing in...</text>
4434    <text id="11033008">If only I had a stealth...</text>
4435    <text id="11033009">If only I had a mimicry...</text>
4436    <text id="11033010">If only I had a confusion...</text>
4437    <text id="11033011">If only I had a pursuit...</text>
4438    <text id="11033012">If only I had a fleeing...</text>
4439    <text id="11033013">If only I had a summoning...</text>
4440    <text id="11033014">If only I had a circling around...</text>
4441    <text id="11033015">If only I had a jumping off...</text>
4442    <text id="11033016">If only I had a dashing through...</text>
4443    <text id="11033017">If only I had a brief respite...</text>
4444    <text id="11034001">If only I had a attacking...</text>
4445    <text id="11034002">If only I had a jump attack...</text>
4446    <text id="11034003">If only I had a running attack...</text>
4447    <text id="11034004">If only I had a critical hit...</text>
4448    <text id="11034005">If only I had a two-handing...</text>
4449    <text id="11034006">If only I had a blocking...</text>
4450    <text id="11034007">If only I had a parrying...</text>
4451    <text id="11034008">If only I had a guard counter...</text>
4452    <text id="11034009">If only I had a sorcery...</text>
4453    <text id="11034010">If only I had a incantation...</text>
4454    <text id="11034011">If only I had a skill...</text>
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4456    <text id="11034013">If only I had a throwing...</text>
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4459    <text id="11034016">If only I had a rolling...</text>
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4461    <text id="11034018">If only I had a jumping...</text>
4462    <text id="11034019">If only I had a crouching...</text>
4463    <text id="11034020">If only I had a target lock...</text>
4464    <text id="11034021">If only I had a item crafting...</text>
4465    <text id="11034022">If only I had a gesturing...</text>
4466    <text id="11035001">If only I had a morning...</text>
4467    <text id="11035002">If only I had a noon...</text>
4468    <text id="11035003">If only I had a evening...</text>
4469    <text id="11035004">If only I had a night...</text>
4470    <text id="11035005">If only I had a clear sky...</text>
```

```
4439    <text id="11031027">if only I had a laggardly sort...</text>
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4441    <text id="11031029">if only I had a unfathomable sort...</
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        text>
4462    <text id="11032006">if only I had a treasure chest...</text>
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4491    <text id="11032035">if only I had a ladder...</text>
4492    <text id="11032036">if only I had a lever...</text>
4493    <text id="11032037">if only I had a lift...</text>
4494    <text id="11032038">if only I had a spiritspring...</text>
4495    <text id="11032039">if only I had a sending gate...</text>
4496    <text id="11032040">if only I had a stone astrolabe...</text>
4497    <text id="11032041">if only I had a Birdseye Telescope...</
        text>
4498    <text id="11032042">if only I had a message...</text>
4499    <text id="11032043">if only I had a bloodstain...</text>
4500    <text id="11032044">if only I had a Erdtree...</text>
4501    <text id="11032045">if only I had a Elden Ring...</text>
4502    <text id="11033001">if only I had a close-quarters
        battle...</text>
4503    <text id="11033002">if only I had a ranged battle...</text>
4504    <text id="11033003">if only I had a horseback battle...</
        text>
4505    <text id="11033004">if only I had a luring out...</text>
4506    <text id="11033005">if only I had a defeating one-by-one...</
        text>
4507    <text id="11033006">if only I had a taking on all at
        once...</text>
4508    <text id="11033007">if only I had a rushing in...</text>
4509    <text id="11033008">if only I had a stealth...</text>
4510    <text id="11033009">if only I had a mimicry...</text>
4511    <text id="11033010">if only I had a confusion...</text>
4512    <text id="11033011">if only I had a pursuit...</text>
4513    <text id="11033012">if only I had a fleeing...</text>
4514    <text id="11033013">if only I had a summoning...</text>
4515    <text id="11033014">if only I had a circling around...</text>
4516    <text id="11033015">if only I had a jumping off...</text>
4517    <text id="11033016">if only I had a dashing through...</text>
4518    <text id="11033017">if only I had a brief respite...</text>
4519    <text id="11034001">if only I had a attacking...</text>
4520    <text id="11034002">if only I had a jump attack...</text>
4521    <text id="11034003">if only I had a running attack...</text>
4522    <text id="11034004">if only I had a critical hit...</text>
4523    <text id="11034005">if only I had a two-handing...</text>
4524    <text id="11034006">if only I had a blocking...</text>
4525    <text id="11034007">if only I had a parrying...</text>
4526    <text id="11034008">if only I had a guard counter...</text>
4527    <text id="11034009">if only I had a sorcery...</text>
4528    <text id="11034010">if only I had a incantation...</text>
4529    <text id="11034011">if only I had a skill...</text>
4530    <text id="11034012">if only I had a summoning...</text>
4531    <text id="11034013">if only I had a throwing...</text>
4532    <text id="11034014">if only I had a healing...</text>
4533    <text id="11034015">if only I had a running...</text>
4534    <text id="11034016">if only I had a rolling...</text>
4535    <text id="11034017">if only I had a backstepping...</text>
4536    <text id="11034018">if only I had a jumping...</text>
4537    <text id="11034019">if only I had a crouching...</text>
4538    <text id="11034020">if only I had a target lock...</text>
4539    <text id="11034021">if only I had a item crafting...</text>
4540    <text id="11034022">if only I had a gesturing...</text>
4541    <text id="11035001">if only I had a morning...</text>
4542    <text id="11035002">if only I had a noon...</text>
4543    <text id="11035003">if only I had a evening...</text>
4544    <text id="11035004">if only I had a night...</text>
4545    <text id="11035005">if only I had a clear sky...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4471

```
4471    <text id="11035006">If only I had a overcast...</text>
4472    <text id="11035007">If only I had a rain...</text>
4473    <text id="11035008">If only I had a storm...</text>
4474    <text id="11035009">If only I had a mist...</text>
4475    <text id="11035010">If only I had a snow...</text>
4476    <text id="11035011">If only I had a patrolling...</text>
4477    <text id="11035012">If only I had a procession...</text>
4478    <text id="11035013">If only I had a crowd...</text>
4479    <text id="11035014">If only I had a surprise attack...</text>
4480    <text id="11035015">If only I had a ambush...</text>
4481    <text id="11035016">If only I had a pincer attack...</text>
4482    <text id="11035017">If only I had a beating to a pulp...</
        text>
4483    <text id="11035018">If only I had a battle...</text>
4484    <text id="11035019">If only I had a reinforcements...</text>
4485    <text id="11035020">If only I had a ritual...</text>
4486    <text id="11035021">If only I had a explosion...</text>
4487    <text id="11035022">If only I had a high spot...</text>
4488    <text id="11035023">If only I had a defensible spot...</text>
4489    <text id="11035024">If only I had a climbable spot...</text>
4490    <text id="11035025">If only I had a crossable spot...</text>
4491    <text id="11035026">If only I had a bright spot...</text>
4492    <text id="11035027">If only I had a dark spot...</text>
4493    <text id="11035028">If only I had a open area...</text>
4494    <text id="11035029">If only I had a cramped area...</text>
4495    <text id="11035030">If only I had a hiding place...</text>
4496    <text id="11035031">If only I had a sniping spot...</text>
4497    <text id="11035032">If only I had a recon spot...</text>
4498    <text id="11035033">If only I had a safety...</text>
4499    <text id="11035034">If only I had a danger...</text>
4500    <text id="11035035">If only I had a gorgeous view...</text>
4501    <text id="11035036">If only I had a detour...</text>
4502    <text id="11035037">If only I had a hidden path...</text>
4503    <text id="11035038">If only I had a secret passage...</text>
4504    <text id="11035039">If only I had a shortcut...</text>
4505    <text id="11035040">If only I had a dead end...</text>
4506    <text id="11035041">If only I had a looking away...</text>
4507    <text id="11035042">If only I had a unnoticed...</text>
4508    <text id="11035043">If only I had a out of stamina...</text>
4509    <text id="11036001">If only I had a high road...</text>
4510    <text id="11036002">If only I had a checkpoint...</text>
4511    <text id="11036003">If only I had a bridge...</text>
4512    <text id="11036004">If only I had a castle...</text>
4513    <text id="11036005">If only I had a fort...</text>
4514    <text id="11036006">If only I had a city...</text>
4515    <text id="11036007">If only I had a ruins...</text>
4516    <text id="11036008">If only I had a church...</text>
4517    <text id="11036009">If only I had a tower...</text>
4518    <text id="11036010">If only I had a camp site...</text>
4519    <text id="11036011">If only I had a house...</text>
4520    <text id="11036012">If only I had a cemetery...</text>
4521    <text id="11036013">If only I had a underground tomb...</
        text>
4522    <text id="11036014">If only I had a tunnel...</text>
4523    <text id="11036015">If only I had a cave...</text>
4524    <text id="11036016">If only I had a evergaol...</text>
4525    <text id="11036017">If only I had a great tree...</text>
4526    <text id="11036018">If only I had a cellar...</text>
4527    <text id="11036019">If only I had a surface...</text>
4528    <text id="11036020">If only I had a underground...</text>
4529    <text id="11036021">If only I had a forest...</text>
4530    <text id="11036022">If only I had a river...</text>
4531    <text id="11036023">If only I had a lake...</text>
4532    <text id="11036024">If only I had a bog...</text>
4533    <text id="11036025">If only I had a mountain...</text>
4534    <text id="11036026">If only I had a valley...</text>
4535    <text id="11036027">If only I had a cliff...</text>
4536    <text id="11036028">If only I had a waterside...</text>
4537    <text id="11036029">If only I had a nest...</text>
4538    <text id="11036030">If only I had a hole...</text>
4539    <text id="11037001">If only I had a east...</text>
4540    <text id="11037002">If only I had a west...</text>
4541    <text id="11037003">If only I had a south...</text>
4542    <text id="11037004">If only I had a north...</text>
4543    <text id="11037005">If only I had a ahead...</text>
4544    <text id="11037006">If only I had a behind...</text>
4545    <text id="11037007">If only I had a left...</text>
4546    <text id="11037008">If only I had a right...</text>
4547    <text id="11037009">If only I had a center...</text>
4548    <text id="11037010">If only I had a up...</text>
4549    <text id="11037011">If only I had a down...</text>
4550    <text id="11037012">If only I had a edge...</text>
4551    <text id="11038001">If only I had a head...</text>
4552    <text id="11038002">If only I had a stomach...</text>
4553    <text id="11038003">If only I had a back...</text>
4554    <text id="11038004">If only I had a arms...</text>
4555    <text id="11038005">If only I had a legs...</text>
4556    <text id="11038006">If only I had a rump...</text>
4557    <text id="11038007">If only I had a tail...</text>
4558    <text id="11038008">If only I had a core...</text>
4559    <text id="11038009">If only I had a fingers...</text>
4560    <text id="11039001">If only I had a physical...</text>
4561    <text id="11039002">If only I had a standard...</text>
4562    <text id="11039003">If only I had a striking...</text>
4563    <text id="11039004">If only I had a slashing...</text>
4564    <text id="11039005">If only I had a piercing...</text>
4565    <text id="11039006">If only I had a fire...</text>
4566    <text id="11039007">If only I had a lightning...</text>
4567    <text id="11039008">If only I had a sorcery...</text>
4568    <text id="11039009">If only I had a holy...</text>
4569    <text id="11039010">If only I had a poison...</text>
4570    <text id="11039011">If only I had a toxic...</text>
4571    <text id="11039012">If only I had a plague...</text>
4572    <text id="11039013">If only I had a hemorrhage...</text>
4573    <text id="11039014">If only I had a frostbite...</text>
4574    <text id="11039015">If only I had a sleep...</text>
4575    <text id="11039016">If only I had a madness...</text>
4576    <text id="11039017">If only I had a death...</text>
4577    <text id="11040001">If only I had a life...</text>
4578    <text id="11040002">If only I had a Death...</text>
4579    <text id="11040003">If only I had a light...</text>
4580    <text id="11040004">If only I had a dark...</text>
4581    <text id="11040005">If only I had a stars...</text>
4582    <text id="11040006">If only I had a fire...</text>
4583    <text id="11040007">If only I had a Order...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4546

```
4546    <text id="11035006">if only I had a overcast...</text>
4547    <text id="11035007">if only I had a rain...</text>
4548    <text id="11035008">if only I had a storm...</text>
4549    <text id="11035009">if only I had a mist...</text>
4550    <text id="11035010">if only I had a snow...</text>
4551    <text id="11035011">if only I had a patrolling...</text>
4552    <text id="11035012">if only I had a procession...</text>
4553    <text id="11035013">if only I had a crowd...</text>
4554    <text id="11035014">if only I had a surprise attack...</text>
4555    <text id="11035015">if only I had a ambush...</text>
4556    <text id="11035016">if only I had a pincer attack...</text>
4557    <text id="11035017">if only I had a beating to a pulp...</
        text>
4558    <text id="11035018">if only I had a battle...</text>
4559    <text id="11035019">if only I had a reinforcements...</text>
4560    <text id="11035020">if only I had a ritual...</text>
4561    <text id="11035021">if only I had a explosion...</text>
4562    <text id="11035022">if only I had a high spot...</text>
4563    <text id="11035023">if only I had a defensible spot...</text>
4564    <text id="11035024">if only I had a climbable spot...</text>
4565    <text id="11035025">if only I had a crossable spot...</text>
4566    <text id="11035026">if only I had a bright spot...</text>
4567    <text id="11035027">if only I had a dark spot...</text>
4568    <text id="11035028">if only I had a open area...</text>
4569    <text id="11035029">if only I had a cramped area...</text>
4570    <text id="11035030">if only I had a hiding place...</text>
4571    <text id="11035031">if only I had a sniping spot...</text>
4572    <text id="11035032">if only I had a recon spot...</text>
4573    <text id="11035033">if only I had a safety...</text>
4574    <text id="11035034">if only I had a danger...</text>
4575    <text id="11035035">if only I had a gorgeous view...</text>
4576    <text id="11035036">if only I had a detour...</text>
4577    <text id="11035037">if only I had a hidden path...</text>
4578    <text id="11035038">if only I had a secret passage...</text>
4579    <text id="11035039">if only I had a shortcut...</text>
4580    <text id="11035040">if only I had a dead end...</text>
4581    <text id="11035041">if only I had a looking away...</text>
4582    <text id="11035042">if only I had a unnoticed...</text>
4583    <text id="11035043">if only I had a out of stamina...</text>
4584    <text id="11036001">if only I had a high road...</text>
4585    <text id="11036002">if only I had a checkpoint...</text>
4586    <text id="11036003">if only I had a bridge...</text>
4587    <text id="11036004">if only I had a castle...</text>
4588    <text id="11036005">if only I had a fort...</text>
4589    <text id="11036006">if only I had a city...</text>
4590    <text id="11036007">if only I had a ruins...</text>
4591    <text id="11036008">if only I had a church...</text>
4592    <text id="11036009">if only I had a tower...</text>
4593    <text id="11036010">if only I had a camp site...</text>
4594    <text id="11036011">if only I had a house...</text>
4595    <text id="11036012">if only I had a cemetery...</text>
4596    <text id="11036013">if only I had a underground tomb...</
        text>
4597    <text id="11036014">if only I had a tunnel...</text>
4598    <text id="11036015">if only I had a cave...</text>
4599    <text id="11036016">if only I had a evergaol...</text>
4600    <text id="11036017">if only I had a great tree...</text>
4601    <text id="11036018">if only I had a cellar...</text>
4602    <text id="11036019">if only I had a surface...</text>
4603    <text id="11036020">if only I had a underground...</text>
4604    <text id="11036021">if only I had a forest...</text>
4605    <text id="11036022">if only I had a river...</text>
4606    <text id="11036023">if only I had a lake...</text>
4607    <text id="11036024">if only I had a bog...</text>
4608    <text id="11036025">if only I had a mountain...</text>
4609    <text id="11036026">if only I had a valley...</text>
4610    <text id="11036027">if only I had a cliff...</text>
4611    <text id="11036028">if only I had a waterside...</text>
4612    <text id="11036029">if only I had a nest...</text>
4613    <text id="11036030">if only I had a hole...</text>
4614    <text id="11037001">if only I had a east...</text>
4615    <text id="11037002">if only I had a west...</text>
4616    <text id="11037003">if only I had a south...</text>
4617    <text id="11037004">if only I had a north...</text>
4618    <text id="11037005">if only I had a ahead...</text>
4619    <text id="11037006">if only I had a behind...</text>
4620    <text id="11037007">if only I had a left...</text>
4621    <text id="11037008">if only I had a right...</text>
4622    <text id="11037009">if only I had a center...</text>
4623    <text id="11037010">if only I had a up...</text>
4624    <text id="11037011">if only I had a down...</text>
4625    <text id="11037012">if only I had a edge...</text>
4626    <text id="11038001">if only I had a head...</text>
4627    <text id="11038002">if only I had a stomach...</text>
4628    <text id="11038003">if only I had a back...</text>
4629    <text id="11038004">if only I had a arms...</text>
4630    <text id="11038005">if only I had a legs...</text>
4631    <text id="11038006">if only I had a rump...</text>
4632    <text id="11038007">if only I had a tail...</text>
4633    <text id="11038008">if only I had a core...</text>
4634    <text id="11038009">if only I had a fingers...</text>
4635    <text id="11039001">if only I had a physical...</text>
4636    <text id="11039002">if only I had a standard...</text>
4637    <text id="11039003">if only I had a striking...</text>
4638    <text id="11039004">if only I had a slashing...</text>
4639    <text id="11039005">if only I had a piercing...</text>
4640    <text id="11039006">if only I had a fire...</text>
4641    <text id="11039007">if only I had a lightning...</text>
4642    <text id="11039008">if only I had a magic...</text>
4643    <text id="11039009">if only I had a holy...</text>
4644    <text id="11039010">if only I had a poison...</text>
4645    <text id="11039011">if only I had a toxic...</text>
4646    <text id="11039012">if only I had a scarlet rot...</text>
4647    <text id="11039013">if only I had a blood loss...</text>
4648    <text id="11039014">if only I had a frost...</text>
4649    <text id="11039015">if only I had a sleep...</text>
4650    <text id="11039016">if only I had a madness...</text>
4651    <text id="11039017">if only I had a death...</text>
4652    <text id="11040001">if only I had a life...</text>
4653    <text id="11040002">if only I had a Death...</text>
4654    <text id="11040003">if only I had a light...</text>
4655    <text id="11040004">if only I had a dark...</text>
4656    <text id="11040005">if only I had a stars...</text>
4657    <text id="11040006">if only I had a fire...</text>
4658    <text id="11040007">if only I had a Order...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4584

```
<text id="11040008">If only I had a chaos...</text>
<text id="11040009">If only I had a joy...</text>
<text id="11040010">If only I had a wrath...</text>
<text id="11040011">If only I had a suffering...</text>
<text id="11040012">If only I had a sadness...</text>
<text id="11040013">If only I had a comfort...</text>
<text id="11040014">If only I had a bliss...</text>
<text id="11040015">If only I had a misfortune...</text>
<text id="11040016">If only I had a good fortune...</text>
<text id="11040017">If only I had a bad luck...</text>
<text id="11040018">If only I had a hope...</text>
<text id="11040019">If only I had a despair...</text>
<text id="11040020">If only I had a victory...</text>
<text id="11040021">If only I had a defeat...</text>
<text id="11040022">If only I had a research...</text>
<text id="11040023">If only I had a faith...</text>
<text id="11040024">If only I had a abundance...</text>
<text id="11040025">If only I had a rot...</text>
<text id="11040026">If only I had a loyalty...</text>
<text id="11040027">If only I had a injustice...</text>
<text id="11040028">If only I had a secret...</text>
<text id="11040029">If only I had a opportunity...</text>
<text id="11040030">If only I had a pickle...</text>
<text id="11040031">If only I had a clue...</text>
<text id="11040032">If only I had a friendship...</text>
<text id="11040033">If only I had a love...</text>
<text id="11040034">If only I had a bravery...</text>
<text id="11040035">If only I had a vigor...</text>
<text id="11040036">If only I had a fortitude...</text>
<text id="11040037">If only I had a confidence...</text>
<text id="11040038">If only I had a inadvertent...</text>
<text id="11040039">If only I had a unguarded...</text>
<text id="11040040">If only I had a introspection...</text>
<text id="11040041">If only I had a regret...</text>
<text id="11040042">If only I had a giving up...</text>
<text id="11040043">If only I had a futility...</text>
<text id="11040044">If only I had a at the limit...</text>
<text id="11040045">If only I had a betrayal...</text>
<text id="11040046">If only I had a revenge...</text>
<text id="11040047">If only I had a destroy...</text>
<text id="11040048">If only I had a recklessness...</text>
<text id="11040049">If only I had a calmness...</text>
<text id="11040050">If only I had a vigilance...</text>
<text id="11040051">If only I had a tranquility...</text>
<text id="11040052">If only I had a sound...</text>
<text id="11040053">If only I had a tears...</text>
<text id="11040054">If only I had a sleep...</text>
<text id="11040055">If only I had a depths...</text>
<text id="11040056">If only I had a dregs...</text>
<text id="11040057">If only I had a fear...</text>
<text id="11040058">If only I had a sacrifice...</text>
<text id="11040059">If only I had a ruin...</text>
<text id="11041001">If only I had a good luck...</text>
<text id="11041002">If only I had a look carefully...</text>
<text id="11041003">If only I had a listen carefully...</
text>
<text id="11041004">If only I had a think carefully...</text>
<text id="11041005">If only I had a well done...</text>
<text id="11041006">If only I had a I did it!...</text>
<text id="11041007">If only I had a I've failed.....</text>
<text id="11041008">If only I had a here!...</text>
<text id="11041009">If only I had a not here!...</text>
<text id="11041010">If only I had a don't you dare!...</text>
<text id="11041011">If only I had a do it!...</text>
<text id="11041012">If only I had a I can't take this.....</
text>
<text id="11041013">If only I had a don't think...</text>
<text id="11041014">If only I had a so lonely.....</text>
<text id="11041015">If only I had a here again.....</text>
<text id="11041016">If only I had a just getting started...</
text>
<text id="11041017">If only I had a stay calm...</text>
<text id="11041018">If only I had a keep moving...</text>
<text id="11041019">If only I had a turn back...</text>
<text id="11041020">If only I had a give up...</text>
<text id="11041021">If only I had a don't give up...</text>
<text id="11041022">If only I had a help me.....</text>
<text id="11041023">If only I had a I don't believe
it.....</text>
<text id="11041024">If only I had a too high up...</text>
<text id="11041025">If only I had a I want to go home.....</
text>
<text id="11041026">If only I had a it's like a dream.....</
text>
<text id="11041027">If only I had a seems familiar.....</
text>
<text id="11041028">If only I had a beautiful.....</text>
<text id="11041029">If only I had a you don't have the
right...</text>
<text id="11041030">If only I had a are you ready?...</text>
<text id="11130001">Didn't expect enemy...</text>
<text id="11130002">Didn't expect weak foe...</text>
<text id="11130003">Didn't expect strong foe...</text>
<text id="11130004">Didn't expect monster...</text>
<text id="11130005">Didn't expect dragon...</text>
<text id="11130006">Didn't expect boss...</text>
<text id="11130007">Didn't expect sentry...</text>
<text id="11130008">Didn't expect group...</text>
<text id="11130009">Didn't expect pack...</text>
<text id="11130010">Didn't expect decoy...</text>
<text id="11130011">Didn't expect undead...</text>
<text id="11130012">Didn't expect soldier...</text>
<text id="11130013">Didn't expect knight...</text>
<text id="11130014">Didn't expect cavalier...</text>
<text id="11130015">Didn't expect archer...</text>
<text id="11130016">Didn't expect sniper...</text>
<text id="11130017">Didn't expect mage...</text>
<text id="11130018">Didn't expect ordnance...</text>
<text id="11130019">Didn't expect monarch...</text>
<text id="11130020">Didn't expect lord...</text>
<text id="11130021">Didn't expect demi-human...</text>
<text id="11130022">Didn't expect outsider...</text>
<text id="11130023">Didn't expect giant...</text>
<text id="11130024">Didn't expect horse...</text>
<text id="11130025">Didn't expect dog...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4659

```
<text id="11040008">if only I had a chaos...</text>
<text id="11040009">if only I had a joy...</text>
<text id="11040010">if only I had a wrath...</text>
<text id="11040011">if only I had a suffering...</text>
<text id="11040012">if only I had a sadness...</text>
<text id="11040013">if only I had a comfort...</text>
<text id="11040014">if only I had a bliss...</text>
<text id="11040015">if only I had a misfortune...</text>
<text id="11040016">if only I had a good fortune...</text>
<text id="11040017">if only I had a bad luck...</text>
<text id="11040018">if only I had a hope...</text>
<text id="11040019">if only I had a despair...</text>
<text id="11040020">if only I had a victory...</text>
<text id="11040021">if only I had a defeat...</text>
<text id="11040022">if only I had a research...</text>
<text id="11040023">if only I had a faith...</text>
<text id="11040024">if only I had a abundance...</text>
<text id="11040025">if only I had a rot...</text>
<text id="11040026">if only I had a loyalty...</text>
<text id="11040027">if only I had a injustice...</text>
<text id="11040028">if only I had a secret...</text>
<text id="11040029">if only I had a opportunity...</text>
<text id="11040030">if only I had a pickle...</text>
<text id="11040031">if only I had a clue...</text>
<text id="11040032">if only I had a friendship...</text>
<text id="11040033">if only I had a love...</text>
<text id="11040034">if only I had a bravery...</text>
<text id="11040035">if only I had a vigor...</text>
<text id="11040036">if only I had a fortitude...</text>
<text id="11040037">if only I had a confidence...</text>
<text id="11040038">if only I had a distracted...</text>
<text id="11040039">if only I had a unguarded...</text>
<text id="11040040">if only I had a introspection...</text>
<text id="11040041">if only I had a regret...</text>
<text id="11040042">if only I had a resignation...</text>
<text id="11040043">if only I had a futility...</text>
<text id="11040044">if only I had a on the brink...</text>
<text id="11040045">if only I had a betrayal...</text>
<text id="11040046">if only I had a revenge...</text>
<text id="11040047">if only I had a destruction...</text>
<text id="11040048">if only I had a recklessness...</text>
<text id="11040049">if only I had a calmness...</text>
<text id="11040050">if only I had a vigilance...</text>
<text id="11040051">if only I had a tranquility...</text>
<text id="11040052">if only I had a sound...</text>
<text id="11040053">if only I had a tears...</text>
<text id="11040054">if only I had a sleep...</text>
<text id="11040055">if only I had a depths...</text>
<text id="11040056">if only I had a dregs...</text>
<text id="11040057">if only I had a fear...</text>
<text id="11040058">if only I had a sacrifice...</text>
<text id="11040059">if only I had a ruin...</text>
<text id="11041001">if only I had a good luck...</text>
<text id="11041002">if only I had a look carefully...</text>
<text id="11041003">if only I had a listen carefully...</
text>
<text id="11041004">if only I had a think carefully...</text>
<text id="11041005">if only I had a well done...</text>
<text id="11041006">if only I had a I did it!...</text>
<text id="11041007">if only I had a I've failed.....</text>
<text id="11041008">if only I had a here!...</text>
<text id="11041009">if only I had a not here!...</text>
<text id="11041010">if only I had a don't you dare!...</text>
<text id="11041011">if only I had a do it!...</text>
<text id="11041012">if only I had a I can't take this.....</
text>
<text id="11041013">if only I had a don't think...</text>
<text id="11041014">if only I had a so lonely.....</text>
<text id="11041015">if only I had a here again.....</text>
<text id="11041016">if only I had a just getting started...</
text>
<text id="11041017">if only I had a stay calm...</text>
<text id="11041018">if only I had a keep moving...</text>
<text id="11041019">if only I had a turn back...</text>
<text id="11041020">if only I had a give up...</text>
<text id="11041021">if only I had a don't give up...</text>
<text id="11041022">if only I had a help me.....</text>
<text id="11041023">if only I had a I don't believe
it.....</text>
<text id="11041024">if only I had a too high up...</text>
<text id="11041025">if only I had a I want to go home.....</
text>
<text id="11041026">if only I had a it's like a dream.....</
text>
<text id="11041027">if only I had a seems familiar.....</
text>
<text id="11041028">if only I had a beautiful.....</text>
<text id="11041029">if only I had a you don't have the
right...</text>
<text id="11041030">if only I had a are you ready?...</text>
<text id="11130001">didn't expect enemy...</text>
<text id="11130002">didn't expect weak foe...</text>
<text id="11130003">didn't expect strong foe...</text>
<text id="11130004">didn't expect monster...</text>
<text id="11130005">didn't expect dragon...</text>
<text id="11130006">didn't expect boss...</text>
<text id="11130007">didn't expect sentry...</text>
<text id="11130008">didn't expect group...</text>
<text id="11130009">didn't expect pack...</text>
<text id="11130010">didn't expect decoy...</text>
<text id="11130011">didn't expect undead...</text>
<text id="11130012">didn't expect soldier...</text>
<text id="11130013">didn't expect knight...</text>
<text id="11130014">didn't expect cavalier...</text>
<text id="11130015">didn't expect archer...</text>
<text id="11130016">didn't expect sniper...</text>
<text id="11130017">didn't expect mage...</text>
<text id="11130018">didn't expect ordnance...</text>
<text id="11130019">didn't expect monarch...</text>
<text id="11130020">didn't expect lord...</text>
<text id="11130021">didn't expect demi-human...</text>
<text id="11130022">didn't expect outsider...</text>
<text id="11130023">didn't expect giant...</text>
<text id="11130024">didn't expect horse...</text>
<text id="11130025">didn't expect dog...</text>
```

```
    <text id="11130026">Didn't expect wolf...</text>
    <text id="11130027">Didn't expect rat...</text>
    <text id="11130028">Didn't expect beast...</text>
    <text id="11130029">Didn't expect bird...</text>
    <text id="11130030">Didn't expect raptor...</text>
    <text id="11130031">Didn't expect snake...</text>
    <text id="11130032">Didn't expect crab...</text>
    <text id="11130033">Didn't expect prawn...</text>
    <text id="11130034">Didn't expect octopus...</text>
    <text id="11130035">Didn't expect bug...</text>
    <text id="11130036">Didn't expect scarab...</text>
    <text id="11130037">Didn't expect slug...</text>
    <text id="11130038">Didn't expect wraith...</text>
    <text id="11130039">Didn't expect skeleton...</text>
    <text id="11130040">Didn't expect monstrosity...</text>
    <text id="11130041">Didn't expect Ill-omened creature...</
text>
    <text id="11131001">Didn't expect Tarnished...</text>
    <text id="11131002">Didn't expect warrior...</text>
    <text id="11131003">Didn't expect swordsman...</text>
    <text id="11131004">Didn't expect knight...</text>
    <text id="11131005">Didn't expect samurai...</text>
    <text id="11131006">Didn't expect sorcerer...</text>
    <text id="11131007">Didn't expect cleric...</text>
    <text id="11131008">Didn't expect sage...</text>
    <text id="11131009">Didn't expect merchant...</text>
    <text id="11131010">Didn't expect teacher...</text>
    <text id="11131011">Didn't expect master...</text>
    <text id="11131012">Didn't expect friend...</text>
    <text id="11131013">Didn't expect lover...</text>
    <text id="11131014">Didn't expect old dear...</text>
    <text id="11131015">Didn't expect old codger ...</text>
    <text id="11131016">Didn't expect angel...</text>
    <text id="11131017">Didn't expect fat coinpurse...</text>
    <text id="11131018">Didn't expect pauper...</text>
    <text id="11131019">Didn't expect good sort...</text>
    <text id="11131020">Didn't expect wicked sort...</text>
    <text id="11131021">Didn't expect plump sort...</text>
    <text id="11131022">Didn't expect skinny sort...</text>
    <text id="11131023">Didn't expect lovable sort...</text>
    <text id="11131024">Didn't expect pathetic sort...</text>
    <text id="11131025">Didn't expect strange sort...</text>
    <text id="11131026">Didn't expect nimble sort...</text>
    <text id="11131027">Didn't expect laggardly sort...</text>
    <text id="11131028">Didn't expect invisible sort...</text>
    <text id="11131029">Didn't expect unfathomable sort...</text>
    <text id="11131030">Didn't expect giant sort...</text>
    <text id="11131031">Didn't expect sinner...</text>
    <text id="11131032">Didn't expect thief...</text>
    <text id="11131033">Didn't expect liar...</text>
    <text id="11131034">Didn't expect dastard...</text>
    <text id="11131035">Didn't expect traitor...</text>
    <text id="11131036">Didn't expect pair...</text>
    <text id="11131037">Didn't expect trio...</text>
    <text id="11131038">Didn't expect noble...</text>
    <text id="11131039">Didn't expect aristocrat...</text>
    <text id="11131040">Didn't expect hero...</text>
    <text id="11131041">Didn't expect champion...</text>
    <text id="11131042">Didn't expect monarch...</text>
    <text id="11131043">Didn't expect lord...</text>
    <text id="11131044">Didn't expect god...</text>
    <text id="11132001">Didn't expect item...</text>
    <text id="11132002">Didn't expect necessary item...</text>
    <text id="11132003">Didn't expect precious item...</text>
    <text id="11132004">Didn't expect something...</text>
    <text id="11132005">Didn't expect something incredible...</
text>
    <text id="11132006">Didn't expect treasure chest...</text>
    <text id="11132007">Didn't expect corpse...</text>
    <text id="11132008">Didn't expect coffin...</text>
    <text id="11132009">Didn't expect trap...</text>
    <text id="11132010">Didn't expect armament...</text>
    <text id="11132011">Didn't expect shield...</text>
    <text id="11132012">Didn't expect bow...</text>
    <text id="11132013">Didn't expect projectile weapon...</text>
    <text id="11132014">Didn't expect armor...</text>
    <text id="11132015">Didn't expect talisman...</text>
    <text id="11132016">Didn't expect battle art...</text>
    <text id="11132017">Didn't expect sorcery...</text>
    <text id="11132018">Didn't expect incantation...</text>
    <text id="11132019">Didn't expect map...</text>
    <text id="11132020">Didn't expect material...</text>
    <text id="11132021">Didn't expect flower...</text>
    <text id="11132022">Didn't expect grass...</text>
    <text id="11132023">Didn't expect tree...</text>
    <text id="11132024">Didn't expect fruit...</text>
    <text id="11132025">Didn't expect seed...</text>
    <text id="11132026">Didn't expect mushroom...</text>
    <text id="11132027">Didn't expect tear...</text>
    <text id="11132028">Didn't expect crystal...</text>
    <text id="11132029">Didn't expect butterfly...</text>
    <text id="11132030">Didn't expect bug...</text>
    <text id="11132031">Didn't expect dung...</text>
    <text id="11132032">Didn't expect grace...</text>
    <text id="11132033">Didn't expect door...</text>
    <text id="11132034">Didn't expect key...</text>
    <text id="11132035">Didn't expect ladder...</text>
    <text id="11132036">Didn't expect lever...</text>
    <text id="11132037">Didn't expect lift...</text>
    <text id="11132038">Didn't expect spiritspring...</text>
    <text id="11132039">Didn't expect warpstone...</text>
    <text id="11132040">Didn't expect stone astrolabe...</text>
    <text id="11132041">Didn't expect telescopic view...</text>

    <text id="11132042">Didn't expect message...</text>
    <text id="11132043">Didn't expect bloodstain...</text>
    <text id="11132044">Didn't expect Erdtree...</text>
    <text id="11132045">Didn't expect Elden Ring...</text>
    <text id="11133001">Didn't expect close-quarters battle...</
text>
    <text id="11133002">Didn't expect ranged battle...</text>
    <text id="11133003">Didn't expect horseback battle...</text>
    <text id="11133004">Didn't expect luring out...</text>
    <text id="11133005">Didn't expect defeating one-by-one...</
text>
```



```
    <text id="11130026">didn't expect wolf...</text>
    <text id="11130027">didn't expect rat...</text>
    <text id="11130028">didn't expect beast...</text>
    <text id="11130029">didn't expect bird...</text>
    <text id="11130030">didn't expect raptor...</text>
    <text id="11130031">didn't expect snake...</text>
    <text id="11130032">didn't expect crab...</text>
    <text id="11130033">didn't expect prawn...</text>
    <text id="11130034">didn't expect octopus...</text>
    <text id="11130035">didn't expect bug...</text>
    <text id="11130036">didn't expect scarab...</text>
    <text id="11130037">didn't expect slug...</text>
    <text id="11130038">didn't expect wraith...</text>
    <text id="11130039">didn't expect skeleton...</text>
    <text id="11130040">didn't expect monstrosity...</text>
    <text id="11130041">didn't expect ill-omened creature...</
text>
    <text id="11131001">didn't expect Tarnished...</text>
    <text id="11131002">didn't expect warrior...</text>
    <text id="11131003">didn't expect swordfighter...</text>
    <text id="11131004">didn't expect knight...</text>
    <text id="11131005">didn't expect samurai...</text>
    <text id="11131006">didn't expect sorcerer...</text>
    <text id="11131007">didn't expect cleric...</text>
    <text id="11131008">didn't expect sage...</text>
    <text id="11131009">didn't expect merchant...</text>
    <text id="11131010">didn't expect teacher...</text>
    <text id="11131011">didn't expect master...</text>
    <text id="11131012">didn't expect friend...</text>
    <text id="11131013">didn't expect lover...</text>
    <text id="11131014">didn't expect old dear...</text>
    <text id="11131015">didn't expect old codger ...</text>
    <text id="11131016">didn't expect angel...</text>
    <text id="11131017">didn't expect fat coinpurse...</text>
    <text id="11131018">didn't expect pauper...</text>
    <text id="11131019">didn't expect good sort...</text>
    <text id="11131020">didn't expect wicked sort...</text>
    <text id="11131021">didn't expect plump sort...</text>
    <text id="11131022">didn't expect skinny sort...</text>
    <text id="11131023">didn't expect lovable sort...</text>
    <text id="11131024">didn't expect pathetic sort...</text>
    <text id="11131025">didn't expect strange sort...</text>
    <text id="11131026">didn't expect nimble sort...</text>
    <text id="11131027">didn't expect laggardly sort...</text>
    <text id="11131028">didn't expect invisible sort...</text>
    <text id="11131029">didn't expect unfathomable sort...</text>
    <text id="11131030">didn't expect giant sort...</text>
    <text id="11131031">didn't expect sinner...</text>
    <text id="11131032">didn't expect thief...</text>
    <text id="11131033">didn't expect liar...</text>
    <text id="11131034">didn't expect dastard...</text>
    <text id="11131035">didn't expect traitor...</text>
    <text id="11131036">didn't expect pair...</text>
    <text id="11131037">didn't expect trio...</text>
    <text id="11131038">didn't expect noble...</text>
    <text id="11131039">didn't expect aristocrat...</text>
    <text id="11131040">didn't expect hero...</text>
    <text id="11131041">didn't expect champion...</text>
    <text id="11131042">didn't expect monarch...</text>
    <text id="11131043">didn't expect lord...</text>
    <text id="11131044">didn't expect god...</text>
    <text id="11132001">didn't expect item...</text>
    <text id="11132002">didn't expect necessary item...</text>
    <text id="11132003">didn't expect precious item...</text>
    <text id="11132004">didn't expect something...</text>
    <text id="11132005">didn't expect something incredible...</
text>
    <text id="11132006">didn't expect treasure chest...</text>
    <text id="11132007">didn't expect corpse...</text>
    <text id="11132008">didn't expect coffin...</text>
    <text id="11132009">didn't expect trap...</text>
    <text id="11132010">didn't expect armament...</text>
    <text id="11132011">didn't expect shield...</text>
    <text id="11132012">didn't expect bow...</text>
    <text id="11132013">didn't expect projectile weapon...</text>
    <text id="11132014">didn't expect armor...</text>
    <text id="11132015">didn't expect talisman...</text>
    <text id="11132016">didn't expect skill...</text>
    <text id="11132017">didn't expect sorcery...</text>
    <text id="11132018">didn't expect incantation...</text>
    <text id="11132019">didn't expect map...</text>
    <text id="11132020">didn't expect material...</text>
    <text id="11132021">didn't expect flower...</text>
    <text id="11132022">didn't expect grass...</text>
    <text id="11132023">didn't expect tree...</text>
    <text id="11132024">didn't expect fruit...</text>
    <text id="11132025">didn't expect seed...</text>
    <text id="11132026">didn't expect mushroom...</text>
    <text id="11132027">didn't expect tear...</text>
    <text id="11132028">didn't expect crystal...</text>
    <text id="11132029">didn't expect butterfly...</text>
    <text id="11132030">didn't expect bug...</text>
    <text id="11132031">didn't expect dung...</text>
    <text id="11132032">didn't expect grace...</text>
    <text id="11132033">didn't expect door...</text>
    <text id="11132034">didn't expect key...</text>
    <text id="11132035">didn't expect ladder...</text>
    <text id="11132036">didn't expect lever...</text>
    <text id="11132037">didn't expect lift...</text>
    <text id="11132038">didn't expect spiritspring...</text>
    <text id="11132039">didn't expect sending gate...</text>
    <text id="11132040">didn't expect stone astrolabe...</text>
    <text id="11132041">didn't expect Birdseye Telescope...</
text>
    <text id="11132042">didn't expect message...</text>
    <text id="11132043">didn't expect bloodstain...</text>
    <text id="11132044">didn't expect Erdtree...</text>
    <text id="11132045">didn't expect Elden Ring...</text>
    <text id="11133001">didn't expect close-quarters battle...</
text>
    <text id="11133002">didn't expect ranged battle...</text>
    <text id="11133003">didn't expect horseback battle...</text>
    <text id="11133004">didn't expect luring out...</text>
    <text id="11133005">didn't expect defeating one-by-one...</
text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4801

```
    <text id="11133006">Didn't expect taking on all at once...</text>
    <text id="11133007">Didn't expect rushing in...</text>
    <text id="11133008">Didn't expect stealth...</text>
    <text id="11133009">Didn't expect mimicry...</text>
    <text id="11133010">Didn't expect confusion...</text>
    <text id="11133011">Didn't expect pursuit...</text>
    <text id="11133012">Didn't expect fleeing...</text>
    <text id="11133013">Didn't expect summoning...</text>
    <text id="11133014">Didn't expect circling around...</text>
    <text id="11133015">Didn't expect jumping off...</text>
    <text id="11133016">Didn't expect dashing through...</text>
    <text id="11133017">Didn't expect brief respite...</text>
    <text id="11134001">Didn't expect attacking...</text>
    <text id="11134002">Didn't expect jump attack...</text>
    <text id="11134003">Didn't expect running attack...</text>
    <text id="11134004">Didn't expect critical hit...</text>
    <text id="11134005">Didn't expect two-handing...</text>
    <text id="11134006">Didn't expect blocking...</text>
    <text id="11134007">Didn't expect parrying...</text>
    <text id="11134008">Didn't expect guard counter...</text>
    <text id="11134009">Didn't expect sorcery...</text>
    <text id="11134010">Didn't expect incantation...</text>
    <text id="11134011">Didn't expect skill...</text>
    <text id="11134012">Didn't expect summoning...</text>
    <text id="11134013">Didn't expect throwing...</text>
    <text id="11134014">Didn't expect healing...</text>
    <text id="11134015">Didn't expect running...</text>
    <text id="11134016">Didn't expect rolling...</text>
    <text id="11134017">Didn't expect backstepping...</text>
    <text id="11134018">Didn't expect jumping...</text>
    <text id="11134019">Didn't expect crouching...</text>
    <text id="11134020">Didn't expect target lock...</text>
    <text id="11134021">Didn't expect item crafting...</text>
    <text id="11134022">Didn't expect gesturing...</text>
    <text id="11135001">Didn't expect morning...</text>
    <text id="11135002">Didn't expect noon...</text>
    <text id="11135003">Didn't expect evening...</text>
    <text id="11135004">Didn't expect night...</text>
    <text id="11135005">Didn't expect clear sky...</text>
    <text id="11135006">Didn't expect overcast...</text>
    <text id="11135007">Didn't expect rain...</text>
    <text id="11135008">Didn't expect storm...</text>
    <text id="11135009">Didn't expect mist...</text>
    <text id="11135010">Didn't expect snow...</text>
    <text id="11135011">Didn't expect patrolling...</text>
    <text id="11135012">Didn't expect procession...</text>
    <text id="11135013">Didn't expect crowd...</text>
    <text id="11135014">Didn't expect surprise attack...</text>
    <text id="11135015">Didn't expect ambush...</text>
    <text id="11135016">Didn't expect pincer attack...</text>
    <text id="11135017">Didn't expect beating to a pulp...</text>
    <text id="11135018">Didn't expect battle...</text>
    <text id="11135019">Didn't expect reinforcements...</text>
    <text id="11135020">Didn't expect ritual...</text>
    <text id="11135021">Didn't expect explosion...</text>
    <text id="11135022">Didn't expect high spot...</text>
    <text id="11135023">Didn't expect defensible spot...</text>
    <text id="11135024">Didn't expect climbable spot...</text>
    <text id="11135025">Didn't expect crossable spot...</text>
    <text id="11135026">Didn't expect bright spot...</text>
    <text id="11135027">Didn't expect dark spot...</text>
    <text id="11135028">Didn't expect open area...</text>
    <text id="11135029">Didn't expect cramped area...</text>
    <text id="11135030">Didn't expect hiding place...</text>
    <text id="11135031">Didn't expect sniping spot...</text>
    <text id="11135032">Didn't expect recon spot...</text>
    <text id="11135033">Didn't expect safety...</text>
    <text id="11135034">Didn't expect danger...</text>
    <text id="11135035">Didn't expect gorgeous view...</text>
    <text id="11135036">Didn't expect detour...</text>
    <text id="11135037">Didn't expect hidden path...</text>
    <text id="11135038">Didn't expect secret passage...</text>
    <text id="11135039">Didn't expect shortcut...</text>
    <text id="11135040">Didn't expect dead end...</text>
    <text id="11135041">Didn't expect looking away...</text>
    <text id="11135042">Didn't expect unnoticed...</text>
    <text id="11135043">Didn't expect out of stamina...</text>
    <text id="11136001">Didn't expect high road...</text>
    <text id="11136002">Didn't expect checkpoint...</text>
    <text id="11136003">Didn't expect bridge...</text>
    <text id="11136004">Didn't expect castle...</text>
    <text id="11136005">Didn't expect fort...</text>
    <text id="11136006">Didn't expect city...</text>
    <text id="11136007">Didn't expect ruins...</text>
    <text id="11136008">Didn't expect church...</text>
    <text id="11136009">Didn't expect tower...</text>
    <text id="11136010">Didn't expect camp site...</text>
    <text id="11136011">Didn't expect house...</text>
    <text id="11136012">Didn't expect cemetery...</text>
    <text id="11136013">Didn't expect underground tomb...</text>
    <text id="11136014">Didn't expect tunnel...</text>
    <text id="11136015">Didn't expect cave...</text>
    <text id="11136016">Didn't expect evergaol...</text>
    <text id="11136017">Didn't expect great tree...</text>
    <text id="11136018">Didn't expect cellar...</text>
    <text id="11136019">Didn't expect surface...</text>
    <text id="11136020">Didn't expect underground...</text>
    <text id="11136021">Didn't expect forest...</text>
    <text id="11136022">Didn't expect river...</text>
    <text id="11136023">Didn't expect lake...</text>
    <text id="11136024">Didn't expect bog...</text>
    <text id="11136025">Didn't expect mountain...</text>
    <text id="11136026">Didn't expect valley...</text>
    <text id="11136027">Didn't expect cliff...</text>
    <text id="11136028">Didn't expect waterside...</text>
    <text id="11136029">Didn't expect nest...</text>
    <text id="11136030">Didn't expect hole...</text>
    <text id="11137001">Didn't expect east...</text>
    <text id="11137002">Didn't expect west...</text>
    <text id="11137003">Didn't expect south...</text>
    <text id="11137004">Didn't expect north...</text>
    <text id="11137005">Didn't expect ahead...</text>
    <text id="11137006">Didn't expect behind...</text>
    <text id="11137007">Didn't expect left...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4876

```
    <text id="11133006">didn't expect taking on all at once...</text>
    <text id="11133007">didn't expect rushing in...</text>
    <text id="11133008">didn't expect stealth...</text>
    <text id="11133009">didn't expect mimicry...</text>
    <text id="11133010">didn't expect confusion...</text>
    <text id="11133011">didn't expect pursuit...</text>
    <text id="11133012">didn't expect fleeing...</text>
    <text id="11133013">didn't expect summoning...</text>
    <text id="11133014">didn't expect circling around...</text>
    <text id="11133015">didn't expect jumping off...</text>
    <text id="11133016">didn't expect dashing through...</text>
    <text id="11133017">didn't expect brief respite...</text>
    <text id="11134001">didn't expect attacking...</text>
    <text id="11134002">didn't expect jump attack...</text>
    <text id="11134003">didn't expect running attack...</text>
    <text id="11134004">didn't expect critical hit...</text>
    <text id="11134005">didn't expect two-handing...</text>
    <text id="11134006">didn't expect blocking...</text>
    <text id="11134007">didn't expect parrying...</text>
    <text id="11134008">didn't expect guard counter...</text>
    <text id="11134009">didn't expect sorcery...</text>
    <text id="11134010">didn't expect incantation...</text>
    <text id="11134011">didn't expect skill...</text>
    <text id="11134012">didn't expect summoning...</text>
    <text id="11134013">didn't expect throwing...</text>
    <text id="11134014">didn't expect healing...</text>
    <text id="11134015">didn't expect running...</text>
    <text id="11134016">didn't expect rolling...</text>
    <text id="11134017">didn't expect backstepping...</text>
    <text id="11134018">didn't expect jumping...</text>
    <text id="11134019">didn't expect crouching...</text>
    <text id="11134020">didn't expect target lock...</text>
    <text id="11134021">didn't expect item crafting...</text>
    <text id="11134022">didn't expect gesturing...</text>
    <text id="11135001">didn't expect morning...</text>
    <text id="11135002">didn't expect noon...</text>
    <text id="11135003">didn't expect evening...</text>
    <text id="11135004">didn't expect night...</text>
    <text id="11135005">didn't expect clear sky...</text>
    <text id="11135006">didn't expect overcast...</text>
    <text id="11135007">didn't expect rain...</text>
    <text id="11135008">didn't expect storm...</text>
    <text id="11135009">didn't expect mist...</text>
    <text id="11135010">didn't expect snow...</text>
    <text id="11135011">didn't expect patrolling...</text>
    <text id="11135012">didn't expect procession...</text>
    <text id="11135013">didn't expect crowd...</text>
    <text id="11135014">didn't expect surprise attack...</text>
    <text id="11135015">didn't expect ambush...</text>
    <text id="11135016">didn't expect pincer attack...</text>
    <text id="11135017">didn't expect beating to a pulp...</text>
    <text id="11135018">didn't expect battle...</text>
    <text id="11135019">didn't expect reinforcements...</text>
    <text id="11135020">didn't expect ritual...</text>
    <text id="11135021">didn't expect explosion...</text>
    <text id="11135022">didn't expect high spot...</text>
    <text id="11135023">didn't expect defensible spot...</text>
    <text id="11135024">didn't expect climbable spot...</text>
    <text id="11135025">didn't expect crossable spot...</text>
    <text id="11135026">didn't expect bright spot...</text>
    <text id="11135027">didn't expect dark spot...</text>
    <text id="11135028">didn't expect open area...</text>
    <text id="11135029">didn't expect cramped area...</text>
    <text id="11135030">didn't expect hiding place...</text>
    <text id="11135031">didn't expect sniping spot...</text>
    <text id="11135032">didn't expect recon spot...</text>
    <text id="11135033">didn't expect safety...</text>
    <text id="11135034">didn't expect danger...</text>
    <text id="11135035">didn't expect gorgeous view...</text>
    <text id="11135036">didn't expect detour...</text>
    <text id="11135037">didn't expect hidden path...</text>
    <text id="11135038">didn't expect secret passage...</text>
    <text id="11135039">didn't expect shortcut...</text>
    <text id="11135040">didn't expect dead end...</text>
    <text id="11135041">didn't expect looking away...</text>
    <text id="11135042">didn't expect unnoticed...</text>
    <text id="11135043">didn't expect out of stamina...</text>
    <text id="11136001">didn't expect high road...</text>
    <text id="11136002">didn't expect checkpoint...</text>
    <text id="11136003">didn't expect bridge...</text>
    <text id="11136004">didn't expect castle...</text>
    <text id="11136005">didn't expect fort...</text>
    <text id="11136006">didn't expect city...</text>
    <text id="11136007">didn't expect ruins...</text>
    <text id="11136008">didn't expect church...</text>
    <text id="11136009">didn't expect tower...</text>
    <text id="11136010">didn't expect camp site...</text>
    <text id="11136011">didn't expect house...</text>
    <text id="11136012">didn't expect cemetery...</text>
    <text id="11136013">didn't expect underground tomb...</text>
    <text id="11136014">didn't expect tunnel...</text>
    <text id="11136015">didn't expect cave...</text>
    <text id="11136016">didn't expect evergaol...</text>
    <text id="11136017">didn't expect great tree...</text>
    <text id="11136018">didn't expect cellar...</text>
    <text id="11136019">didn't expect surface...</text>
    <text id="11136020">didn't expect underground...</text>
    <text id="11136021">didn't expect forest...</text>
    <text id="11136022">didn't expect river...</text>
    <text id="11136023">didn't expect lake...</text>
    <text id="11136024">didn't expect bog...</text>
    <text id="11136025">didn't expect mountain...</text>
    <text id="11136026">didn't expect valley...</text>
    <text id="11136027">didn't expect cliff...</text>
    <text id="11136028">didn't expect waterside...</text>
    <text id="11136029">didn't expect nest...</text>
    <text id="11136030">didn't expect hole...</text>
    <text id="11137001">didn't expect east...</text>
    <text id="11137002">didn't expect west...</text>
    <text id="11137003">didn't expect south...</text>
    <text id="11137004">didn't expect north...</text>
    <text id="11137005">didn't expect ahead...</text>
    <text id="11137006">didn't expect behind...</text>
    <text id="11137007">didn't expect left...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4915

```
<text id="11137008">Didn't expect right...</text>
<text id="11137009">Didn't expect center...</text>
<text id="11137010">Didn't expect up...</text>
<text id="11137011">Didn't expect down...</text>
<text id="11137012">Didn't expect edge...</text>
<text id="11138001">Didn't expect head...</text>
<text id="11138002">Didn't expect stomach...</text>
<text id="11138003">Didn't expect back...</text>
<text id="11138004">Didn't expect arms...</text>
<text id="11138005">Didn't expect legs...</text>
<text id="11138006">Didn't expect rump...</text>
<text id="11138007">Didn't expect tail...</text>
<text id="11138008">Didn't expect core...</text>
<text id="11138009">Didn't expect fingers...</text>
<text id="11139001">Didn't expect physical...</text>
<text id="11139002">Didn't expect standard...</text>
<text id="11139003">Didn't expect striking...</text>
<text id="11139004">Didn't expect slashing...</text>
<text id="11139005">Didn't expect piercing...</text>
<text id="11139006">Didn't expect fire...</text>
<text id="11139007">Didn't expect lightning...</text>
<text id="11139008">Didn't expect sorcery...</text>
<text id="11139009">Didn't expect holy...</text>
<text id="11139010">Didn't expect poison...</text>
<text id="11139011">Didn't expect toxic...</text>
<text id="11139012">Didn't expect plague...</text>
<text id="11139013">Didn't expect hemorrhage...</text>
<text id="11139014">Didn't expect frostbite...</text>
<text id="11139015">Didn't expect sleep...</text>
<text id="11139016">Didn't expect madness...</text>
<text id="11139017">Didn't expect death...</text>
<text id="11140001">Didn't expect life...</text>
<text id="11140002">Didn't expect Death...</text>
<text id="11140003">Didn't expect light...</text>
<text id="11140004">Didn't expect dark...</text>
<text id="11140005">Didn't expect stars...</text>
<text id="11140006">Didn't expect fire...</text>
<text id="11140007">Didn't expect Order...</text>
<text id="11140008">Didn't expect chaos...</text>
<text id="11140009">Didn't expect joy...</text>
<text id="11140010">Didn't expect wrath...</text>
<text id="11140011">Didn't expect suffering...</text>
<text id="11140012">Didn't expect sadness...</text>
<text id="11140013">Didn't expect comfort...</text>
<text id="11140014">Didn't expect bliss...</text>
<text id="11140015">Didn't expect misfortune...</text>
<text id="11140016">Didn't expect good fortune...</text>
<text id="11140017">Didn't expect bad luck...</text>
<text id="11140018">Didn't expect hope...</text>
<text id="11140019">Didn't expect despair...</text>
<text id="11140020">Didn't expect victory...</text>
<text id="11140021">Didn't expect defeat...</text>
<text id="11140022">Didn't expect research...</text>
<text id="11140023">Didn't expect faith...</text>
<text id="11140024">Didn't expect abundance...</text>
<text id="11140025">Didn't expect rot...</text>
<text id="11140026">Didn't expect loyalty...</text>
<text id="11140027">Didn't expect injustice...</text>
<text id="11140028">Didn't expect secret...</text>
<text id="11140029">Didn't expect opportunity...</text>
<text id="11140030">Didn't expect pickle...</text>
<text id="11140031">Didn't expect clue...</text>
<text id="11140032">Didn't expect friendship...</text>
<text id="11140033">Didn't expect love...</text>
<text id="11140034">Didn't expect bravery...</text>
<text id="11140035">Didn't expect vigor...</text>
<text id="11140036">Didn't expect fortitude...</text>
<text id="11140037">Didn't expect confidence...</text>
<text id="11140038">Didn't expect inadvertent...</text>
<text id="11140039">Didn't expect unguarded...</text>
<text id="11140040">Didn't expect introspection...</text>
<text id="11140041">Didn't expect regret...</text>
<text id="11140042">Didn't expect giving up...</text>
<text id="11140043">Didn't expect futility...</text>
<text id="11140044">Didn't expect at the limit...</text>
<text id="11140045">Didn't expect betrayal...</text>
<text id="11140046">Didn't expect revenge...</text>
<text id="11140047">Didn't expect destroy...</text>
<text id="11140048">Didn't expect recklessness...</text>
<text id="11140049">Didn't expect calmness...</text>
<text id="11140050">Didn't expect vigilance...</text>
<text id="11140051">Didn't expect tranquility...</text>
<text id="11140052">Didn't expect sound...</text>
<text id="11140053">Didn't expect tears...</text>
<text id="11140054">Didn't expect sleep...</text>
<text id="11140055">Didn't expect depths...</text>
<text id="11140056">Didn't expect dregs...</text>
<text id="11140057">Didn't expect fear...</text>
<text id="11140058">Didn't expect sacrifice...</text>
<text id="11140059">Didn't expect ruin...</text>
<text id="11141001">Didn't expect good luck...</text>
<text id="11141002">Didn't expect look carefully...</text>
<text id="11141003">Didn't expect listen carefully...</text>
<text id="11141004">Didn't expect think carefully...</text>
<text id="11141005">Didn't expect well done...</text>
<text id="11141006">Didn't expect I did it!...</text>
<text id="11141007">Didn't expect I've failed.....</text>
<text id="11141008">Didn't expect here!...</text>
<text id="11141009">Didn't expect not here!...</text>
<text id="11141010">Didn't expect don't you dare!...</text>
<text id="11141011">Didn't expect do it!...</text>
<text id="11141012">Didn't expect I can't take this.....</
text>
<text id="11141013">Didn't expect don't think...</text>
<text id="11141014">Didn't expect so lonely.....</text>
<text id="11141015">Didn't expect here again.....</text>
<text id="11141016">Didn't expect just getting started...</
text>
<text id="11141017">Didn't expect stay calm...</text>
<text id="11141018">Didn't expect keep moving...</text>
<text id="11141019">Didn't expect turn back...</text>
<text id="11141020">Didn't expect give up...</text>
<text id="11141021">Didn't expect don't give up...</text>
<text id="11141022">Didn't expect help me.....</text>
<text id="11141023">Didn't expect I don't believe it.....</
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 4990

```
<text id="11137008">didn't expect right...</text>
<text id="11137009">didn't expect center...</text>
<text id="11137010">didn't expect up...</text>
<text id="11137011">didn't expect down...</text>
<text id="11137012">didn't expect edge...</text>
<text id="11138001">didn't expect head...</text>
<text id="11138002">didn't expect stomach...</text>
<text id="11138003">didn't expect back...</text>
<text id="11138004">didn't expect arms...</text>
<text id="11138005">didn't expect legs...</text>
<text id="11138006">didn't expect rump...</text>
<text id="11138007">didn't expect tail...</text>
<text id="11138008">didn't expect core...</text>
<text id="11138009">didn't expect fingers...</text>
<text id="11139001">didn't expect physical...</text>
<text id="11139002">didn't expect standard...</text>
<text id="11139003">didn't expect striking...</text>
<text id="11139004">didn't expect slashing...</text>
<text id="11139005">didn't expect piercing...</text>
<text id="11139006">didn't expect fire...</text>
<text id="11139007">didn't expect lightning...</text>
<text id="11139008">didn't expect magic...</text>
<text id="11139009">didn't expect holy...</text>
<text id="11139010">didn't expect poison...</text>
<text id="11139011">didn't expect toxic...</text>
<text id="11139012">didn't expect scarlet rot...</text>
<text id="11139013">didn't expect blood loss...</text>
<text id="11139014">didn't expect frost...</text>
<text id="11139015">didn't expect sleep...</text>
<text id="11139016">didn't expect madness...</text>
<text id="11139017">didn't expect death...</text>
<text id="11140001">didn't expect life...</text>
<text id="11140002">didn't expect Death...</text>
<text id="11140003">didn't expect light...</text>
<text id="11140004">didn't expect dark...</text>
<text id="11140005">didn't expect stars...</text>
<text id="11140006">didn't expect fire...</text>
<text id="11140007">didn't expect Order...</text>
<text id="11140008">didn't expect chaos...</text>
<text id="11140009">didn't expect joy...</text>
<text id="11140010">didn't expect wrath...</text>
<text id="11140011">didn't expect suffering...</text>
<text id="11140012">didn't expect sadness...</text>
<text id="11140013">didn't expect comfort...</text>
<text id="11140014">didn't expect bliss...</text>
<text id="11140015">didn't expect misfortune...</text>
<text id="11140016">didn't expect good fortune...</text>
<text id="11140017">didn't expect bad luck...</text>
<text id="11140018">didn't expect hope...</text>
<text id="11140019">didn't expect despair...</text>
<text id="11140020">didn't expect victory...</text>
<text id="11140021">didn't expect defeat...</text>
<text id="11140022">didn't expect research...</text>
<text id="11140023">didn't expect faith...</text>
<text id="11140024">didn't expect abundance...</text>
<text id="11140025">didn't expect rot...</text>
<text id="11140026">didn't expect loyalty...</text>
<text id="11140027">didn't expect injustice...</text>
<text id="11140028">didn't expect secret...</text>
<text id="11140029">didn't expect opportunity...</text>
<text id="11140030">didn't expect pickle...</text>
<text id="11140031">didn't expect clue...</text>
<text id="11140032">didn't expect friendship...</text>
<text id="11140033">didn't expect love...</text>
<text id="11140034">didn't expect bravery...</text>
<text id="11140035">didn't expect vigor...</text>
<text id="11140036">didn't expect fortitude...</text>
<text id="11140037">didn't expect confidence...</text>
<text id="11140038">didn't expect distracted...</text>
<text id="11140039">didn't expect unguarded...</text>
<text id="11140040">didn't expect introspection...</text>
<text id="11140041">didn't expect regret...</text>
<text id="11140042">didn't expect resignation...</text>
<text id="11140043">didn't expect futility...</text>
<text id="11140044">didn't expect on the brink...</text>
<text id="11140045">didn't expect betrayal...</text>
<text id="11140046">didn't expect revenge...</text>
<text id="11140047">didn't expect destruction...</text>
<text id="11140048">didn't expect recklessness...</text>
<text id="11140049">didn't expect calmness...</text>
<text id="11140050">didn't expect vigilance...</text>
<text id="11140051">didn't expect tranquility...</text>
<text id="11140052">didn't expect sound...</text>
<text id="11140053">didn't expect tears...</text>
<text id="11140054">didn't expect sleep...</text>
<text id="11140055">didn't expect depths...</text>
<text id="11140056">didn't expect dregs...</text>
<text id="11140057">didn't expect fear...</text>
<text id="11140058">didn't expect sacrifice...</text>
<text id="11140059">didn't expect ruin...</text>
<text id="11141001">didn't expect good luck...</text>
<text id="11141002">didn't expect look carefully...</text>
<text id="11141003">didn't expect listen carefully...</text>
<text id="11141004">didn't expect think carefully...</text>
<text id="11141005">didn't expect well done...</text>
<text id="11141006">didn't expect I did it!...</text>
<text id="11141007">didn't expect I've failed.....</text>
<text id="11141008">didn't expect here!...</text>
<text id="11141009">didn't expect not here!...</text>
<text id="11141010">didn't expect don't you dare!...</text>
<text id="11141011">didn't expect do it!...</text>
<text id="11141012">didn't expect I can't take this.....</
text>
<text id="11141013">didn't expect don't think...</text>
<text id="11141014">didn't expect so lonely.....</text>
<text id="11141015">didn't expect here again.....</text>
<text id="11141016">didn't expect just getting started...</
text>
<text id="11141017">didn't expect stay calm...</text>
<text id="11141018">didn't expect keep moving...</text>
<text id="11141019">didn't expect turn back...</text>
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<text id="11141021">didn't expect don't give up...</text>
<text id="11141022">didn't expect help me.....</text>
<text id="11141023">didn't expect I don't believe it.....</
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5029    <text id="11141024">Didn't expect too high up...</text>
5030    <text id="11141025">Didn't expect I want to go home......</
        text>
5031    <text id="11141026">Didn't expect it's like a dream......</
        text>
5032    <text id="11141027">Didn't expect seems familiar......</text>
5033    <text id="11141028">Didn't expect beautiful......</text>
5034    <text id="11141029">Didn't expect you don't have the
        right...</text>
5035    <text id="11141030">Didn't expect are you ready?...</text>
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5056    <text id="11230021">Visions of demi-human... </text>
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5063    <text id="11230028">Visions of beast... </text>
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5076    <text id="11230041">Visions of Ill-omened creature... </text>
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5093    <text id="11231017">Visions of fat coinpurse... </text>
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5104    <text id="11231028">Visions of invisible sort... </text>
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5106    <text id="11231030">Visions of giant sort... </text>
5107    <text id="11231031">Visions of sinner... </text>
5108    <text id="11231032">Visions of thief... </text>
5109    <text id="11231033">Visions of liar... </text>
5110    <text id="11231034">Visions of dastard... </text>
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5112    <text id="11231036">Visions of pair... </text>
5113    <text id="11231037">Visions of trio... </text>
5114    <text id="11231038">Visions of noble... </text>
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5123    <text id="11232003">Visions of precious item... </text>
5124    <text id="11232004">Visions of something... </text>
5125    <text id="11232005">Visions of something incredible... </
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5126    <text id="11232006">Visions of treasure chest... </text>
5127    <text id="11232007">Visions of corpse... </text>
5128    <text id="11232008">Visions of coffin... </text>
5129    <text id="11232009">Visions of trap... </text>
5130    <text id="11232010">Visions of armament... </text>
5131    <text id="11232011">Visions of shield... </text>
5132    <text id="11232012">Visions of bow... </text>
5133    <text id="11232013">Visions of projectile weapon... </text>
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5135    <text id="11232015">Visions of talisman... </text>
5136    <text id="11232016">Visions of battle art... </text>
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5138    <text id="11232018">Visions of incantation... </text>
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5105    <text id="11141025">didn't expect I want to go home......</
        text>
5106    <text id="11141026">didn't expect it's like a dream......</
        text>
5107    <text id="11141027">didn't expect seems familiar......</text>
5108    <text id="11141028">didn't expect beautiful......</text>
5109    <text id="11141029">didn't expect you don't have the
        right...</text>
5110    <text id="11141030">didn't expect are you ready?...</text>
5111    <text id="11230001">visions of enemy... </text>
5112    <text id="11230002">visions of weak foe... </text>
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5200    <text id="11232005">visions of something incredible... </
        text>
5201    <text id="11232006">visions of treasure chest... </text>
5202    <text id="11232007">visions of corpse... </text>
5203    <text id="11232008">visions of coffin... </text>
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5212    <text id="11232017">visions of sorcery... </text>
5213    <text id="11232018">visions of incantation... </text>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5138

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    <text id="11232024">Visions of fruit... </text>
    <text id="11232025">Visions of seed... </text>
    <text id="11232026">Visions of mushroom... </text>
    <text id="11232027">Visions of tear... </text>
    <text id="11232028">Visions of crystal... </text>
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    <text id="11232042">Visions of message... </text>
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    <text id="11232045">Visions of Elden Ring... </text>
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    <text id="11233003">Visions of horseback battle... </text>
    <text id="11233004">Visions of luring out... </text>
    <text id="11233005">Visions of defeating one-by-one... </
text>
    <text id="11233006">Visions of taking on all at once... </
text>
    <text id="11233007">Visions of rushing in... </text>
    <text id="11233008">Visions of stealth... </text>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5213

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    <text id="11233008">visions of stealth... </text>
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    <text id="11233010">visions of confusion... </text>
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    <text id="11233012">visions of fleeing... </text>
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    <text id="11233015">visions of jumping off... </text>
    <text id="11233016">visions of dashing through... </text>
    <text id="11233017">visions of brief respite... </text>
    <text id="11234001">visions of attacking... </text>
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    <text id="11234011">visions of skill... </text>
    <text id="11234012">visions of summoning... </text>
    <text id="11234013">visions of throwing... </text>
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    <text id="11235003">visions of evening... </text>
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    <text id="11235008">visions of storm... </text>
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    <text id="11235032">visions of recon spot... </text>
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    <text id="11235041">visions of looking away... </text>
    <text id="11235042">visions of unnoticed... </text>
    <text id="11235043">visions of out of stamina... </text>
    <text id="11236001">visions of high road... </text>
    <text id="11236002">visions of checkpoint... </text>
    <text id="11236003">visions of bridge... </text>
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<text id="11236007">Visions of ruins... </text>
<text id="11236008">Visions of church... </text>
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<text id="11236014">Visions of tunnel... </text>
<text id="11236015">Visions of cave... </text>
<text id="11236016">Visions of evergaol... </text>
<text id="11236017">Visions of great tree... </text>
<text id="11236018">Visions of cellar... </text>
<text id="11236019">Visions of surface... </text>
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<text id="11237008">Visions of right... </text>
<text id="11237009">Visions of center... </text>
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<text id="11237012">Visions of edge... </text>
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<text id="11239006">Visions of fire... </text>
<text id="11239007">Visions of lightning... </text>
<text id="11239008">Visions of sorcery... </text>
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<text id="11239011">Visions of toxic... </text>
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<text id="11240032">Visions of friendship... </text>
<text id="11240033">Visions of love... </text>
<text id="11240034">Visions of bravery... </text>
<text id="11240035">Visions of vigor... </text>
<text id="11240036">Visions of fortitude... </text>
<text id="11240037">Visions of confidence... </text>
<text id="11240038">Visions of inadvertent... </text>
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<text id="11240041">Visions of regret... </text>
<text id="11240042">Visions of giving up... </text>
<text id="11240043">Visions of futility... </text>
<text id="11240044">Visions of at the limit... </text>
<text id="11240045">Visions of betrayal... </text>
<text id="11240046">Visions of revenge... </text>
<text id="11240047">Visions of destroy... </text>
<text id="11240048">Visions of recklessness... </text>
<text id="11240049">Visions of calmness... </text>
<text id="11240050">Visions of vigilance... </text>
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<text id="11236007">visions of ruins... </text>
<text id="11236008">visions of church... </text>
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<text id="11236013">visions of underground tomb... </text>
<text id="11236014">visions of tunnel... </text>
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<text id="11236026">visions of valley... </text>
<text id="11236027">visions of cliff... </text>
<text id="11236028">visions of waterside... </text>
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<text id="11240019">visions of despair... </text>
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<text id="11240030">visions of pickle... </text>
<text id="11240031">visions of clue... </text>
<text id="11240032">visions of friendship... </text>
<text id="11240033">visions of love... </text>
<text id="11240034">visions of bravery... </text>
<text id="11240035">visions of vigor... </text>
<text id="11240036">visions of fortitude... </text>
<text id="11240037">visions of confidence... </text>
<text id="11240038">visions of distracted... </text>
<text id="11240039">visions of unguarded... </text>
<text id="11240040">visions of introspection... </text>
<text id="11240041">visions of regret... </text>
<text id="11240042">visions of resignation... </text>
<text id="11240043">visions of futility... </text>
<text id="11240044">visions of on the brink... </text>
<text id="11240045">visions of betrayal... </text>
<text id="11240046">visions of revenge... </text>
<text id="11240047">visions of destruction... </text>
<text id="11240048">visions of recklessness... </text>
<text id="11240049">visions of calmness... </text>
<text id="11240050">visions of vigilance... </text>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5365

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<text id="11240051">Visions of tranquility... </text>
<text id="11240052">Visions of sound... </text>
<text id="11240053">Visions of tears... </text>
<text id="11240054">Visions of sleep... </text>
<text id="11240055">Visions of depths... </text>
<text id="11240056">Visions of dregs... </text>
<text id="11240057">Visions of fear... </text>
<text id="11240058">Visions of sacrifice... </text>
<text id="11240059">Visions of ruin... </text>
<text id="11241001">Visions of good luck... </text>
<text id="11241002">Visions of look carefully... </text>
<text id="11241003">Visions of listen carefully... </text>
<text id="11241004">Visions of think carefully... </text>
<text id="11241005">Visions of well done... </text>
<text id="11241006">Visions of I did it!... </text>
<text id="11241007">Visions of I've failed..... </text>
<text id="11241008">Visions of here!... </text>
<text id="11241009">Visions of not here!... </text>
<text id="11241010">Visions of don't you dare!... </text>
<text id="11241011">Visions of do it!... </text>
<text id="11241012">Visions of I can't take this..... </
text>
<text id="11241013">Visions of don't think... </text>
<text id="11241014">Visions of so lonely..... </text>
<text id="11241015">Visions of here again..... </text>
<text id="11241016">Visions of just getting started... </
text>
<text id="11241017">Visions of stay calm... </text>
<text id="11241018">Visions of keep moving... </text>
<text id="11241019">Visions of turn back... </text>
<text id="11241020">Visions of give up... </text>
<text id="11241021">Visions of don't give up... </text>
<text id="11241022">Visions of help me..... </text>
<text id="11241023">Visions of I don't believe it..... </
text>
<text id="11241024">Visions of too high up... </text>
<text id="11241025">Visions of I want to go home..... </
text>
<text id="11241026">Visions of it's like a dream..... </
text>
<text id="11241027">Visions of seems familiar..... </text>
<text id="11241028">Visions of beautiful..... </text>
<text id="11241029">Visions of you don't have the right... </
text>
<text id="11241030">Visions of are you ready?... </text>
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<text id="11330002">Could this be a weak foe?</text>
<text id="11330003">Could this be a strong foe?</text>
<text id="11330004">Could this be a monster?</text>
<text id="11330005">Could this be a dragon?</text>
<text id="11330006">Could this be a boss?</text>
<text id="11330007">Could this be a sentry?</text>
<text id="11330008">Could this be a group?</text>
<text id="11330009">Could this be a pack?</text>
<text id="11330010">Could this be a decoy?</text>
<text id="11330011">Could this be a undead?</text>
<text id="11330012">Could this be a soldier?</text>
<text id="11330013">Could this be a knight?</text>
<text id="11330014">Could this be a cavalier?</text>
<text id="11330015">Could this be a archer?</text>
<text id="11330016">Could this be a sniper?</text>
<text id="11330017">Could this be a mage?</text>
<text id="11330018">Could this be a ordnance?</text>
<text id="11330019">Could this be a monarch?</text>
<text id="11330020">Could this be a lord?</text>
<text id="11330021">Could this be a demi-human?</text>
<text id="11330022">Could this be a outsider?</text>
<text id="11330023">Could this be a giant?</text>
<text id="11330024">Could this be a horse?</text>
<text id="11330025">Could this be a dog?</text>
<text id="11330026">Could this be a wolf?</text>
<text id="11330027">Could this be a rat?</text>
<text id="11330028">Could this be a beast?</text>
<text id="11330029">Could this be a bird?</text>
<text id="11330030">Could this be a raptor?</text>
<text id="11330031">Could this be a snake?</text>
<text id="11330032">Could this be a crab?</text>
<text id="11330033">Could this be a prawn?</text>
<text id="11330034">Could this be a octopus?</text>
<text id="11330035">Could this be a bug?</text>
<text id="11330036">Could this be a scarab?</text>
<text id="11330037">Could this be a slug?</text>
<text id="11330038">Could this be a wraith?</text>
<text id="11330039">Could this be a skeleton?</text>
<text id="11330040">Could this be a monstrosity?</text>
<text id="11330041">Could this be a Ill-omened creature?</
text>
<text id="11331001">Could this be a Tarnished?</text>
<text id="11331002">Could this be a warrior?</text>
<text id="11331003">Could this be a swordsman?</text>
<text id="11331004">Could this be a knight?</text>
<text id="11331005">Could this be a samurai?</text>
<text id="11331006">Could this be a sorcerer?</text>
<text id="11331007">Could this be a cleric?</text>
<text id="11331008">Could this be a sage?</text>
<text id="11331009">Could this be a merchant?</text>
<text id="11331010">Could this be a teacher?</text>
<text id="11331011">Could this be a master?</text>
<text id="11331012">Could this be a friend?</text>
<text id="11331013">Could this be a lover?</text>
<text id="11331014">Could this be a old dear?</text>
<text id="11331015">Could this be a old codger ?</text>
<text id="11331016">Could this be a angel?</text>
<text id="11331017">Could this be a fat coinpurse?</text>
<text id="11331018">Could this be a pauper?</text>
<text id="11331019">Could this be a good sort?</text>
<text id="11331020">Could this be a wicked sort?</text>
<text id="11331021">Could this be a plump sort?</text>
<text id="11331022">Could this be a skinny sort?</text>
<text id="11331023">Could this be a lovable sort?</text>
<text id="11331024">Could this be a pathetic sort?</text>
<text id="11331025">Could this be a strange sort?</text>
<text id="11331026">Could this be a nimble sort?</text>
<text id="11331027">Could this be a laggardly sort?</text>
<text id="11331028">Could this be a invisible sort?</text>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5440

```
<text id="11240051">visions of tranquility... </text>
<text id="11240052">visions of sound... </text>
<text id="11240053">visions of tears... </text>
<text id="11240054">visions of sleep... </text>
<text id="11240055">visions of depths... </text>
<text id="11240056">visions of dregs... </text>
<text id="11240057">visions of fear... </text>
<text id="11240058">visions of sacrifice... </text>
<text id="11240059">visions of ruin... </text>
<text id="11241001">visions of good luck... </text>
<text id="11241002">visions of look carefully... </text>
<text id="11241003">visions of listen carefully... </text>
<text id="11241004">visions of think carefully... </text>
<text id="11241005">visions of well done... </text>
<text id="11241006">visions of I did it!... </text>
<text id="11241007">visions of I've failed..... </text>
<text id="11241008">visions of here!... </text>
<text id="11241009">visions of not here!... </text>
<text id="11241010">visions of don't you dare!... </text>
<text id="11241011">visions of do it!... </text>
<text id="11241012">visions of I can't take this..... </
text>
<text id="11241013">visions of don't think... </text>
<text id="11241014">visions of so lonely..... </text>
<text id="11241015">visions of here again..... </text>
<text id="11241016">visions of just getting started... </
text>
<text id="11241017">visions of stay calm... </text>
<text id="11241018">visions of keep moving... </text>
<text id="11241019">visions of turn back... </text>
<text id="11241020">visions of give up... </text>
<text id="11241021">visions of don't give up... </text>
<text id="11241022">visions of help me..... </text>
<text id="11241023">visions of I don't believe it..... </
text>
<text id="11241024">visions of too high up... </text>
<text id="11241025">visions of I want to go home..... </
text>
<text id="11241026">visions of it's like a dream..... </
text>
<text id="11241027">visions of seems familiar..... </text>
<text id="11241028">visions of beautiful..... </text>
<text id="11241029">visions of you don't have the right... </
text>
<text id="11241030">visions of are you ready?... </text>
<text id="11330001">could this be a enemy?</text>
<text id="11330002">could this be a weak foe?</text>
<text id="11330003">could this be a strong foe?</text>
<text id="11330004">could this be a monster?</text>
<text id="11330005">could this be a dragon?</text>
<text id="11330006">could this be a boss?</text>
<text id="11330007">could this be a sentry?</text>
<text id="11330008">could this be a group?</text>
<text id="11330009">could this be a pack?</text>
<text id="11330010">could this be a decoy?</text>
<text id="11330011">could this be a undead?</text>
<text id="11330012">could this be a soldier?</text>
<text id="11330013">could this be a knight?</text>
<text id="11330014">could this be a cavalier?</text>
<text id="11330015">could this be a archer?</text>
<text id="11330016">could this be a sniper?</text>
<text id="11330017">could this be a mage?</text>
<text id="11330018">could this be a ordnance?</text>
<text id="11330019">could this be a monarch?</text>
<text id="11330020">could this be a lord?</text>
<text id="11330021">could this be a demi-human?</text>
<text id="11330022">could this be a outsider?</text>
<text id="11330023">could this be a giant?</text>
<text id="11330024">could this be a horse?</text>
<text id="11330025">could this be a dog?</text>
<text id="11330026">could this be a wolf?</text>
<text id="11330027">could this be a rat?</text>
<text id="11330028">could this be a beast?</text>
<text id="11330029">could this be a bird?</text>
<text id="11330030">could this be a raptor?</text>
<text id="11330031">could this be a snake?</text>
<text id="11330032">could this be a crab?</text>
<text id="11330033">could this be a prawn?</text>
<text id="11330034">could this be a octopus?</text>
<text id="11330035">could this be a bug?</text>
<text id="11330036">could this be a scarab?</text>
<text id="11330037">could this be a slug?</text>
<text id="11330038">could this be a wraith?</text>
<text id="11330039">could this be a skeleton?</text>
<text id="11330040">could this be a monstrosity?</text>
<text id="11330041">could this be a ill-omened creature?</
text>
<text id="11331001">could this be a Tarnished?</text>
<text id="11331002">could this be a warrior?</text>
<text id="11331003">could this be a swordfighter?</text>
<text id="11331004">could this be a knight?</text>
<text id="11331005">could this be a samurai?</text>
<text id="11331006">could this be a sorcerer?</text>
<text id="11331007">could this be a cleric?</text>
<text id="11331008">could this be a sage?</text>
<text id="11331009">could this be a merchant?</text>
<text id="11331010">could this be a teacher?</text>
<text id="11331011">could this be a master?</text>
<text id="11331012">could this be a friend?</text>
<text id="11331013">could this be a lover?</text>
<text id="11331014">could this be a old dear?</text>
<text id="11331015">could this be a old codger ?</text>
<text id="11331016">could this be a angel?</text>
<text id="11331017">could this be a fat coinpurse?</text>
<text id="11331018">could this be a pauper?</text>
<text id="11331019">could this be a good sort?</text>
<text id="11331020">could this be a wicked sort?</text>
<text id="11331021">could this be a plump sort?</text>
<text id="11331022">could this be a skinny sort?</text>
<text id="11331023">could this be a lovable sort?</text>
<text id="11331024">could this be a pathetic sort?</text>
<text id="11331025">could this be a strange sort?</text>
<text id="11331026">could this be a nimble sort?</text>
<text id="11331027">could this be a laggardly sort?</text>
<text id="11331028">could this be a invisible sort?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5473

```
<text id="11331029">Could this be a unfathomable sort?</text>
<text id="11331030">Could this be a giant sort?</text>
<text id="11331031">Could this be a sinner?</text>
<text id="11331032">Could this be a thief?</text>
<text id="11331033">Could this be a liar?</text>
<text id="11331034">Could this be a dastard?</text>
<text id="11331035">Could this be a traitor?</text>
<text id="11331036">Could this be a pair?</text>
<text id="11331037">Could this be a trio?</text>
<text id="11331038">Could this be a noble?</text>
<text id="11331039">Could this be a aristocrat?</text>
<text id="11331040">Could this be a hero?</text>
<text id="11331041">Could this be a champion?</text>
<text id="11331042">Could this be a monarch?</text>
<text id="11331043">Could this be a lord?</text>
<text id="11331044">Could this be a god?</text>
<text id="11332001">Could this be a item?</text>
<text id="11332002">Could this be a necessary item?</text>
<text id="11332003">Could this be a precious item?</text>
<text id="11332004">Could this be a something?</text>
<text id="11332005">Could this be a something incredible?</text>
<text id="11332006">Could this be a treasure chest?</text>
<text id="11332007">Could this be a corpse?</text>
<text id="11332008">Could this be a coffin?</text>
<text id="11332009">Could this be a trap?</text>
<text id="11332010">Could this be a armament?</text>
<text id="11332011">Could this be a shield?</text>
<text id="11332012">Could this be a bow?</text>
<text id="11332013">Could this be a projectile weapon?</text>
<text id="11332014">Could this be a armor?</text>
<text id="11332015">Could this be a talisman?</text>
<text id="11332016">Could this be a battle art?</text>
<text id="11332017">Could this be a sorcery?</text>
<text id="11332018">Could this be a incantation?</text>
<text id="11332019">Could this be a map?</text>
<text id="11332020">Could this be a material?</text>
<text id="11332021">Could this be a flower?</text>
<text id="11332022">Could this be a grass?</text>
<text id="11332023">Could this be a tree?</text>
<text id="11332024">Could this be a fruit?</text>
<text id="11332025">Could this be a seed?</text>
<text id="11332026">Could this be a mushroom?</text>
<text id="11332027">Could this be a tear?</text>
<text id="11332028">Could this be a crystal?</text>
<text id="11332029">Could this be a butterfly?</text>
<text id="11332030">Could this be a bug?</text>
<text id="11332031">Could this be a dung?</text>
<text id="11332032">Could this be a grace?</text>
<text id="11332033">Could this be a door?</text>
<text id="11332034">Could this be a key?</text>
<text id="11332035">Could this be a ladder?</text>
<text id="11332036">Could this be a lever?</text>
<text id="11332037">Could this be a lift?</text>
<text id="11332038">Could this be a spiritspring?</text>
<text id="11332039">Could this be a warpstone?</text>
<text id="11332040">Could this be a stone astrolabe?</text>
<text id="11332041">Could this be a telescopic view?</text>
<text id="11332042">Could this be a message?</text>
<text id="11332043">Could this be a bloodstain?</text>
<text id="11332044">Could this be a Erdtree?</text>
<text id="11332045">Could this be a Elden Ring?</text>
<text id="11333001">Could this be a close-quarters battle?</text>
<text id="11333002">Could this be a ranged battle?</text>
<text id="11333003">Could this be a horseback battle?</text>
<text id="11333004">Could this be a luring out?</text>
<text id="11333005">Could this be a defeating one-by-one?</text>
<text id="11333006">Could this be a taking on all at once?</text>
<text id="11333007">Could this be a rushing in?</text>
<text id="11333008">Could this be a stealth?</text>
<text id="11333009">Could this be a mimicry?</text>
<text id="11333010">Could this be a confusion?</text>
<text id="11333011">Could this be a pursuit?</text>
<text id="11333012">Could this be a fleeing?</text>
<text id="11333013">Could this be a summoning?</text>
<text id="11333014">Could this be a circling around?</text>
<text id="11333015">Could this be a jumping off?</text>
<text id="11333016">Could this be a dashing through?</text>
<text id="11333017">Could this be a brief respite?</text>
<text id="11334001">Could this be a attacking?</text>
<text id="11334002">Could this be a jump attack?</text>
<text id="11334003">Could this be a running attack?</text>
<text id="11334004">Could this be a critical hit?</text>
<text id="11334005">Could this be a two-handing?</text>
<text id="11334006">Could this be a blocking?</text>
<text id="11334007">Could this be a parrying?</text>
<text id="11334008">Could this be a guard counter?</text>
<text id="11334009">Could this be a sorcery?</text>
<text id="11334010">Could this be a incantation?</text>
<text id="11334011">Could this be a skill?</text>
<text id="11334012">Could this be a summoning?</text>
<text id="11334013">Could this be a throwing?</text>
<text id="11334014">Could this be a healing?</text>
<text id="11334015">Could this be a running?</text>
<text id="11334016">Could this be a rolling?</text>
<text id="11334017">Could this be a backstepping?</text>
<text id="11334018">Could this be a jumping?</text>
<text id="11334019">Could this be a crouching?</text>
<text id="11334020">Could this be a target lock?</text>
<text id="11334021">Could this be a item crafting?</text>
<text id="11334022">Could this be a gesturing?</text>
<text id="11335001">Could this be a morning?</text>
<text id="11335002">Could this be a noon?</text>
<text id="11335003">Could this be a evening?</text>
<text id="11335004">Could this be a night?</text>
<text id="11335005">Could this be a clear sky?</text>
<text id="11335006">Could this be a overcast?</text>
<text id="11335007">Could this be a rain?</text>
<text id="11335008">Could this be a storm?</text>
<text id="11335009">Could this be a mist?</text>
<text id="11335010">Could this be a snow?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5548

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<text id="11331029">could this be a unfathomable sort?</text>
<text id="11331030">could this be a giant sort?</text>
<text id="11331031">could this be a sinner?</text>
<text id="11331032">could this be a thief?</text>
<text id="11331033">could this be a liar?</text>
<text id="11331034">could this be a dastard?</text>
<text id="11331035">could this be a traitor?</text>
<text id="11331036">could this be a pair?</text>
<text id="11331037">could this be a trio?</text>
<text id="11331038">could this be a noble?</text>
<text id="11331039">could this be a aristocrat?</text>
<text id="11331040">could this be a hero?</text>
<text id="11331041">could this be a champion?</text>
<text id="11331042">could this be a monarch?</text>
<text id="11331043">could this be a lord?</text>
<text id="11331044">could this be a god?</text>
<text id="11332001">could this be a item?</text>
<text id="11332002">could this be a necessary item?</text>
<text id="11332003">could this be a precious item?</text>
<text id="11332004">could this be a something?</text>
<text id="11332005">could this be a something incredible?</text>
<text id="11332006">could this be a treasure chest?</text>
<text id="11332007">could this be a corpse?</text>
<text id="11332008">could this be a coffin?</text>
<text id="11332009">could this be a trap?</text>
<text id="11332010">could this be a armament?</text>
<text id="11332011">could this be a shield?</text>
<text id="11332012">could this be a bow?</text>
<text id="11332013">could this be a projectile weapon?</text>
<text id="11332014">could this be a armor?</text>
<text id="11332015">could this be a talisman?</text>
<text id="11332016">could this be a skill?</text>
<text id="11332017">could this be a sorcery?</text>
<text id="11332018">could this be a incantation?</text>
<text id="11332019">could this be a map?</text>
<text id="11332020">could this be a material?</text>
<text id="11332021">could this be a flower?</text>
<text id="11332022">could this be a grass?</text>
<text id="11332023">could this be a tree?</text>
<text id="11332024">could this be a fruit?</text>
<text id="11332025">could this be a seed?</text>
<text id="11332026">could this be a mushroom?</text>
<text id="11332027">could this be a tear?</text>
<text id="11332028">could this be a crystal?</text>
<text id="11332029">could this be a butterfly?</text>
<text id="11332030">could this be a bug?</text>
<text id="11332031">could this be a dung?</text>
<text id="11332032">could this be a grace?</text>
<text id="11332033">could this be a door?</text>
<text id="11332034">could this be a key?</text>
<text id="11332035">could this be a ladder?</text>
<text id="11332036">could this be a lever?</text>
<text id="11332037">could this be a lift?</text>
<text id="11332038">could this be a spiritspring?</text>
<text id="11332039">could this be a sending gate?</text>
<text id="11332040">could this be a stone astrolabe?</text>
<text id="11332041">could this be a Birdseye Telescope?</text>
<text id="11332042">could this be a message?</text>
<text id="11332043">could this be a bloodstain?</text>
<text id="11332044">could this be a Erdtree?</text>
<text id="11332045">could this be a Elden Ring?</text>
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<text id="11333002">could this be a ranged battle?</text>
<text id="11333003">could this be a horseback battle?</text>
<text id="11333004">could this be a luring out?</text>
<text id="11333005">could this be a defeating one-by-one?</text>
<text id="11333006">could this be a taking on all at once?</text>
<text id="11333007">could this be a rushing in?</text>
<text id="11333008">could this be a stealth?</text>
<text id="11333009">could this be a mimicry?</text>
<text id="11333010">could this be a confusion?</text>
<text id="11333011">could this be a pursuit?</text>
<text id="11333012">could this be a fleeing?</text>
<text id="11333013">could this be a summoning?</text>
<text id="11333014">could this be a circling around?</text>
<text id="11333015">could this be a jumping off?</text>
<text id="11333016">could this be a dashing through?</text>
<text id="11333017">could this be a brief respite?</text>
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<text id="11334002">could this be a jump attack?</text>
<text id="11334003">could this be a running attack?</text>
<text id="11334004">could this be a critical hit?</text>
<text id="11334005">could this be a two-handing?</text>
<text id="11334006">could this be a blocking?</text>
<text id="11334007">could this be a parrying?</text>
<text id="11334008">could this be a guard counter?</text>
<text id="11334009">could this be a sorcery?</text>
<text id="11334010">could this be a incantation?</text>
<text id="11334011">could this be a skill?</text>
<text id="11334012">could this be a summoning?</text>
<text id="11334013">could this be a throwing?</text>
<text id="11334014">could this be a healing?</text>
<text id="11334015">could this be a running?</text>
<text id="11334016">could this be a rolling?</text>
<text id="11334017">could this be a backstepping?</text>
<text id="11334018">could this be a jumping?</text>
<text id="11334019">could this be a crouching?</text>
<text id="11334020">could this be a target lock?</text>
<text id="11334021">could this be a item crafting?</text>
<text id="11334022">could this be a gesturing?</text>
<text id="11335001">could this be a morning?</text>
<text id="11335002">could this be a noon?</text>
<text id="11335003">could this be a evening?</text>
<text id="11335004">could this be a night?</text>
<text id="11335005">could this be a clear sky?</text>
<text id="11335006">could this be a overcast?</text>
<text id="11335007">could this be a rain?</text>
<text id="11335008">could this be a storm?</text>
<text id="11335009">could this be a mist?</text>
<text id="11335010">could this be a snow?</text>
```

```
<text id="11335011">Could this be a patrolling?</text>
<text id="11335012">Could this be a procession?</text>
<text id="11335013">Could this be a crowd?</text>
<text id="11335014">Could this be a surprise attack?</text>
<text id="11335015">Could this be a ambush?</text>
<text id="11335016">Could this be a pincer attack?</text>
<text id="11335017">Could this be a beating to a pulp?</text>
<text id="11335018">Could this be a battle?</text>
<text id="11335019">Could this be a reinforcements?</text>
<text id="11335020">Could this be a ritual?</text>
<text id="11335021">Could this be a explosion?</text>
<text id="11335022">Could this be a high spot?</text>
<text id="11335023">Could this be a defensible spot?</text>
<text id="11335024">Could this be a climbable spot?</text>
<text id="11335025">Could this be a crossable spot?</text>
<text id="11335026">Could this be a bright spot?</text>
<text id="11335027">Could this be a dark spot?</text>
<text id="11335028">Could this be a open area?</text>
<text id="11335029">Could this be a cramped area?</text>
<text id="11335030">Could this be a hiding place?</text>
<text id="11335031">Could this be a sniping spot?</text>
<text id="11335032">Could this be a recon spot?</text>
<text id="11335033">Could this be a safety?</text>
<text id="11335034">Could this be a danger?</text>
<text id="11335035">Could this be a gorgeous view?</text>
<text id="11335036">Could this be a detour?</text>
<text id="11335037">Could this be a hidden path?</text>
<text id="11335038">Could this be a secret passage?</text>
<text id="11335039">Could this be a shortcut?</text>
<text id="11335040">Could this be a dead end?</text>
<text id="11335041">Could this be a looking away?</text>
<text id="11335042">Could this be a unnoticed?</text>
<text id="11335043">Could this be a out of stamina?</text>
<text id="11336001">Could this be a high road?</text>
<text id="11336002">Could this be a checkpoint?</text>
<text id="11336003">Could this be a bridge?</text>
<text id="11336004">Could this be a castle?</text>
<text id="11336005">Could this be a fort?</text>
<text id="11336006">Could this be a city?</text>
<text id="11336007">Could this be a ruins?</text>
<text id="11336008">Could this be a church?</text>
<text id="11336009">Could this be a tower?</text>
<text id="11336010">Could this be a camp site?</text>
<text id="11336011">Could this be a house?</text>
<text id="11336012">Could this be a cemetery?</text>
<text id="11336013">Could this be a underground tomb?</text>
<text id="11336014">Could this be a tunnel?</text>
<text id="11336015">Could this be a cave?</text>
<text id="11336016">Could this be a evergaol?</text>
<text id="11336017">Could this be a great tree?</text>
<text id="11336018">Could this be a cellar?</text>
<text id="11336019">Could this be a surface?</text>
<text id="11336020">Could this be a underground?</text>
<text id="11336021">Could this be a forest?</text>
<text id="11336022">Could this be a river?</text>
<text id="11336023">Could this be a lake?</text>
<text id="11336024">Could this be a bog?</text>
<text id="11336025">Could this be a mountain?</text>
<text id="11336026">Could this be a valley?</text>
<text id="11336027">Could this be a cliff?</text>
<text id="11336028">Could this be a waterside?</text>
<text id="11336029">Could this be a nest?</text>
<text id="11336030">Could this be a hole?</text>
<text id="11337001">Could this be a east?</text>
<text id="11337002">Could this be a west?</text>
<text id="11337003">Could this be a south?</text>
<text id="11337004">Could this be a north?</text>
<text id="11337005">Could this be a ahead?</text>
<text id="11337006">Could this be a behind?</text>
<text id="11337007">Could this be a left?</text>
<text id="11337008">Could this be a right?</text>
<text id="11337009">Could this be a center?</text>
<text id="11337010">Could this be a up?</text>
<text id="11337011">Could this be a down?</text>
<text id="11337012">Could this be a edge?</text>
<text id="11338001">Could this be a head?</text>
<text id="11338002">Could this be a stomach?</text>
<text id="11338003">Could this be a back?</text>
<text id="11338004">Could this be a arms?</text>
<text id="11338005">Could this be a legs?</text>
<text id="11338006">Could this be a rump?</text>
<text id="11338007">Could this be a tail?</text>
<text id="11338008">Could this be a core?</text>
<text id="11338009">Could this be a fingers?</text>
<text id="11339001">Could this be a physical?</text>
<text id="11339002">Could this be a standard?</text>
<text id="11339003">Could this be a striking?</text>
<text id="11339004">Could this be a slashing?</text>
<text id="11339005">Could this be a piercing?</text>
<text id="11339006">Could this be a fire?</text>
<text id="11339007">Could this be a lightning?</text>
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<text id="11339010">Could this be a poison?</text>
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<text id="11339012">Could this be a plaque?</text>
<text id="11339013">Could this be a hemorrhage?</text>
<text id="11339014">Could this be a frostbite?</text>
<text id="11339015">Could this be a sleep?</text>
<text id="11339016">Could this be a madness?</text>
<text id="11339017">Could this be a death?</text>
<text id="11340001">Could this be a life?</text>
<text id="11340002">Could this be a Death?</text>
<text id="11340003">Could this be a light?</text>
<text id="11340004">Could this be a dark?</text>
<text id="11340005">Could this be a stars?</text>
<text id="11340006">Could this be a fire?</text>
<text id="11340007">Could this be a Order?</text>
<text id="11340008">Could this be a chaos?</text>
<text id="11340009">Could this be a joy?</text>
<text id="11340010">Could this be a wrath?</text>
<text id="11340011">Could this be a suffering?</text>
<text id="11340012">Could this be a sadness?</text>
<text id="11340013">Could this be a comfort?</text>
<text id="11340014">Could this be a bliss?</text>
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<text id="11335011">could this be a patrolling?</text>
<text id="11335012">could this be a procession?</text>
<text id="11335013">could this be a crowd?</text>
<text id="11335014">could this be a surprise attack?</text>
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<text id="11335019">could this be a reinforcements?</text>
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<text id="11335021">could this be a explosion?</text>
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<text id="11335029">could this be a cramped area?</text>
<text id="11335030">could this be a hiding place?</text>
<text id="11335031">could this be a sniping spot?</text>
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<text id="11335033">could this be a safety?</text>
<text id="11335034">could this be a danger?</text>
<text id="11335035">could this be a gorgeous view?</text>
<text id="11335036">could this be a detour?</text>
<text id="11335037">could this be a hidden path?</text>
<text id="11335038">could this be a secret passage?</text>
<text id="11335039">could this be a shortcut?</text>
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<text id="11335042">could this be a unnoticed?</text>
<text id="11335043">could this be a out of stamina?</text>
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<text id="11336002">could this be a checkpoint?</text>
<text id="11336003">could this be a bridge?</text>
<text id="11336004">could this be a castle?</text>
<text id="11336005">could this be a fort?</text>
<text id="11336006">could this be a city?</text>
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<text id="11336029">could this be a nest?</text>
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<text id="11337001">could this be a east?</text>
<text id="11337002">could this be a west?</text>
<text id="11337003">could this be a south?</text>
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<text id="11337005">could this be a ahead?</text>
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<text id="11337007">could this be a left?</text>
<text id="11337008">could this be a right?</text>
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<text id="11337010">could this be a up?</text>
<text id="11337011">could this be a down?</text>
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<text id="11338004">could this be a arms?</text>
<text id="11338005">could this be a legs?</text>
<text id="11338006">could this be a rump?</text>
<text id="11338007">could this be a tail?</text>
<text id="11338008">could this be a core?</text>
<text id="11338009">could this be a fingers?</text>
<text id="11339001">could this be a physical?</text>
<text id="11339002">could this be a standard?</text>
<text id="11339003">could this be a striking?</text>
<text id="11339004">could this be a slashing?</text>
<text id="11339005">could this be a piercing?</text>
<text id="11339006">could this be a fire?</text>
<text id="11339007">could this be a lightning?</text>
<text id="11339008">could this be a magic?</text>
<text id="11339009">could this be a holy?</text>
<text id="11339010">could this be a poison?</text>
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<text id="11339015">could this be a sleep?</text>
<text id="11339016">could this be a madness?</text>
<text id="11339017">could this be a death?</text>
<text id="11340001">could this be a life?</text>
<text id="11340002">could this be a Death?</text>
<text id="11340003">could this be a light?</text>
<text id="11340004">could this be a dark?</text>
<text id="11340005">could this be a stars?</text>
<text id="11340006">could this be a fire?</text>
<text id="11340007">could this be a Order?</text>
<text id="11340008">could this be a chaos?</text>
<text id="11340009">could this be a joy?</text>
<text id="11340010">could this be a wrath?</text>
<text id="11340011">could this be a suffering?</text>
<text id="11340012">could this be a sadness?</text>
<text id="11340013">could this be a comfort?</text>
<text id="11340014">could this be a bliss?</text>
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5698    <text id="11340015">Could this be a misfortune?</text>
5699    <text id="11340016">Could this be a good fortune?</text>
5700    <text id="11340017">Could this be a bad luck?</text>
5701    <text id="11340018">Could this be a hope?</text>
5702    <text id="11340019">Could this be a despair?</text>
5703    <text id="11340020">Could this be a victory?</text>
5704    <text id="11340021">Could this be a defeat?</text>
5705    <text id="11340022">Could this be a research?</text>
5706    <text id="11340023">Could this be a faith?</text>
5707    <text id="11340024">Could this be a abundance?</text>
5708    <text id="11340025">Could this be a rot?</text>
5709    <text id="11340026">Could this be a loyalty?</text>
5710    <text id="11340027">Could this be a injustice?</text>
5711    <text id="11340028">Could this be a secret?</text>
5712    <text id="11340029">Could this be a opportunity?</text>
5713    <text id="11340030">Could this be a pickle?</text>
5714    <text id="11340031">Could this be a clue?</text>
5715    <text id="11340032">Could this be a friendship?</text>
5716    <text id="11340033">Could this be a love?</text>
5717    <text id="11340034">Could this be a bravery?</text>
5718    <text id="11340035">Could this be a vigor?</text>
5719    <text id="11340036">Could this be a fortitude?</text>
5720    <text id="11340037">Could this be a confidence?</text>
5721    <text id="11340038">Could this be a inadvertent?</text>
5722    <text id="11340039">Could this be a unguarded?</text>
5723    <text id="11340040">Could this be a introspection?</text>
5724    <text id="11340041">Could this be a regret?</text>
5725    <text id="11340042">Could this be a giving up?</text>
5726    <text id="11340043">Could this be a futility?</text>
5727    <text id="11340044">Could this be a at the limit?</text>
5728    <text id="11340045">Could this be a betrayal?</text>
5729    <text id="11340046">Could this be a revenge?</text>
5730    <text id="11340047">Could this be a destroy?</text>
5731    <text id="11340048">Could this be a recklessness?</text>
5732    <text id="11340049">Could this be a calmness?</text>
5733    <text id="11340050">Could this be a vigilance?</text>
5734    <text id="11340051">Could this be a tranquility?</text>
5735    <text id="11340052">Could this be a sound?</text>
5736    <text id="11340053">Could this be a tears?</text>
5737    <text id="11340054">Could this be a sleep?</text>
5738    <text id="11340055">Could this be a depths?</text>
5739    <text id="11340056">Could this be a dregs?</text>
5740    <text id="11340057">Could this be a fear?</text>
5741    <text id="11340058">Could this be a sacrifice?</text>
5742    <text id="11340059">Could this be a ruin?</text>
5743    <text id="11341001">Could this be a good luck?</text>
5744    <text id="11341002">Could this be a look carefully?</text>
5745    <text id="11341003">Could this be a listen carefully?</text>
5746    <text id="11341004">Could this be a think carefully?</text>
5747    <text id="11341005">Could this be a well done?</text>
5748    <text id="11341006">Could this be a I did it!?</text>
5749    <text id="11341007">Could this be a I've failed...?</text>
5750    <text id="11341008">Could this be a here!?</text>
5751    <text id="11341009">Could this be a not here!?</text>
5752    <text id="11341010">Could this be a don't you dare!?</text>
5753    <text id="11341011">Could this be a do it!?</text>
5754    <text id="11341012">Could this be a I can't take this...?</
        text>
5755    <text id="11341013">Could this be a don't think?</text>
5756    <text id="11341014">Could this be a so lonely...?</text>
5757    <text id="11341015">Could this be a here again...?</text>
5758    <text id="11341016">Could this be a just getting started?</
        text>
5759    <text id="11341017">Could this be a stay calm?</text>
5760    <text id="11341018">Could this be a keep moving?</text>
5761    <text id="11341019">Could this be a turn back?</text>
5762    <text id="11341020">Could this be a give up?</text>
5763    <text id="11341021">Could this be a don't give up?</text>
5764    <text id="11341022">Could this be a help me...?</text>
5765    <text id="11341023">Could this be a I don't believe it...?</
        text>
5766    <text id="11341024">Could this be a too high up?</text>
5767    <text id="11341025">Could this be a I want to go home...?</
        text>
5768    <text id="11341026">Could this be a it's like a dream...?</
        text>
5769    <text id="11341027">Could this be a seems familiar...?</text>
5770    <text id="11341028">Could this be a beautiful...?</text>
5771    <text id="11341029">Could this be a you don't have the right?
        </text>
5772    <text id="11341030">Could this be a are you ready??</text>
5773    <text id="11430001">Time for enemy</text>
5774    <text id="11430002">Time for weak foe</text>
5775    <text id="11430003">Time for strong foe</text>
5776    <text id="11430004">Time for monster</text>
5777    <text id="11430005">Time for dragon</text>
5778    <text id="11430006">Time for boss</text>
5779    <text id="11430007">Time for sentry</text>
5780    <text id="11430008">Time for group</text>
5781    <text id="11430009">Time for pack</text>
5782    <text id="11430010">Time for decoy</text>
5783    <text id="11430011">Time for undead</text>
5784    <text id="11430012">Time for soldier</text>
5785    <text id="11430013">Time for knight</text>
5786    <text id="11430014">Time for cavalier</text>
5787    <text id="11430015">Time for archer</text>
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5789    <text id="11430017">Time for mage</text>
5790    <text id="11430018">Time for ordnance</text>
5791    <text id="11430019">Time for monarch</text>
5792    <text id="11430020">Time for lord</text>
5793    <text id="11430021">Time for demi-human</text>
5794    <text id="11430022">Time for outsider</text>
5795    <text id="11430023">Time for giant</text>
5796    <text id="11430024">Time for horse</text>
5797    <text id="11430025">Time for dog</text>
5798    <text id="11430026">Time for wolf</text>
5799    <text id="11430027">Time for rat</text>
5800    <text id="11430028">Time for beast</text>
5801    <text id="11430029">Time for bird</text>
5802    <text id="11430030">Time for raptor</text>
5803    <text id="11430031">Time for snake</text>
5804    <text id="11430032">Time for crab</text>
5805    <text id="11430033">Time for prawn</text>
5806    <text id="11430034">Time for octopus</text>
```

```
5773    <text id="11340015">could this be a misfortune?</text>
5774    <text id="11340016">could this be a good fortune?</text>
5775    <text id="11340017">could this be a bad luck?</text>
5776    <text id="11340018">could this be a hope?</text>
5777    <text id="11340019">could this be a despair?</text>
5778    <text id="11340020">could this be a victory?</text>
5779    <text id="11340021">could this be a defeat?</text>
5780    <text id="11340022">could this be a research?</text>
5781    <text id="11340023">could this be a faith?</text>
5782    <text id="11340024">could this be a abundance?</text>
5783    <text id="11340025">could this be a rot?</text>
5784    <text id="11340026">could this be a loyalty?</text>
5785    <text id="11340027">could this be a injustice?</text>
5786    <text id="11340028">could this be a secret?</text>
5787    <text id="11340029">could this be a opportunity?</text>
5788    <text id="11340030">could this be a pickle?</text>
5789    <text id="11340031">could this be a clue?</text>
5790    <text id="11340032">could this be a friendship?</text>
5791    <text id="11340033">could this be a love?</text>
5792    <text id="11340034">could this be a bravery?</text>
5793    <text id="11340035">could this be a vigor?</text>
5794    <text id="11340036">could this be a fortitude?</text>
5795    <text id="11340037">could this be a confidence?</text>
5796    <text id="11340038">could this be a distracted?</text>
5797    <text id="11340039">could this be a unguarded?</text>
5798    <text id="11340040">could this be a introspection?</text>
5799    <text id="11340041">could this be a regret?</text>
5800    <text id="11340042">could this be a resignation?</text>
5801    <text id="11340043">could this be a futility?</text>
5802    <text id="11340044">could this be a on the brink?</text>
5803    <text id="11340045">could this be a betrayal?</text>
5804    <text id="11340046">could this be a revenge?</text>
5805    <text id="11340047">could this be a destruction?</text>
5806    <text id="11340048">could this be a recklessness?</text>
5807    <text id="11340049">could this be a calmness?</text>
5808    <text id="11340050">could this be a vigilance?</text>
5809    <text id="11340051">could this be a tranquility?</text>
5810    <text id="11340052">could this be a sound?</text>
5811    <text id="11340053">could this be a tears?</text>
5812    <text id="11340054">could this be a sleep?</text>
5813    <text id="11340055">could this be a depths?</text>
5814    <text id="11340056">could this be a dregs?</text>
5815    <text id="11340057">could this be a fear?</text>
5816    <text id="11340058">could this be a sacrifice?</text>
5817    <text id="11340059">could this be a ruin?</text>
5818    <text id="11341001">could this be a good luck?</text>
5819    <text id="11341002">could this be a look carefully?</text>
5820    <text id="11341003">could this be a listen carefully?</text>
5821    <text id="11341004">could this be a think carefully?</text>
5822    <text id="11341005">could this be a well done?</text>
5823    <text id="11341006">could this be a I did it!?</text>
5824    <text id="11341007">could this be a I've failed...?</text>
5825    <text id="11341008">could this be a here!?</text>
5826    <text id="11341009">could this be a not here!?</text>
5827    <text id="11341010">could this be a don't you dare!?</text>
5828    <text id="11341011">could this be a do it!?</text>
5829    <text id="11341012">could this be a I can't take this...?</
        text>
5830    <text id="11341013">could this be a don't think?</text>
5831    <text id="11341014">could this be a so lonely...?</text>
5832    <text id="11341015">could this be a here again...?</text>
5833    <text id="11341016">could this be a just getting started?</
        text>
5834    <text id="11341017">could this be a stay calm?</text>
5835    <text id="11341018">could this be a keep moving?</text>
5836    <text id="11341019">could this be a turn back?</text>
5837    <text id="11341020">could this be a give up?</text>
5838    <text id="11341021">could this be a don't give up?</text>
5839    <text id="11341022">could this be a help me...?</text>
5840    <text id="11341023">could this be a I don't believe it...?</
        text>
5841    <text id="11341024">could this be a too high up?</text>
5842    <text id="11341025">could this be a I want to go home...?</
        text>
5843    <text id="11341026">could this be a it's like a dream...?</
        text>
5844    <text id="11341027">could this be a seems familiar...?</text>
5845    <text id="11341028">could this be a beautiful...?</text>
5846    <text id="11341029">could this be a you don't have the right?
        </text>
5847    <text id="11341030">could this be a are you ready??</text>
5848    <text id="11430001">time for enemy</text>
5849    <text id="11430002">time for weak foe</text>
5850    <text id="11430003">time for strong foe</text>
5851    <text id="11430004">time for monster</text>
5852    <text id="11430005">time for dragon</text>
5853    <text id="11430006">time for boss</text>
5854    <text id="11430007">time for sentry</text>
5855    <text id="11430008">time for group</text>
5856    <text id="11430009">time for pack</text>
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5858    <text id="11430011">time for undead</text>
5859    <text id="11430012">time for soldier</text>
5860    <text id="11430013">time for knight</text>
5861    <text id="11430014">time for cavalier</text>
5862    <text id="11430015">time for archer</text>
5863    <text id="11430016">time for sniper</text>
5864    <text id="11430017">time for mage</text>
5865    <text id="11430018">time for ordnance</text>
5866    <text id="11430019">time for monarch</text>
5867    <text id="11430020">time for lord</text>
5868    <text id="11430021">time for demi-human</text>
5869    <text id="11430022">time for outsider</text>
5870    <text id="11430023">time for giant</text>
5871    <text id="11430024">time for horse</text>
5872    <text id="11430025">time for dog</text>
5873    <text id="11430026">time for wolf</text>
5874    <text id="11430027">time for rat</text>
5875    <text id="11430028">time for beast</text>
5876    <text id="11430029">time for bird</text>
5877    <text id="11430030">time for raptor</text>
5878    <text id="11430031">time for snake</text>
5879    <text id="11430032">time for crab</text>
5880    <text id="11430033">time for prawn</text>
5881    <text id="11430034">time for octopus</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5807

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<text id="11430035">Time for bug</text>
<text id="11430036">Time for scarab</text>
<text id="11430037">Time for slug</text>
<text id="11430038">Time for wraith</text>
<text id="11430039">Time for skeleton</text>
<text id="11430040">Time for monstrosity</text>
<text id="11430041">Time for Ill-omened creature</text>
<text id="11431001">Time for Tarnished</text>
<text id="11431002">Time for warrior</text>
<text id="11431003">Time for swordsman</text>
<text id="11431004">Time for knight</text>
<text id="11431005">Time for samurai</text>
<text id="11431006">Time for sorcerer</text>
<text id="11431007">Time for cleric</text>
<text id="11431008">Time for sage</text>
<text id="11431009">Time for merchant</text>
<text id="11431010">Time for teacher</text>
<text id="11431011">Time for master</text>
<text id="11431012">Time for friend</text>
<text id="11431013">Time for lover</text>
<text id="11431014">Time for old dear</text>
<text id="11431015">Time for old codger </text>
<text id="11431016">Time for angel</text>
<text id="11431017">Time for fat coinpurse</text>
<text id="11431018">Time for pauper</text>
<text id="11431019">Time for good sort</text>
<text id="11431020">Time for wicked sort</text>
<text id="11431021">Time for plump sort</text>
<text id="11431022">Time for skinny sort</text>
<text id="11431023">Time for lovable sort</text>
<text id="11431024">Time for pathetic sort</text>
<text id="11431025">Time for strange sort</text>
<text id="11431026">Time for nimble sort</text>
<text id="11431027">Time for laggardly sort</text>
<text id="11431028">Time for invisible sort</text>
<text id="11431029">Time for unfathomable sort</text>
<text id="11431030">Time for giant sort</text>
<text id="11431031">Time for sinner</text>
<text id="11431032">Time for thief</text>
<text id="11431033">Time for liar</text>
<text id="11431034">Time for dastard</text>
<text id="11431035">Time for traitor</text>
<text id="11431036">Time for pair</text>
<text id="11431037">Time for trio</text>
<text id="11431038">Time for noble</text>
<text id="11431039">Time for aristocrat</text>
<text id="11431040">Time for hero</text>
<text id="11431041">Time for champion</text>
<text id="11431042">Time for monarch</text>
<text id="11431043">Time for lord</text>
<text id="11431044">Time for god</text>
<text id="11432001">Time for item</text>
<text id="11432002">Time for necessary item</text>
<text id="11432003">Time for precious item</text>
<text id="11432004">Time for something</text>
<text id="11432005">Time for something incredible</text>
<text id="11432006">Time for treasure chest</text>
<text id="11432007">Time for corpse</text>
<text id="11432008">Time for coffin</text>
<text id="11432009">Time for trap</text>
<text id="11432010">Time for armament</text>
<text id="11432011">Time for shield</text>
<text id="11432012">Time for bow</text>
<text id="11432013">Time for projectile weapon</text>
<text id="11432014">Time for armor</text>
<text id="11432015">Time for talisman</text>
<text id="11432016">Time for battle art</text>
<text id="11432017">Time for sorcery</text>
<text id="11432018">Time for incantation</text>
<text id="11432019">Time for map</text>
<text id="11432020">Time for material</text>
<text id="11432021">Time for flower</text>
<text id="11432022">Time for grass</text>
<text id="11432023">Time for tree</text>
<text id="11432024">Time for fruit</text>
<text id="11432025">Time for seed</text>
<text id="11432026">Time for mushroom</text>
<text id="11432027">Time for tear</text>
<text id="11432028">Time for crystal</text>
<text id="11432029">Time for butterfly</text>
<text id="11432030">Time for bug</text>
<text id="11432031">Time for dung</text>
<text id="11432032">Time for grace</text>
<text id="11432033">Time for door</text>
<text id="11432034">Time for key</text>
<text id="11432035">Time for ladder</text>
<text id="11432036">Time for lever</text>
<text id="11432037">Time for lift</text>
<text id="11432038">Time for spiritspring</text>
<text id="11432039">Time for warpstone</text>
<text id="11432040">Time for stone astrolabe</text>
<text id="11432041">Time for telescopic view</text>
<text id="11432042">Time for message</text>
<text id="11432043">Time for bloodstain</text>
<text id="11432044">Time for Erdtree</text>
<text id="11432045">Time for Elden Ring</text>
<text id="11433001">Time for close-quarters battle</text>
<text id="11433002">Time for ranged battle</text>
<text id="11433003">Time for horseback battle</text>
<text id="11433004">Time for luring out</text>
<text id="11433005">Time for defeating one-by-one</text>
<text id="11433006">Time for taking on all at once</text>
<text id="11433007">Time for rushing in</text>
<text id="11433008">Time for stealth</text>
<text id="11433009">Time for mimicry</text>
<text id="11433010">Time for confusion</text>
<text id="11433011">Time for pursuit</text>
<text id="11433012">Time for fleeing</text>
<text id="11433013">Time for summoning</text>
<text id="11433014">Time for circling around</text>
<text id="11433015">Time for jumping off</text>
<text id="11433016">Time for dashing through</text>
<text id="11433017">Time for brief respite</text>
<text id="11434001">Time for attacking</text>
<text id="11434002">Time for jump attack</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5882

```
<text id="11430035">time for bug</text>
<text id="11430036">time for scarab</text>
<text id="11430037">time for slug</text>
<text id="11430038">time for wraith</text>
<text id="11430039">time for skeleton</text>
<text id="11430040">time for monstrosity</text>
<text id="11430041">time for ill-omened creature</text>
<text id="11431001">time for Tarnished</text>
<text id="11431002">time for warrior</text>
<text id="11431003">time for swordfighter</text>
<text id="11431004">time for knight</text>
<text id="11431005">time for samurai</text>
<text id="11431006">time for sorcerer</text>
<text id="11431007">time for cleric</text>
<text id="11431008">time for sage</text>
<text id="11431009">time for merchant</text>
<text id="11431010">time for teacher</text>
<text id="11431011">time for master</text>
<text id="11431012">time for friend</text>
<text id="11431013">time for lover</text>
<text id="11431014">time for old dear</text>
<text id="11431015">time for old codger </text>
<text id="11431016">time for angel</text>
<text id="11431017">time for fat coinpurse</text>
<text id="11431018">time for pauper</text>
<text id="11431019">time for good sort</text>
<text id="11431020">time for wicked sort</text>
<text id="11431021">time for plump sort</text>
<text id="11431022">time for skinny sort</text>
<text id="11431023">time for lovable sort</text>
<text id="11431024">time for pathetic sort</text>
<text id="11431025">time for strange sort</text>
<text id="11431026">time for nimble sort</text>
<text id="11431027">time for laggardly sort</text>
<text id="11431028">time for invisible sort</text>
<text id="11431029">time for unfathomable sort</text>
<text id="11431030">time for giant sort</text>
<text id="11431031">time for sinner</text>
<text id="11431032">time for thief</text>
<text id="11431033">time for liar</text>
<text id="11431034">time for dastard</text>
<text id="11431035">time for traitor</text>
<text id="11431036">time for pair</text>
<text id="11431037">time for trio</text>
<text id="11431038">time for noble</text>
<text id="11431039">time for aristocrat</text>
<text id="11431040">time for hero</text>
<text id="11431041">time for champion</text>
<text id="11431042">time for monarch</text>
<text id="11431043">time for lord</text>
<text id="11431044">time for god</text>
<text id="11432001">time for item</text>
<text id="11432002">time for necessary item</text>
<text id="11432003">time for precious item</text>
<text id="11432004">time for something</text>
<text id="11432005">time for something incredible</text>
<text id="11432006">time for treasure chest</text>
<text id="11432007">time for corpse</text>
<text id="11432008">time for coffin</text>
<text id="11432009">time for trap</text>
<text id="11432010">time for armament</text>
<text id="11432011">time for shield</text>
<text id="11432012">time for bow</text>
<text id="11432013">time for projectile weapon</text>
<text id="11432014">time for armor</text>
<text id="11432015">time for talisman</text>
<text id="11432016">time for skill</text>
<text id="11432017">time for sorcery</text>
<text id="11432018">time for incantation</text>
<text id="11432019">time for map</text>
<text id="11432020">time for material</text>
<text id="11432021">time for flower</text>
<text id="11432022">time for grass</text>
<text id="11432023">time for tree</text>
<text id="11432024">time for fruit</text>
<text id="11432025">time for seed</text>
<text id="11432026">time for mushroom</text>
<text id="11432027">time for tear</text>
<text id="11432028">time for crystal</text>
<text id="11432029">time for butterfly</text>
<text id="11432030">time for bug</text>
<text id="11432031">time for dung</text>
<text id="11432032">time for grace</text>
<text id="11432033">time for door</text>
<text id="11432034">time for key</text>
<text id="11432035">time for ladder</text>
<text id="11432036">time for lever</text>
<text id="11432037">time for lift</text>
<text id="11432038">time for spiritspring</text>
<text id="11432039">time for sending gate</text>
<text id="11432040">time for stone astrolabe</text>
<text id="11432041">time for Birdseye Telescope</text>
<text id="11432042">time for message</text>
<text id="11432043">time for bloodstain</text>
<text id="11432044">time for Erdtree</text>
<text id="11432045">time for Elden Ring</text>
<text id="11433001">time for close-quarters battle</text>
<text id="11433002">time for ranged battle</text>
<text id="11433003">time for horseback battle</text>
<text id="11433004">time for luring out</text>
<text id="11433005">time for defeating one-by-one</text>
<text id="11433006">time for taking on all at once</text>
<text id="11433007">time for rushing in</text>
<text id="11433008">time for stealth</text>
<text id="11433009">time for mimicry</text>
<text id="11433010">time for confusion</text>
<text id="11433011">time for pursuit</text>
<text id="11433012">time for fleeing</text>
<text id="11433013">time for summoning</text>
<text id="11433014">time for circling around</text>
<text id="11433015">time for jumping off</text>
<text id="11433016">time for dashing through</text>
<text id="11433017">time for brief respite</text>
<text id="11434001">time for attacking</text>
<text id="11434002">time for jump attack</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5922

```
<text id="11434003">Time for running attack</text>
<text id="11434004">Time for critical hit</text>
<text id="11434005">Time for two-handing</text>
<text id="11434006">Time for blocking</text>
<text id="11434007">Time for parrying</text>
<text id="11434008">Time for guard counter</text>
<text id="11434009">Time for sorcery</text>
<text id="11434010">Time for incantation</text>
<text id="11434011">Time for skill</text>
<text id="11434012">Time for summoning</text>
<text id="11434013">Time for throwing</text>
<text id="11434014">Time for healing</text>
<text id="11434015">Time for running</text>
<text id="11434016">Time for rolling</text>
<text id="11434017">Time for backstepping</text>
<text id="11434018">Time for jumping</text>
<text id="11434019">Time for crouching</text>
<text id="11434020">Time for target lock</text>
<text id="11434021">Time for item crafting</text>
<text id="11434022">Time for gesturing</text>
<text id="11435001">Time for morning</text>
<text id="11435002">Time for noon</text>
<text id="11435003">Time for evening</text>
<text id="11435004">Time for night</text>
<text id="11435005">Time for clear sky</text>
<text id="11435006">Time for overcast</text>
<text id="11435007">Time for rain</text>
<text id="11435008">Time for storm</text>
<text id="11435009">Time for mist</text>
<text id="11435010">Time for snow</text>
<text id="11435011">Time for patrolling</text>
<text id="11435012">Time for procession</text>
<text id="11435013">Time for crowd</text>
<text id="11435014">Time for surprise attack</text>
<text id="11435015">Time for ambush</text>
<text id="11435016">Time for pincer attack</text>
<text id="11435017">Time for beating to a pulp</text>
<text id="11435018">Time for battle</text>
<text id="11435019">Time for reinforcements</text>
<text id="11435020">Time for ritual</text>
<text id="11435021">Time for explosion</text>
<text id="11435022">Time for high spot</text>
<text id="11435023">Time for defensible spot</text>
<text id="11435024">Time for climbable spot</text>
<text id="11435025">Time for crossable spot</text>
<text id="11435026">Time for bright spot</text>
<text id="11435027">Time for dark spot</text>
<text id="11435028">Time for open area</text>
<text id="11435029">Time for cramped area</text>
<text id="11435030">Time for hiding place</text>
<text id="11435031">Time for sniping spot</text>
<text id="11435032">Time for recon spot</text>
<text id="11435033">Time for safety</text>
<text id="11435034">Time for danger</text>
<text id="11435035">Time for gorgeous view</text>
<text id="11435036">Time for detour</text>
<text id="11435037">Time for hidden path</text>
<text id="11435038">Time for secret passage</text>
<text id="11435039">Time for shortcut</text>
<text id="11435040">Time for dead end</text>
<text id="11435041">Time for looking away</text>
<text id="11435042">Time for unnoticed</text>
<text id="11435043">Time for out of stamina</text>
<text id="11436001">Time for high road</text>
<text id="11436002">Time for checkpoint</text>
<text id="11436003">Time for bridge</text>
<text id="11436004">Time for castle</text>
<text id="11436005">Time for fort</text>
<text id="11436006">Time for city</text>
<text id="11436007">Time for ruins</text>
<text id="11436008">Time for church</text>
<text id="11436009">Time for tower</text>
<text id="11436010">Time for camp site</text>
<text id="11436011">Time for house</text>
<text id="11436012">Time for cemetery</text>
<text id="11436013">Time for underground tomb</text>
<text id="11436014">Time for tunnel</text>
<text id="11436015">Time for cave</text>
<text id="11436016">Time for evergaol</text>
<text id="11436017">Time for great tree</text>
<text id="11436018">Time for cellar</text>
<text id="11436019">Time for surface</text>
<text id="11436020">Time for underground</text>
<text id="11436021">Time for forest</text>
<text id="11436022">Time for river</text>
<text id="11436023">Time for lake</text>
<text id="11436024">Time for bog</text>
<text id="11436025">Time for mountain</text>
<text id="11436026">Time for valley</text>
<text id="11436027">Time for cliff</text>
<text id="11436028">Time for waterside</text>
<text id="11436029">Time for nest</text>
<text id="11436030">Time for hole</text>
<text id="11437001">Time for east</text>
<text id="11437002">Time for west</text>
<text id="11437003">Time for south</text>
<text id="11437004">Time for north</text>
<text id="11437005">Time for ahead</text>
<text id="11437006">Time for behind</text>
<text id="11437007">Time for left</text>
<text id="11437008">Time for right</text>
<text id="11437009">Time for center</text>
<text id="11437010">Time for up</text>
<text id="11437011">Time for down</text>
<text id="11437012">Time for edge</text>
<text id="11438001">Time for head</text>
<text id="11438002">Time for stomach</text>
<text id="11438003">Time for back</text>
<text id="11438004">Time for arms</text>
<text id="11438005">Time for legs</text>
<text id="11438006">Time for rump</text>
<text id="11438007">Time for tail</text>
<text id="11438008">Time for core</text>
<text id="11438009">Time for fingers</text>
<text id="11439001">Time for physical</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 5997

```
<text id="11434003">time for running attack</text>
<text id="11434004">time for critical hit</text>
<text id="11434005">time for two-handing</text>
<text id="11434006">time for blocking</text>
<text id="11434007">time for parrying</text>
<text id="11434008">time for guard counter</text>
<text id="11434009">time for sorcery</text>
<text id="11434010">time for incantation</text>
<text id="11434011">time for skill</text>
<text id="11434012">time for summoning</text>
<text id="11434013">time for throwing</text>
<text id="11434014">time for healing</text>
<text id="11434015">time for running</text>
<text id="11434016">time for rolling</text>
<text id="11434017">time for backstepping</text>
<text id="11434018">time for jumping</text>
<text id="11434019">time for crouching</text>
<text id="11434020">time for target lock</text>
<text id="11434021">time for item crafting</text>
<text id="11434022">time for gesturing</text>
<text id="11435001">time for morning</text>
<text id="11435002">time for noon</text>
<text id="11435003">time for evening</text>
<text id="11435004">time for night</text>
<text id="11435005">time for clear sky</text>
<text id="11435006">time for overcast</text>
<text id="11435007">time for rain</text>
<text id="11435008">time for storm</text>
<text id="11435009">time for mist</text>
<text id="11435010">time for snow</text>
<text id="11435011">time for patrolling</text>
<text id="11435012">time for procession</text>
<text id="11435013">time for crowd</text>
<text id="11435014">time for surprise attack</text>
<text id="11435015">time for ambush</text>
<text id="11435016">time for pincer attack</text>
<text id="11435017">time for beating to a pulp</text>
<text id="11435018">time for battle</text>
<text id="11435019">time for reinforcements</text>
<text id="11435020">time for ritual</text>
<text id="11435021">time for explosion</text>
<text id="11435022">time for high spot</text>
<text id="11435023">time for defensible spot</text>
<text id="11435024">time for climbable spot</text>
<text id="11435025">time for crossable spot</text>
<text id="11435026">time for bright spot</text>
<text id="11435027">time for dark spot</text>
<text id="11435028">time for open area</text>
<text id="11435029">time for cramped area</text>
<text id="11435030">time for hiding place</text>
<text id="11435031">time for sniping spot</text>
<text id="11435032">time for recon spot</text>
<text id="11435033">time for safety</text>
<text id="11435034">time for danger</text>
<text id="11435035">time for gorgeous view</text>
<text id="11435036">time for detour</text>
<text id="11435037">time for hidden path</text>
<text id="11435038">time for secret passage</text>
<text id="11435039">time for shortcut</text>
<text id="11435040">time for dead end</text>
<text id="11435041">time for looking away</text>
<text id="11435042">time for unnoticed</text>
<text id="11435043">time for out of stamina</text>
<text id="11436001">time for high road</text>
<text id="11436002">time for checkpoint</text>
<text id="11436003">time for bridge</text>
<text id="11436004">time for castle</text>
<text id="11436005">time for fort</text>
<text id="11436006">time for city</text>
<text id="11436007">time for ruins</text>
<text id="11436008">time for church</text>
<text id="11436009">time for tower</text>
<text id="11436010">time for camp site</text>
<text id="11436011">time for house</text>
<text id="11436012">time for cemetery</text>
<text id="11436013">time for underground tomb</text>
<text id="11436014">time for tunnel</text>
<text id="11436015">time for cave</text>
<text id="11436016">time for evergaol</text>
<text id="11436017">time for great tree</text>
<text id="11436018">time for cellar</text>
<text id="11436019">time for surface</text>
<text id="11436020">time for underground</text>
<text id="11436021">time for forest</text>
<text id="11436022">time for river</text>
<text id="11436023">time for lake</text>
<text id="11436024">time for bog</text>
<text id="11436025">time for mountain</text>
<text id="11436026">time for valley</text>
<text id="11436027">time for cliff</text>
<text id="11436028">time for waterside</text>
<text id="11436029">time for nest</text>
<text id="11436030">time for hole</text>
<text id="11437001">time for east</text>
<text id="11437002">time for west</text>
<text id="11437003">time for south</text>
<text id="11437004">time for north</text>
<text id="11437005">time for ahead</text>
<text id="11437006">time for behind</text>
<text id="11437007">time for left</text>
<text id="11437008">time for right</text>
<text id="11437009">time for center</text>
<text id="11437010">time for up</text>
<text id="11437011">time for down</text>
<text id="11437012">time for edge</text>
<text id="11438001">time for head</text>
<text id="11438002">time for stomach</text>
<text id="11438003">time for back</text>
<text id="11438004">time for arms</text>
<text id="11438005">time for legs</text>
<text id="11438006">time for rump</text>
<text id="11438007">time for tail</text>
<text id="11438008">time for core</text>
<text id="11438009">time for fingers</text>
<text id="11439001">time for physical</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6037

```
<text id="11439002">Time for standard</text>
<text id="11439003">Time for striking</text>
<text id="11439004">Time for slashing</text>
<text id="11439005">Time for piercing</text>
<text id="11439006">Time for fire</text>
<text id="11439007">Time for lightning</text>
<text id="11439008">Time for sorcery</text>
<text id="11439009">Time for holy</text>
<text id="11439010">Time for poison</text>
<text id="11439011">Time for toxic</text>
<text id="11439012">Time for plaque</text>
<text id="11439013">Time for hemorrhage</text>
<text id="11439014">Time for frostbite</text>
<text id="11439015">Time for sleep</text>
<text id="11439016">Time for madness</text>
<text id="11439017">Time for death</text>
<text id="11440001">Time for life</text>
<text id="11440002">Time for Death</text>
<text id="11440003">Time for light</text>
<text id="11440004">Time for dark</text>
<text id="11440005">Time for stars</text>
<text id="11440006">Time for fire</text>
<text id="11440007">Time for Order</text>
<text id="11440008">Time for chaos</text>
<text id="11440009">Time for joy</text>
<text id="11440010">Time for wrath</text>
<text id="11440011">Time for suffering</text>
<text id="11440012">Time for sadness</text>
<text id="11440013">Time for comfort</text>
<text id="11440014">Time for bliss</text>
<text id="11440015">Time for misfortune</text>
<text id="11440016">Time for good fortune</text>
<text id="11440017">Time for bad luck</text>
<text id="11440018">Time for hope</text>
<text id="11440019">Time for despair</text>
<text id="11440020">Time for victory</text>
<text id="11440021">Time for defeat</text>
<text id="11440022">Time for research</text>
<text id="11440023">Time for faith</text>
<text id="11440024">Time for abundance</text>
<text id="11440025">Time for rot</text>
<text id="11440026">Time for loyalty</text>
<text id="11440027">Time for injustice</text>
<text id="11440028">Time for secret</text>
<text id="11440029">Time for opportunity</text>
<text id="11440030">Time for pickle</text>
<text id="11440031">Time for clue</text>
<text id="11440032">Time for friendship</text>
<text id="11440033">Time for love</text>
<text id="11440034">Time for bravery</text>
<text id="11440035">Time for vigor</text>
<text id="11440036">Time for fortitude</text>
<text id="11440037">Time for confidence</text>
<text id="11440038">Time for inadvertent</text>
<text id="11440039">Time for unguarded</text>
<text id="11440040">Time for introspection</text>
<text id="11440041">Time for regret</text>
<text id="11440042">Time for giving up</text>
<text id="11440043">Time for futility</text>
<text id="11440044">Time for at the limit</text>
<text id="11440045">Time for betrayal</text>
<text id="11440046">Time for revenge</text>
<text id="11440047">Time for destroy</text>
<text id="11440048">Time for recklessness</text>
<text id="11440049">Time for calmness</text>
<text id="11440050">Time for vigilance</text>
<text id="11440051">Time for tranquility</text>
<text id="11440052">Time for sound</text>
<text id="11440053">Time for tears</text>
<text id="11440054">Time for sleep</text>
<text id="11440055">Time for depths</text>
<text id="11440056">Time for dregs</text>
<text id="11440057">Time for fear</text>
<text id="11440058">Time for sacrifice</text>
<text id="11440059">Time for ruin</text>
<text id="11441001">Time for good luck</text>
<text id="11441002">Time for look carefully</text>
<text id="11441003">Time for listen carefully</text>
<text id="11441004">Time for think carefully</text>
<text id="11441005">Time for well done</text>
<text id="11441006">Time for I did it!</text>
<text id="11441007">Time for I've failed...</text>
<text id="11441008">Time for here!</text>
<text id="11441009">Time for not here!</text>
<text id="11441010">Time for don't you dare!</text>
<text id="11441011">Time for do it!</text>
<text id="11441012">Time for I can't take this...</text>
<text id="11441013">Time for don't think</text>
<text id="11441014">Time for so lonely...</text>
<text id="11441015">Time for here again...</text>
<text id="11441016">Time for just getting started</text>
<text id="11441017">Time for stay calm</text>
<text id="11441018">Time for keep moving</text>
<text id="11441019">Time for turn back</text>
<text id="11441020">Time for give up</text>
<text id="11441021">Time for don't give up</text>
<text id="11441022">Time for help me...</text>
<text id="11441023">Time for I don't believe it...</text>
<text id="11441024">Time for too high up</text>
<text id="11441025">Time for I want to go home...</text>
<text id="11441026">Time for it's like a dream...</text>
<text id="11441027">Time for seems familiar...</text>
<text id="11441028">Time for beautiful...</text>
<text id="11441029">Time for you don't have the right</text>
<text id="11441030">Time for are you ready?</text>
<text id="11530001">enemy, O enemy</text>
<text id="11530002">weak foe, O weak foe</text>
<text id="11530003">strong foe, O strong foe</text>
<text id="11530004">monster, O monster</text>
<text id="11530005">dragon, O dragon</text>
<text id="11530006">boss, O boss</text>
<text id="11530007">sentry, O sentry</text>
<text id="11530008">group, O group</text>
<text id="11530009">pack, O pack</text>
<text id="11530010">decoy, O decoy</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6112

```
<text id="11439002">time for standard</text>
<text id="11439003">time for striking</text>
<text id="11439004">time for slashing</text>
<text id="11439005">time for piercing</text>
<text id="11439006">time for fire</text>
<text id="11439007">time for lightning</text>
<text id="11439008">time for magic</text>
<text id="11439009">time for holy</text>
<text id="11439010">time for poison</text>
<text id="11439011">time for toxic</text>
<text id="11439012">time for scarlet rot</text>
<text id="11439013">time for blood loss</text>
<text id="11439014">time for frost</text>
<text id="11439015">time for sleep</text>
<text id="11439016">time for madness</text>
<text id="11439017">time for death</text>
<text id="11440001">time for life</text>
<text id="11440002">time for Death</text>
<text id="11440003">time for light</text>
<text id="11440004">time for dark</text>
<text id="11440005">time for stars</text>
<text id="11440006">time for fire</text>
<text id="11440007">time for Order</text>
<text id="11440008">time for chaos</text>
<text id="11440009">time for joy</text>
<text id="11440010">time for wrath</text>
<text id="11440011">time for suffering</text>
<text id="11440012">time for sadness</text>
<text id="11440013">time for comfort</text>
<text id="11440014">time for bliss</text>
<text id="11440015">time for misfortune</text>
<text id="11440016">time for good fortune</text>
<text id="11440017">time for bad luck</text>
<text id="11440018">time for hope</text>
<text id="11440019">time for despair</text>
<text id="11440020">time for victory</text>
<text id="11440021">time for defeat</text>
<text id="11440022">time for research</text>
<text id="11440023">time for faith</text>
<text id="11440024">time for abundance</text>
<text id="11440025">time for rot</text>
<text id="11440026">time for loyalty</text>
<text id="11440027">time for injustice</text>
<text id="11440028">time for secret</text>
<text id="11440029">time for opportunity</text>
<text id="11440030">time for pickle</text>
<text id="11440031">time for clue</text>
<text id="11440032">time for friendship</text>
<text id="11440033">time for love</text>
<text id="11440034">time for bravery</text>
<text id="11440035">time for vigor</text>
<text id="11440036">time for fortitude</text>
<text id="11440037">time for confidence</text>
<text id="11440038">time for distracted</text>
<text id="11440039">time for unguarded</text>
<text id="11440040">time for introspection</text>
<text id="11440041">time for regret</text>
<text id="11440042">time for resignation</text>
<text id="11440043">time for futility</text>
<text id="11440044">time for on the brink</text>
<text id="11440045">time for betrayal</text>
<text id="11440046">time for revenge</text>
<text id="11440047">time for destruction</text>
<text id="11440048">time for recklessness</text>
<text id="11440049">time for calmness</text>
<text id="11440050">time for vigilance</text>
<text id="11440051">time for tranquility</text>
<text id="11440052">time for sound</text>
<text id="11440053">time for tears</text>
<text id="11440054">time for sleep</text>
<text id="11440055">time for depths</text>
<text id="11440056">time for dregs</text>
<text id="11440057">time for fear</text>
<text id="11440058">time for sacrifice</text>
<text id="11440059">time for ruin</text>
<text id="11441001">time for good luck</text>
<text id="11441002">time for look carefully</text>
<text id="11441003">time for listen carefully</text>
<text id="11441004">time for think carefully</text>
<text id="11441005">time for well done</text>
<text id="11441006">time for I did it!</text>
<text id="11441007">time for I've failed...</text>
<text id="11441008">time for here!</text>
<text id="11441009">time for not here!</text>
<text id="11441010">time for don't you dare!</text>
<text id="11441011">time for do it!</text>
<text id="11441012">time for I can't take this...</text>
<text id="11441013">time for don't think</text>
<text id="11441014">time for so lonely...</text>
<text id="11441015">time for here again...</text>
<text id="11441016">time for just getting started</text>
<text id="11441017">time for stay calm</text>
<text id="11441018">time for keep moving</text>
<text id="11441019">time for turn back</text>
<text id="11441020">time for give up</text>
<text id="11441021">time for don't give up</text>
<text id="11441022">time for help me...</text>
<text id="11441023">time for I don't believe it...</text>
<text id="11441024">time for too high up</text>
<text id="11441025">time for I want to go home...</text>
<text id="11441026">time for it's like a dream...</text>
<text id="11441027">time for seems familiar...</text>
<text id="11441028">time for beautiful...</text>
<text id="11441029">time for you don't have the right</text>
<text id="11441030">time for are you ready?</text>
<text id="11530001">enemy, O enemy</text>
<text id="11530002">weak foe, O weak foe</text>
<text id="11530003">strong foe, O strong foe</text>
<text id="11530004">monster, O monster</text>
<text id="11530005">dragon, O dragon</text>
<text id="11530006">boss, O boss</text>
<text id="11530007">sentry, O sentry</text>
<text id="11530008">group, O group</text>
<text id="11530009">pack, O pack</text>
<text id="11530010">decoy, O decoy</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6152

```
<text id="11530011">undead, O undead</text>
<text id="11530012">soldier, O soldier</text>
<text id="11530013">knight, O knight</text>
<text id="11530014">cavalier, O cavalier</text>
<text id="11530015">archer, O archer</text>
<text id="11530016">sniper, O sniper</text>
<text id="11530017">mage, O mage</text>
<text id="11530018">ordnance, O ordnance</text>
<text id="11530019">monarch, O monarch</text>
<text id="11530020">lord, O lord</text>
<text id="11530021">demi-human, O demi-human</text>
<text id="11530022">outsider, O outsider</text>
<text id="11530023">giant, O giant</text>
<text id="11530024">horse, O horse</text>
<text id="11530025">dog, O dog</text>
<text id="11530026">wolf, O wolf</text>
<text id="11530027">rat, O rat</text>
<text id="11530028">beast, O beast</text>
<text id="11530029">bird, O bird</text>
<text id="11530030">raptor, O raptor</text>
<text id="11530031">snake, O snake</text>
<text id="11530032">crab, O crab</text>
<text id="11530033">prawn, O prawn</text>
<text id="11530034">octopus, O octopus</text>
<text id="11530035">bug, O bug</text>
<text id="11530036">scarab, O scarab</text>
<text id="11530037">slug, O slug</text>
<text id="11530038">wraith, O wraith</text>
<text id="11530039">skeleton, O skeleton</text>
<text id="11530040">monstrosity, O monstrosity</text>
<text id="11530041">Ill-omened creature, O Ill-omened creature</text>
<text id="11531001">Tarnished, O Tarnished</text>
<text id="11531002">warrior, O warrior</text>
<text id="11531003">swordsman, O swordsman</text>
<text id="11531004">knight, O knight</text>
<text id="11531005">samurai, O samurai</text>
<text id="11531006">sorcerer, O sorcerer</text>
<text id="11531007">cleric, O cleric</text>
<text id="11531008">sage, O sage</text>
<text id="11531009">merchant, O merchant</text>
<text id="11531010">teacher, O teacher</text>
<text id="11531011">master, O master</text>
<text id="11531012">friend, O friend</text>
<text id="11531013">lover, O lover</text>
<text id="11531014">old dear, O old dear</text>
<text id="11531015">old codger , O old codger </text>
<text id="11531016">angel, O angel</text>
<text id="11531017">fat coinpurse, O fat coinpurse</text>
<text id="11531018">pauper, O pauper</text>
<text id="11531019">good sort, O good sort</text>
<text id="11531020">wicked sort, O wicked sort</text>
<text id="11531021">plump sort, O plump sort</text>
<text id="11531022">skinny sort, O skinny sort</text>
<text id="11531023">lovable sort, O lovable sort</text>
<text id="11531024">pathetic sort, O pathetic sort</text>
<text id="11531025">strange sort, O strange sort</text>
<text id="11531026">nimble sort, O nimble sort</text>
<text id="11531027">laggardly sort, O laggardly sort</text>
<text id="11531028">invisible sort, O invisible sort</text>
<text id="11531029">unfathomable sort, O unfathomable sort</text>
<text id="11531030">giant sort, O giant sort</text>
<text id="11531031">sinner, O sinner</text>
<text id="11531032">thief, O thief</text>
<text id="11531033">liar, O liar</text>
<text id="11531034">dastard, O dastard</text>
<text id="11531035">traitor, O traitor</text>
<text id="11531036">pair, O pair</text>
<text id="11531037">trio, O trio</text>
<text id="11531038">noble, O noble</text>
<text id="11531039">aristocrat, O aristocrat</text>
<text id="11531040">hero, O hero</text>
<text id="11531041">champion, O champion</text>
<text id="11531042">monarch, O monarch</text>
<text id="11531043">lord, O lord</text>
<text id="11531044">god, O god</text>
<text id="11532001">item, O item</text>
<text id="11532002">necessary item, O necessary item</text>
<text id="11532003">precious item, O precious item</text>
<text id="11532004">something, O something</text>
<text id="11532005">something incredible, O something incredible</text>
<text id="11532006">treasure chest, O treasure chest</text>
<text id="11532007">corpse, O corpse</text>
<text id="11532008">coffin, O coffin</text>
<text id="11532009">trap, O trap</text>
<text id="11532010">armament, O armament</text>
<text id="11532011">shield, O shield</text>
<text id="11532012">bow, O bow</text>
<text id="11532013">projectile weapon, O projectile weapon</text>
<text id="11532014">armor, O armor</text>
<text id="11532015">talisman, O talisman</text>
<text id="11532016">battle art, O battle art</text>
<text id="11532017">sorcery, O sorcery</text>
<text id="11532018">incantation, O incantation</text>
<text id="11532019">map, O map</text>
<text id="11532020">material, O material</text>
<text id="11532021">flower, O flower</text>
<text id="11532022">grass, O grass</text>
<text id="11532023">tree, O tree</text>
<text id="11532024">fruit, O fruit</text>
<text id="11532025">seed, O seed</text>
<text id="11532026">mushroom, O mushroom</text>
<text id="11532027">tear, O tear</text>
<text id="11532028">crystal, O crystal</text>
<text id="11532029">butterfly, O butterfly</text>
<text id="11532030">bug, O bug</text>
<text id="11532031">dung, O dung</text>
<text id="11532032">grace, O grace</text>
<text id="11532033">door, O door</text>
<text id="11532034">key, O key</text>
<text id="11532035">ladder, O ladder</text>
<text id="11532036">lever, O lever</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6227

```
<text id="11530011">undead, O undead</text>
<text id="11530012">soldier, O soldier</text>
<text id="11530013">knight, O knight</text>
<text id="11530014">cavalier, O cavalier</text>
<text id="11530015">archer, O archer</text>
<text id="11530016">sniper, O sniper</text>
<text id="11530017">mage, O mage</text>
<text id="11530018">ordnance, O ordnance</text>
<text id="11530019">monarch, O monarch</text>
<text id="11530020">lord, O lord</text>
<text id="11530021">demi-human, O demi-human</text>
<text id="11530022">outsider, O outsider</text>
<text id="11530023">giant, O giant</text>
<text id="11530024">horse, O horse</text>
<text id="11530025">dog, O dog</text>
<text id="11530026">wolf, O wolf</text>
<text id="11530027">rat, O rat</text>
<text id="11530028">beast, O beast</text>
<text id="11530029">bird, O bird</text>
<text id="11530030">raptor, O raptor</text>
<text id="11530031">snake, O snake</text>
<text id="11530032">crab, O crab</text>
<text id="11530033">prawn, O prawn</text>
<text id="11530034">octopus, O octopus</text>
<text id="11530035">bug, O bug</text>
<text id="11530036">scarab, O scarab</text>
<text id="11530037">slug, O slug</text>
<text id="11530038">wraith, O wraith</text>
<text id="11530039">skeleton, O skeleton</text>
<text id="11530040">monstrosity, O monstrosity</text>
<text id="11530041">ill-omened creature, O ill-omened creature</text>
<text id="11531001">Tarnished, O Tarnished</text>
<text id="11531002">warrior, O warrior</text>
<text id="11531003">swordfighter, O swordfighter</text>
<text id="11531004">knight, O knight</text>
<text id="11531005">samurai, O samurai</text>
<text id="11531006">sorcerer, O sorcerer</text>
<text id="11531007">cleric, O cleric</text>
<text id="11531008">sage, O sage</text>
<text id="11531009">merchant, O merchant</text>
<text id="11531010">teacher, O teacher</text>
<text id="11531011">master, O master</text>
<text id="11531012">friend, O friend</text>
<text id="11531013">lover, O lover</text>
<text id="11531014">old dear, O old dear</text>
<text id="11531015">old codger , O old codger </text>
<text id="11531016">angel, O angel</text>
<text id="11531017">fat coinpurse, O fat coinpurse</text>
<text id="11531018">pauper, O pauper</text>
<text id="11531019">good sort, O good sort</text>
<text id="11531020">wicked sort, O wicked sort</text>
<text id="11531021">plump sort, O plump sort</text>
<text id="11531022">skinny sort, O skinny sort</text>
<text id="11531023">lovable sort, O lovable sort</text>
<text id="11531024">pathetic sort, O pathetic sort</text>
<text id="11531025">strange sort, O strange sort</text>
<text id="11531026">nimble sort, O nimble sort</text>
<text id="11531027">laggardly sort, O laggardly sort</text>
<text id="11531028">invisible sort, O invisible sort</text>
<text id="11531029">unfathomable sort, O unfathomable sort</text>
<text id="11531030">giant sort, O giant sort</text>
<text id="11531031">sinner, O sinner</text>
<text id="11531032">thief, O thief</text>
<text id="11531033">liar, O liar</text>
<text id="11531034">dastard, O dastard</text>
<text id="11531035">traitor, O traitor</text>
<text id="11531036">pair, O pair</text>
<text id="11531037">trio, O trio</text>
<text id="11531038">noble, O noble</text>
<text id="11531039">aristocrat, O aristocrat</text>
<text id="11531040">hero, O hero</text>
<text id="11531041">champion, O champion</text>
<text id="11531042">monarch, O monarch</text>
<text id="11531043">lord, O lord</text>
<text id="11531044">god, O god</text>
<text id="11532001">item, O item</text>
<text id="11532002">necessary item, O necessary item</text>
<text id="11532003">precious item, O precious item</text>
<text id="11532004">something, O something</text>
<text id="11532005">something incredible, O something incredible</text>
<text id="11532006">treasure chest, O treasure chest</text>
<text id="11532007">corpse, O corpse</text>
<text id="11532008">coffin, O coffin</text>
<text id="11532009">trap, O trap</text>
<text id="11532010">armament, O armament</text>
<text id="11532011">shield, O shield</text>
<text id="11532012">bow, O bow</text>
<text id="11532013">projectile weapon, O projectile weapon</text>
<text id="11532014">armor, O armor</text>
<text id="11532015">talisman, O talisman</text>
<text id="11532016">skill, O skill</text>
<text id="11532017">sorcery, O sorcery</text>
<text id="11532018">incantation, O incantation</text>
<text id="11532019">map, O map</text>
<text id="11532020">material, O material</text>
<text id="11532021">flower, O flower</text>
<text id="11532022">grass, O grass</text>
<text id="11532023">tree, O tree</text>
<text id="11532024">fruit, O fruit</text>
<text id="11532025">seed, O seed</text>
<text id="11532026">mushroom, O mushroom</text>
<text id="11532027">tear, O tear</text>
<text id="11532028">crystal, O crystal</text>
<text id="11532029">butterfly, O butterfly</text>
<text id="11532030">bug, O bug</text>
<text id="11532031">dung, O dung</text>
<text id="11532032">grace, O grace</text>
<text id="11532033">door, O door</text>
<text id="11532034">key, O key</text>
<text id="11532035">ladder, O ladder</text>
<text id="11532036">lever, O lever</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6263

```
<text id="11532037">lift, O lift</text>
<text id="11532038">spiritspring, O spiritspring</text>
<text id="11532039">warpstone, O warpstone</text>
<text id="11532040">stone astrolabe, O stone astrolabe</text>
<text id="11532041">telescopic view, O telescopic view</text>
<text id="11532042">message, O message</text>
<text id="11532043">bloodstain, O bloodstain</text>
<text id="11532044">Erdtree, O Erdtree</text>
<text id="11532045">Elden Ring, O Elden Ring</text>
<text id="11533001">close-quarters battle, O close-quarters battle</text>
<text id="11533002">ranged battle, O ranged battle</text>
<text id="11533003">horseback battle, O horseback battle</text>
<text id="11533004">luring out, O luring out</text>
<text id="11533005">defeating one-by-one, O defeating one-by-one</text>
<text id="11533006">taking on all at once, O taking on all at once</text>
<text id="11533007">rushing in, O rushing in</text>
<text id="11533008">stealth, O stealth</text>
<text id="11533009">mimicry, O mimicry</text>
<text id="11533010">confusion, O confusion</text>
<text id="11533011">pursuit, O pursuit</text>
<text id="11533012">fleeing, O fleeing</text>
<text id="11533013">summoning, O summoning</text>
<text id="11533014">circling around, O circling around</text>
<text id="11533015">jumping off, O jumping off</text>
<text id="11533016">dashing through, O dashing through</text>
<text id="11533017">brief respite, O brief respite</text>
<text id="11534001">attacking, O attacking</text>
<text id="11534002">jump attack, O jump attack</text>
<text id="11534003">running attack, O running attack</text>
<text id="11534004">critical hit, O critical hit</text>
<text id="11534005">two-handing, O two-handing</text>
<text id="11534006">blocking, O blocking</text>
<text id="11534007">parrying, O parrying</text>
<text id="11534008">guard counter, O guard counter</text>
<text id="11534009">sorcery, O sorcery</text>
<text id="11534010">incantation, O incantation</text>
<text id="11534011">skill, O skill</text>
<text id="11534012">summoning, O summoning</text>
<text id="11534013">throwing, O throwing</text>
<text id="11534014">healing, O healing</text>
<text id="11534015">running, O running</text>
<text id="11534016">rolling, O rolling</text>
<text id="11534017">backstepping, O backstepping</text>
<text id="11534018">jumping, O jumping</text>
<text id="11534019">crouching, O crouching</text>
<text id="11534020">target lock, O target lock</text>
<text id="11534021">item crafting, O item crafting</text>
<text id="11534022">gesturing, O gesturing</text>
<text id="11535001">morning, O morning</text>
<text id="11535002">noon, O noon</text>
<text id="11535003">evening, O evening</text>
<text id="11535004">night, O night</text>
<text id="11535005">clear sky, O clear sky</text>
<text id="11535006">overcast, O overcast</text>
<text id="11535007">rain, O rain</text>
<text id="11535008">storm, O storm</text>
<text id="11535009">mist, O mist</text>
<text id="11535010">snow, O snow</text>
<text id="11535011">patrolling, O patrolling</text>
<text id="11535012">procession, O procession</text>
<text id="11535013">crowd, O crowd</text>
<text id="11535014">surprise attack, O surprise attack</text>
<text id="11535015">ambush, O ambush</text>
<text id="11535016">pincer attack, O pincer attack</text>
<text id="11535017">beating to a pulp, O beating to a pulp</text>
<text id="11535018">battle, O battle</text>
<text id="11535019">reinforcements, O reinforcements</text>
<text id="11535020">ritual, O ritual</text>
<text id="11535021">explosion, O explosion</text>
<text id="11535022">high spot, O high spot</text>
<text id="11535023">defensible spot, O defensible spot</text>
<text id="11535024">climbable spot, O climbable spot</text>
<text id="11535025">crossable spot, O crossable spot</text>
<text id="11535026">bright spot, O bright spot</text>
<text id="11535027">dark spot, O dark spot</text>
<text id="11535028">open area, O open area</text>
<text id="11535029">cramped area, O cramped area</text>
<text id="11535030">hiding place, O hiding place</text>
<text id="11535031">sniping spot, O sniping spot</text>
<text id="11535032">recon spot, O recon spot</text>
<text id="11535033">safety, O safety</text>
<text id="11535034">danger, O danger</text>
<text id="11535035">gorgeous view, O gorgeous view</text>
<text id="11535036">detour, O detour</text>
<text id="11535037">hidden path, O hidden path</text>
<text id="11535038">secret passage, O secret passage</text>
<text id="11535039">shortcut, O shortcut</text>
<text id="11535040">dead end, O dead end</text>
<text id="11535041">looking away, O looking away</text>
<text id="11535042">unnoticed, O unnoticed</text>
<text id="11535043">out of stamina, O out of stamina</text>
<text id="11536001">high road, O high road</text>
<text id="11536002">checkpoint, O checkpoint</text>
<text id="11536003">bridge, O bridge</text>
<text id="11536004">castle, O castle</text>
<text id="11536005">fort, O fort</text>
<text id="11536006">city, O city</text>
<text id="11536007">ruins, O ruins</text>
<text id="11536008">church, O church</text>
<text id="11536009">tower, O tower</text>
<text id="11536010">camp site, O camp site</text>
<text id="11536011">house, O house</text>
<text id="11536012">cemetery, O cemetery</text>
<text id="11536013">underground tomb, O underground tomb</text>
<text id="11536014">tunnel, O tunnel</text>
<text id="11536015">cave, O cave</text>
<text id="11536016">evergaol, O evergaol</text>
<text id="11536017">great tree, O great tree</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6338

```
<text id="11532037">lift, O lift</text>
<text id="11532038">spiritspring, O spiritspring</text>
<text id="11532039">sending gate, O sending gate</text>
<text id="11532040">stone astrolabe, O stone astrolabe</text>
<text id="11532041">Birdseye Telescope, O Birdseye Telescope</text>
<text id="11532042">message, O message</text>
<text id="11532043">bloodstain, O bloodstain</text>
<text id="11532044">Erdtree, O Erdtree</text>
<text id="11532045">Elden Ring, O Elden Ring</text>
<text id="11533001">close-quarters battle, O close-quarters battle</text>
<text id="11533002">ranged battle, O ranged battle</text>
<text id="11533003">horseback battle, O horseback battle</text>
<text id="11533004">luring out, O luring out</text>
<text id="11533005">defeating one-by-one, O defeating one-by-one</text>
<text id="11533006">taking on all at once, O taking on all at once</text>
<text id="11533007">rushing in, O rushing in</text>
<text id="11533008">stealth, O stealth</text>
<text id="11533009">mimicry, O mimicry</text>
<text id="11533010">confusion, O confusion</text>
<text id="11533011">pursuit, O pursuit</text>
<text id="11533012">fleeing, O fleeing</text>
<text id="11533013">summoning, O summoning</text>
<text id="11533014">circling around, O circling around</text>
<text id="11533015">jumping off, O jumping off</text>
<text id="11533016">dashing through, O dashing through</text>
<text id="11533017">brief respite, O brief respite</text>
<text id="11534001">attacking, O attacking</text>
<text id="11534002">jump attack, O jump attack</text>
<text id="11534003">running attack, O running attack</text>
<text id="11534004">critical hit, O critical hit</text>
<text id="11534005">two-handing, O two-handing</text>
<text id="11534006">blocking, O blocking</text>
<text id="11534007">parrying, O parrying</text>
<text id="11534008">guard counter, O guard counter</text>
<text id="11534009">sorcery, O sorcery</text>
<text id="11534010">incantation, O incantation</text>
<text id="11534011">skill, O skill</text>
<text id="11534012">summoning, O summoning</text>
<text id="11534013">throwing, O throwing</text>
<text id="11534014">healing, O healing</text>
<text id="11534015">running, O running</text>
<text id="11534016">rolling, O rolling</text>
<text id="11534017">backstepping, O backstepping</text>
<text id="11534018">jumping, O jumping</text>
<text id="11534019">crouching, O crouching</text>
<text id="11534020">target lock, O target lock</text>
<text id="11534021">item crafting, O item crafting</text>
<text id="11534022">gesturing, O gesturing</text>
<text id="11535001">morning, O morning</text>
<text id="11535002">noon, O noon</text>
<text id="11535003">evening, O evening</text>
<text id="11535004">night, O night</text>
<text id="11535005">clear sky, O clear sky</text>
<text id="11535006">overcast, O overcast</text>
<text id="11535007">rain, O rain</text>
<text id="11535008">storm, O storm</text>
<text id="11535009">mist, O mist</text>
<text id="11535010">snow, O snow</text>
<text id="11535011">patrolling, O patrolling</text>
<text id="11535012">procession, O procession</text>
<text id="11535013">crowd, O crowd</text>
<text id="11535014">surprise attack, O surprise attack</text>
<text id="11535015">ambush, O ambush</text>
<text id="11535016">pincer attack, O pincer attack</text>
<text id="11535017">beating to a pulp, O beating to a pulp</text>
<text id="11535018">battle, O battle</text>
<text id="11535019">reinforcements, O reinforcements</text>
<text id="11535020">ritual, O ritual</text>
<text id="11535021">explosion, O explosion</text>
<text id="11535022">high spot, O high spot</text>
<text id="11535023">defensible spot, O defensible spot</text>
<text id="11535024">climbable spot, O climbable spot</text>
<text id="11535025">crossable spot, O crossable spot</text>
<text id="11535026">bright spot, O bright spot</text>
<text id="11535027">dark spot, O dark spot</text>
<text id="11535028">open area, O open area</text>
<text id="11535029">cramped area, O cramped area</text>
<text id="11535030">hiding place, O hiding place</text>
<text id="11535031">sniping spot, O sniping spot</text>
<text id="11535032">recon spot, O recon spot</text>
<text id="11535033">safety, O safety</text>
<text id="11535034">danger, O danger</text>
<text id="11535035">gorgeous view, O gorgeous view</text>
<text id="11535036">detour, O detour</text>
<text id="11535037">hidden path, O hidden path</text>
<text id="11535038">secret passage, O secret passage</text>
<text id="11535039">shortcut, O shortcut</text>
<text id="11535040">dead end, O dead end</text>
<text id="11535041">looking away, O looking away</text>
<text id="11535042">unnoticed, O unnoticed</text>
<text id="11535043">out of stamina, O out of stamina</text>
<text id="11536001">high road, O high road</text>
<text id="11536002">checkpoint, O checkpoint</text>
<text id="11536003">bridge, O bridge</text>
<text id="11536004">castle, O castle</text>
<text id="11536005">fort, O fort</text>
<text id="11536006">city, O city</text>
<text id="11536007">ruins, O ruins</text>
<text id="11536008">church, O church</text>
<text id="11536009">tower, O tower</text>
<text id="11536010">camp site, O camp site</text>
<text id="11536011">house, O house</text>
<text id="11536012">cemetery, O cemetery</text>
<text id="11536013">underground tomb, O underground tomb</text>
<text id="11536014">tunnel, O tunnel</text>
<text id="11536015">cave, O cave</text>
<text id="11536016">evergaol, O evergaol</text>
<text id="11536017">great tree, O great tree</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6371

```
<text id="11536018">cellar, O cellar</text>
<text id="11536019">surface, O surface</text>
<text id="11536020">underground, O underground</text>
<text id="11536021">forest, O forest</text>
<text id="11536022">river, O river</text>
<text id="11536023">lake, O lake</text>
<text id="11536024">bog, O bog</text>
<text id="11536025">mountain, O mountain</text>
<text id="11536026">valley, O valley</text>
<text id="11536027">cliff, O cliff</text>
<text id="11536028">waterside, O waterside</text>
<text id="11536029">nest, O nest</text>
<text id="11536030">hole, O hole</text>
<text id="11537001">east, O east</text>
<text id="11537002">west, O west</text>
<text id="11537003">south, O south</text>
<text id="11537004">north, O north</text>
<text id="11537005">ahead, O ahead</text>
<text id="11537006">behind, O behind</text>
<text id="11537007">left, O left</text>
<text id="11537008">right, O right</text>
<text id="11537009">center, O center</text>
<text id="11537010">up, O up</text>
<text id="11537011">down, O down</text>
<text id="11537012">edge, O edge</text>
<text id="11538001">head, O head</text>
<text id="11538002">stomach, O stomach</text>
<text id="11538003">back, O back</text>
<text id="11538004">arms, O arms</text>
<text id="11538005">legs, O legs</text>
<text id="11538006">rump, O rump</text>
<text id="11538007">tail, O tail</text>
<text id="11538008">core, O core</text>
<text id="11538009">fingers, O fingers</text>
<text id="11539001">physical, O physical</text>
<text id="11539002">standard, O standard</text>
<text id="11539003">striking, O striking</text>
<text id="11539004">slashing, O slashing</text>
<text id="11539005">piercing, O piercing</text>
<text id="11539006">fire, O fire</text>
<text id="11539007">lightning, O lightning</text>
<text id="11539008">sorcery, O sorcery</text>
<text id="11539009">holy, O holy</text>
<text id="11539010">poison, O poison</text>
<text id="11539011">toxic, O toxic</text>
<text id="11539012">plague, O plague</text>
<text id="11539013">hemorrhage, O hemorrhage</text>
<text id="11539014">frostbite, O frostbite</text>
<text id="11539015">sleep, O sleep</text>
<text id="11539016">madness, O madness</text>
<text id="11539017">death, O death</text>
<text id="11540001">life, O life</text>
<text id="11540002">Death, O Death</text>
<text id="11540003">light, O light</text>
<text id="11540004">dark, O dark</text>
<text id="11540005">stars, O stars</text>
<text id="11540006">fire, O fire</text>
<text id="11540007">Order, O Order</text>
<text id="11540008">chaos, O chaos</text>
<text id="11540009">joy, O joy</text>
<text id="11540010">wrath, O wrath</text>
<text id="11540011">suffering, O suffering</text>
<text id="11540012">sadness, O sadness</text>
<text id="11540013">comfort, O comfort</text>
<text id="11540014">bliss, O bliss</text>
<text id="11540015">misfortune, O misfortune</text>
<text id="11540016">good fortune, O good fortune</text>
<text id="11540017">bad luck, O bad luck</text>
<text id="11540018">hope, O hope</text>
<text id="11540019">despair, O despair</text>
<text id="11540020">victory, O victory</text>
<text id="11540021">defeat, O defeat</text>
<text id="11540022">research, O research</text>
<text id="11540023">faith, O faith</text>
<text id="11540024">abundance, O abundance</text>
<text id="11540025">rot, O rot</text>
<text id="11540026">loyalty, O loyalty</text>
<text id="11540027">injustice, O injustice</text>
<text id="11540028">secret, O secret</text>
<text id="11540029">opportunity, O opportunity</text>
<text id="11540030">pickle, O pickle</text>
<text id="11540031">clue, O clue</text>
<text id="11540032">friendship, O friendship</text>
<text id="11540033">love, O love</text>
<text id="11540034">bravery, O bravery</text>
<text id="11540035">vigor, O vigor</text>
<text id="11540036">fortitude, O fortitude</text>
<text id="11540037">confidence, O confidence</text>
<text id="11540038">inadvertent, O inadvertent</text>
<text id="11540039">unguarded, O unguarded</text>
<text id="11540040">introspection, O introspection</text>
<text id="11540041">regret, O regret</text>
<text id="11540042">giving up, O giving up</text>
<text id="11540043">futility, O futility</text>
<text id="11540044">at the limit, O at the limit</text>
<text id="11540045">betrayal, O betrayal</text>
<text id="11540046">revenge, O revenge</text>
<text id="11540047">destroy, O destroy</text>
<text id="11540048">recklessness, O recklessness</text>
<text id="11540049">calmness, O calmness</text>
<text id="11540050">vigilance, O vigilance</text>
<text id="11540051">tranquility, O tranquility</text>
<text id="11540052">sound, O sound</text>
<text id="11540053">tears, O tears</text>
<text id="11540054">sleep, O sleep</text>
<text id="11540055">depths, O depths</text>
<text id="11540056">dregs, O dregs</text>
<text id="11540057">fear, O fear</text>
<text id="11540058">sacrifice, O sacrifice</text>
<text id="11540059">ruin, O ruin</text>
<text id="11541001">good luck, O good luck</text>
<text id="11541002">look carefully, O look carefully</text>
<text id="11541003">listen carefully, O listen carefully</text>
<text id="11541004">think carefully, O think carefully</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6446

```
<text id="11536018">cellar, O cellar</text>
<text id="11536019">surface, O surface</text>
<text id="11536020">underground, O underground</text>
<text id="11536021">forest, O forest</text>
<text id="11536022">river, O river</text>
<text id="11536023">lake, O lake</text>
<text id="11536024">bog, O bog</text>
<text id="11536025">mountain, O mountain</text>
<text id="11536026">valley, O valley</text>
<text id="11536027">cliff, O cliff</text>
<text id="11536028">waterside, O waterside</text>
<text id="11536029">nest, O nest</text>
<text id="11536030">hole, O hole</text>
<text id="11537001">east, O east</text>
<text id="11537002">west, O west</text>
<text id="11537003">south, O south</text>
<text id="11537004">north, O north</text>
<text id="11537005">ahead, O ahead</text>
<text id="11537006">behind, O behind</text>
<text id="11537007">left, O left</text>
<text id="11537008">right, O right</text>
<text id="11537009">center, O center</text>
<text id="11537010">up, O up</text>
<text id="11537011">down, O down</text>
<text id="11537012">edge, O edge</text>
<text id="11538001">head, O head</text>
<text id="11538002">stomach, O stomach</text>
<text id="11538003">back, O back</text>
<text id="11538004">arms, O arms</text>
<text id="11538005">legs, O legs</text>
<text id="11538006">rump, O rump</text>
<text id="11538007">tail, O tail</text>
<text id="11538008">core, O core</text>
<text id="11538009">fingers, O fingers</text>
<text id="11539001">physical, O physical</text>
<text id="11539002">standard, O standard</text>
<text id="11539003">striking, O striking</text>
<text id="11539004">slashing, O slashing</text>
<text id="11539005">piercing, O piercing</text>
<text id="11539006">fire, O fire</text>
<text id="11539007">lightning, O lightning</text>
<text id="11539008">magic, O magic</text>
<text id="11539009">holy, O holy</text>
<text id="11539010">poison, O poison</text>
<text id="11539011">toxic, O toxic</text>
<text id="11539012">scarlet rot, O scarlet rot</text>
<text id="11539013">blood loss, O blood loss</text>
<text id="11539014">frost, O frost</text>
<text id="11539015">sleep, O sleep</text>
<text id="11539016">madness, O madness</text>
<text id="11539017">death, O death</text>
<text id="11540001">life, O life</text>
<text id="11540002">Death, O Death</text>
<text id="11540003">light, O light</text>
<text id="11540004">dark, O dark</text>
<text id="11540005">stars, O stars</text>
<text id="11540006">fire, O fire</text>
<text id="11540007">Order, O Order</text>
<text id="11540008">chaos, O chaos</text>
<text id="11540009">joy, O joy</text>
<text id="11540010">wrath, O wrath</text>
<text id="11540011">suffering, O suffering</text>
<text id="11540012">sadness, O sadness</text>
<text id="11540013">comfort, O comfort</text>
<text id="11540014">bliss, O bliss</text>
<text id="11540015">misfortune, O misfortune</text>
<text id="11540016">good fortune, O good fortune</text>
<text id="11540017">bad luck, O bad luck</text>
<text id="11540018">hope, O hope</text>
<text id="11540019">despair, O despair</text>
<text id="11540020">victory, O victory</text>
<text id="11540021">defeat, O defeat</text>
<text id="11540022">research, O research</text>
<text id="11540023">faith, O faith</text>
<text id="11540024">abundance, O abundance</text>
<text id="11540025">rot, O rot</text>
<text id="11540026">loyalty, O loyalty</text>
<text id="11540027">injustice, O injustice</text>
<text id="11540028">secret, O secret</text>
<text id="11540029">opportunity, O opportunity</text>
<text id="11540030">pickle, O pickle</text>
<text id="11540031">clue, O clue</text>
<text id="11540032">friendship, O friendship</text>
<text id="11540033">love, O love</text>
<text id="11540034">bravery, O bravery</text>
<text id="11540035">vigor, O vigor</text>
<text id="11540036">fortitude, O fortitude</text>
<text id="11540037">confidence, O confidence</text>
<text id="11540038">distracted, O distracted</text>
<text id="11540039">unguarded, O unguarded</text>
<text id="11540040">introspection, O introspection</text>
<text id="11540041">regret, O regret</text>
<text id="11540042">resignation, O resignation</text>
<text id="11540043">futility, O futility</text>
<text id="11540044">on the brink, O on the brink</text>
<text id="11540045">betrayal, O betrayal</text>
<text id="11540046">revenge, O revenge</text>
<text id="11540047">destruction, O destruction</text>
<text id="11540048">recklessness, O recklessness</text>
<text id="11540049">calmness, O calmness</text>
<text id="11540050">vigilance, O vigilance</text>
<text id="11540051">tranquility, O tranquility</text>
<text id="11540052">sound, O sound</text>
<text id="11540053">tears, O tears</text>
<text id="11540054">sleep, O sleep</text>
<text id="11540055">depths, O depths</text>
<text id="11540056">dregs, O dregs</text>
<text id="11540057">fear, O fear</text>
<text id="11540058">sacrifice, O sacrifice</text>
<text id="11540059">ruin, O ruin</text>
<text id="11541001">good luck, O good luck</text>
<text id="11541002">look carefully, O look carefully</text>
<text id="11541003">listen carefully, O listen carefully</text>
<text id="11541004">think carefully, O think carefully</text>
```

```
6485 |   <text id="11541005">well done, O well done</text>
6486 |   <text id="11541006">I did it!, O I did it!</text>
6487 |   <text id="11541007">I've failed..., O I've failed...</text>
6488 |   <text id="11541008">here!, O here!</text>
6489 |   <text id="11541009">not here!, O not here!</text>
6490 |   <text id="11541010">don't you dare!, O don't you dare!</text>
6491 |   <text id="11541011">do it!, O do it!</text>
6492 |   <text id="11541012">I can't take this..., O I can't take
     |   this...</text>
6493 |   <text id="11541013">don't think, O don't think</text>
6494 |   <text id="11541014">so lonely..., O so lonely...</text>
6495 |   <text id="11541015">here again..., O here again...</text>
6496 |   <text id="11541016">just getting started, O just getting
     |   started</text>
6497 |   <text id="11541017">stay calm, O stay calm</text>
6498 |   <text id="11541018">keep moving, O keep moving</text>
6499 |   <text id="11541019">turn back, O turn back</text>
6500 |   <text id="11541020">give up, O give up</text>
6501 |   <text id="11541021">don't give up, O don't give up</text>
6502 |   <text id="11541022">help me..., O help me...</text>
6503 |   <text id="11541023">I don't believe it..., O I don't believe
     |   it...</text>
6504 |   <text id="11541024">too high up, O too high up</text>
6505 |   <text id="11541025">I want to go home..., O I want to go
     |   home...</text>
6506 |   <text id="11541026">it's like a dream..., O it's like a
     |   dream...</text>
6507 |   <text id="11541027">seems familiar..., O seems familiar...</
     |   text>
6508 |   <text id="11541028">beautiful..., O beautiful...</text>
6509 |   <text id="11541029">you don't have the right, O you don't
     |   have the right</text>
6510 |   <text id="11541030">are you ready?, O are you ready?</text>
6511 |   <text id="11630001">Behold, enemy!</text>
6512 |   <text id="11630002">Behold, weak foe!</text>
6513 |   <text id="11630003">Behold, strong foe!</text>
6514 |   <text id="11630004">Behold, monster!</text>
6515 |   <text id="11630005">Behold, dragon!</text>
6516 |   <text id="11630006">Behold, boss!</text>
6517 |   <text id="11630007">Behold, sentry!</text>
6518 |   <text id="11630008">Behold, group!</text>
6519 |   <text id="11630009">Behold, pack!</text>
6520 |   <text id="11630010">Behold, decoy!</text>
6521 |   <text id="11630011">Behold, undead!</text>
6522 |   <text id="11630012">Behold, soldier!</text>
6523 |   <text id="11630013">Behold, knight!</text>
6524 |   <text id="11630014">Behold, cavalier!</text>
6525 |   <text id="11630015">Behold, archer!</text>
6526 |   <text id="11630016">Behold, sniper!</text>
6527 |   <text id="11630017">Behold, mage!</text>
6528 |   <text id="11630018">Behold, ordnance!</text>
6529 |   <text id="11630019">Behold, monarch!</text>
6530 |   <text id="11630020">Behold, lord!</text>
6531 |   <text id="11630021">Behold, demi-human!</text>
6532 |   <text id="11630022">Behold, outsider!</text>
6533 |   <text id="11630023">Behold, giant!</text>
6534 |   <text id="11630024">Behold, horse!</text>
6535 |   <text id="11630025">Behold, dog!</text>
6536 |   <text id="11630026">Behold, wolf!</text>
6537 |   <text id="11630027">Behold, rat!</text>
6538 |   <text id="11630028">Behold, beast!</text>
6539 |   <text id="11630029">Behold, bird!</text>
6540 |   <text id="11630030">Behold, raptor!</text>
6541 |   <text id="11630031">Behold, snake!</text>
6542 |   <text id="11630032">Behold, crab!</text>
6543 |   <text id="11630033">Behold, prawn!</text>
6544 |   <text id="11630034">Behold, octopus!</text>
6545 |   <text id="11630035">Behold, bug!</text>
6546 |   <text id="11630036">Behold, scarab!</text>
6547 |   <text id="11630037">Behold, slug!</text>
6548 |   <text id="11630038">Behold, wraith!</text>
6549 |   <text id="11630039">Behold, skeleton!</text>
6550 |   <text id="11630040">Behold, monstrosity!</text>
6551 |   <text id="11630041">Behold, Ill-omened creature!</text>
6552 |   <text id="11631001">Behold, Tarnished!</text>
6553 |   <text id="11631002">Behold, warrior!</text>
6554 |   <text id="11631003">Behold, swordsman!</text>
6555 |   <text id="11631004">Behold, knight!</text>
6556 |   <text id="11631005">Behold, samurai!</text>
6557 |   <text id="11631006">Behold, sorcerer!</text>
6558 |   <text id="11631007">Behold, cleric!</text>
6559 |   <text id="11631008">Behold, sage!</text>
6560 |   <text id="11631009">Behold, merchant!</text>
6561 |   <text id="11631010">Behold, teacher!</text>
6562 |   <text id="11631011">Behold, master!</text>
6563 |   <text id="11631012">Behold, friend!</text>
6564 |   <text id="11631013">Behold, lover!</text>
6565 |   <text id="11631014">Behold, old dear!</text>
6566 |   <text id="11631015">Behold, old codger !</text>
6567 |   <text id="11631016">Behold, angel!</text>
6568 |   <text id="11631017">Behold, fat coinpurse!</text>
6569 |   <text id="11631018">Behold, pauper!</text>
6570 |   <text id="11631019">Behold, good sort!</text>
6571 |   <text id="11631020">Behold, wicked sort!</text>
6572 |   <text id="11631021">Behold, plump sort!</text>
6573 |   <text id="11631022">Behold, skinny sort!</text>
6574 |   <text id="11631023">Behold, lovable sort!</text>
6575 |   <text id="11631024">Behold, pathetic sort!</text>
6576 |   <text id="11631025">Behold, strange sort!</text>
6577 |   <text id="11631026">Behold, nimble sort!</text>
6578 |   <text id="11631027">Behold, laggardly sort!</text>
6579 |   <text id="11631028">Behold, invisible sort!</text>
6580 |   <text id="11631029">Behold, unfathomable sort!</text>
6581 |   <text id="11631030">Behold, giant sort!</text>
6582 |   <text id="11631031">Behold, sinner!</text>
6583 |   <text id="11631032">Behold, thief!</text>
6584 |   <text id="11631033">Behold, liar!</text>
6585 |   <text id="11631034">Behold, dastard!</text>
6586 |   <text id="11631035">Behold, traitor!</text>
6587 |   <text id="11631036">Behold, pair!</text>
6588 |   <text id="11631037">Behold, trio!</text>
6589 |   <text id="11631038">Behold, noble!</text>
6590 |   <text id="11631039">Behold, aristocrat!</text>
6591 |   <text id="11631040">Behold, hero!</text>
6592 |   <text id="11631041">Behold, champion!</text>
```

```
6560 |   <text id="11541005">well done, O well done</text>
6561 |   <text id="11541006">I did it!, O I did it!</text>
6562 |   <text id="11541007">I've failed..., O I've failed...</text>
6563 |   <text id="11541008">here!, O here!</text>
6564 |   <text id="11541009">not here!, O not here!</text>
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6566 |   <text id="11541011">do it!, O do it!</text>
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6569 |   <text id="11541014">so lonely..., O so lonely...</text>
6570 |   <text id="11541015">here again..., O here again...</text>
6571 |   <text id="11541016">just getting started, O just getting
     |   started</text>
6572 |   <text id="11541017">stay calm, O stay calm</text>
6573 |   <text id="11541018">keep moving, O keep moving</text>
6574 |   <text id="11541019">turn back, O turn back</text>
6575 |   <text id="11541020">give up, O give up</text>
6576 |   <text id="11541021">don't give up, O don't give up</text>
6577 |   <text id="11541022">help me..., O help me...</text>
6578 |   <text id="11541023">I don't believe it..., O I don't believe
     |   it...</text>
6579 |   <text id="11541024">too high up, O too high up</text>
6580 |   <text id="11541025">I want to go home..., O I want to go
     |   home...</text>
6581 |   <text id="11541026">it's like a dream..., O it's like a
     |   dream...</text>
6582 |   <text id="11541027">seems familiar..., O seems familiar...</
     |   text>
6583 |   <text id="11541028">beautiful..., O beautiful...</text>
6584 |   <text id="11541029">you don't have the right, O you don't
     |   have the right</text>
6585 |   <text id="11541030">are you ready?, O are you ready?</text>
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6592 |   <text id="11630007">behold, sentry!</text>
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6595 |   <text id="11630010">behold, decoy!</text>
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6599 |   <text id="11630014">behold, cavalier!</text>
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6601 |   <text id="11630016">behold, sniper!</text>
6602 |   <text id="11630017">behold, mage!</text>
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6604 |   <text id="11630019">behold, monarch!</text>
6605 |   <text id="11630020">behold, lord!</text>
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6607 |   <text id="11630022">behold, outsider!</text>
6608 |   <text id="11630023">behold, giant!</text>
6609 |   <text id="11630024">behold, horse!</text>
6610 |   <text id="11630025">behold, dog!</text>
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6612 |   <text id="11630027">behold, rat!</text>
6613 |   <text id="11630028">behold, beast!</text>
6614 |   <text id="11630029">behold, bird!</text>
6615 |   <text id="11630030">behold, raptor!</text>
6616 |   <text id="11630031">behold, snake!</text>
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6619 |   <text id="11630034">behold, octopus!</text>
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6621 |   <text id="11630036">behold, scarab!</text>
6622 |   <text id="11630037">behold, slug!</text>
6623 |   <text id="11630038">behold, wraith!</text>
6624 |   <text id="11630039">behold, skeleton!</text>
6625 |   <text id="11630040">behold, monstrosity!</text>
6626 |   <text id="11630041">behold, ill-omened creature!</text>
6627 |   <text id="11631001">behold, Tarnished!</text>
6628 |   <text id="11631002">behold, warrior!</text>
6629 |   <text id="11631003">behold, swordfighter!</text>
6630 |   <text id="11631004">behold, knight!</text>
6631 |   <text id="11631005">behold, samurai!</text>
6632 |   <text id="11631006">behold, sorcerer!</text>
6633 |   <text id="11631007">behold, cleric!</text>
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6666 |   <text id="11631040">behold, hero!</text>
6667 |   <text id="11631041">behold, champion!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6593

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6593    <text id="11631042">Behold, monarch!</text>
6594    <text id="11631043">Behold, lord!</text>
6595    <text id="11631044">Behold, god!</text>
6596    <text id="11632001">Behold, item!</text>
6597    <text id="11632002">Behold, necessary item!</text>
6598    <text id="11632003">Behold, precious item!</text>
6599    <text id="11632004">Behold, something!</text>
6600    <text id="11632005">Behold, something incredible!</text>
6601    <text id="11632006">Behold, treasure chest!</text>
6602    <text id="11632007">Behold, corpse!</text>
6603    <text id="11632008">Behold, coffin!</text>
6604    <text id="11632009">Behold, trap!</text>
6605    <text id="11632010">Behold, armament!</text>
6606    <text id="11632011">Behold, shield!</text>
6607    <text id="11632012">Behold, bow!</text>
6608    <text id="11632013">Behold, projectile weapon!</text>
6609    <text id="11632014">Behold, armor!</text>
6610    <text id="11632015">Behold, talisman!</text>
6611    <text id="11632016">Behold, battle art!</text>
6612    <text id="11632017">Behold, sorcery!</text>
6613    <text id="11632018">Behold, incantation!</text>
6614    <text id="11632019">Behold, map!</text>
6615    <text id="11632020">Behold, material!</text>
6616    <text id="11632021">Behold, flower!</text>
6617    <text id="11632022">Behold, grass!</text>
6618    <text id="11632023">Behold, tree!</text>
6619    <text id="11632024">Behold, fruit!</text>
6620    <text id="11632025">Behold, seed!</text>
6621    <text id="11632026">Behold, mushroom!</text>
6622    <text id="11632027">Behold, tear!</text>
6623    <text id="11632028">Behold, crystal!</text>
6624    <text id="11632029">Behold, butterfly!</text>
6625    <text id="11632030">Behold, bug!</text>
6626    <text id="11632031">Behold, dung!</text>
6627    <text id="11632032">Behold, grace!</text>
6628    <text id="11632033">Behold, door!</text>
6629    <text id="11632034">Behold, key!</text>
6630    <text id="11632035">Behold, ladder!</text>
6631    <text id="11632036">Behold, lever!</text>
6632    <text id="11632037">Behold, lift!</text>
6633    <text id="11632038">Behold, spiritspring!</text>
6634    <text id="11632039">Behold, warpstone!</text>
6635    <text id="11632040">Behold, stone astrolabe!</text>
6636    <text id="11632041">Behold, telescopic view!</text>
6637    <text id="11632042">Behold, message!</text>
6638    <text id="11632043">Behold, bloodstain!</text>
6639    <text id="11632044">Behold, Erdtree!</text>
6640    <text id="11632045">Behold, Elden Ring!</text>
6641    <text id="11633001">Behold, close-quarters battle!</text>
6642    <text id="11633002">Behold, ranged battle!</text>
6643    <text id="11633003">Behold, horseback battle!</text>
6644    <text id="11633004">Behold, luring out!</text>
6645    <text id="11633005">Behold, defeating one-by-one!</text>
6646    <text id="11633006">Behold, taking on all at once!</text>
6647    <text id="11633007">Behold, rushing in!</text>
6648    <text id="11633008">Behold, stealth!</text>
6649    <text id="11633009">Behold, mimicry!</text>
6650    <text id="11633010">Behold, confusion!</text>
6651    <text id="11633011">Behold, pursuit!</text>
6652    <text id="11633012">Behold, fleeing!</text>
6653    <text id="11633013">Behold, summoning!</text>
6654    <text id="11633014">Behold, circling around!</text>
6655    <text id="11633015">Behold, jumping off!</text>
6656    <text id="11633016">Behold, dashing through!</text>
6657    <text id="11633017">Behold, brief respite!</text>
6658    <text id="11634001">Behold, attacking!</text>
6659    <text id="11634002">Behold, jump attack!</text>
6660    <text id="11634003">Behold, running attack!</text>
6661    <text id="11634004">Behold, critical hit!</text>
6662    <text id="11634005">Behold, two-handing!</text>
6663    <text id="11634006">Behold, blocking!</text>
6664    <text id="11634007">Behold, parrying!</text>
6665    <text id="11634008">Behold, guard counter!</text>
6666    <text id="11634009">Behold, sorcery!</text>
6667    <text id="11634010">Behold, incantation!</text>
6668    <text id="11634011">Behold, skill!</text>
6669    <text id="11634012">Behold, summoning!</text>
6670    <text id="11634013">Behold, throwing!</text>
6671    <text id="11634014">Behold, healing!</text>
6672    <text id="11634015">Behold, running!</text>
6673    <text id="11634016">Behold, rolling!</text>
6674    <text id="11634017">Behold, backstepping!</text>
6675    <text id="11634018">Behold, jumping!</text>
6676    <text id="11634019">Behold, crouching!</text>
6677    <text id="11634020">Behold, target lock!</text>
6678    <text id="11634021">Behold, item crafting!</text>
6679    <text id="11634022">Behold, gesturing!</text>
6680    <text id="11635001">Behold, morning!</text>
6681    <text id="11635002">Behold, noon!</text>
6682    <text id="11635003">Behold, evening!</text>
6683    <text id="11635004">Behold, night!</text>
6684    <text id="11635005">Behold, clear sky!</text>
6685    <text id="11635006">Behold, overcast!</text>
6686    <text id="11635007">Behold, rain!</text>
6687    <text id="11635008">Behold, storm!</text>
6688    <text id="11635009">Behold, mist!</text>
6689    <text id="11635010">Behold, snow!</text>
6690    <text id="11635011">Behold, patrolling!</text>
6691    <text id="11635012">Behold, procession!</text>
6692    <text id="11635013">Behold, crowd!</text>
6693    <text id="11635014">Behold, surprise attack!</text>
6694    <text id="11635015">Behold, ambush!</text>
6695    <text id="11635016">Behold, pincer attack!</text>
6696    <text id="11635017">Behold, beating to a pulp!</text>
6697    <text id="11635018">Behold, battle!</text>
6698    <text id="11635019">Behold, reinforcements!</text>
6699    <text id="11635020">Behold, ritual!</text>
6700    <text id="11635021">Behold, explosion!</text>
6701    <text id="11635022">Behold, high spot!</text>
6702    <text id="11635023">Behold, defensible spot!</text>
6703    <text id="11635024">Behold, climbable spot!</text>
6704    <text id="11635025">Behold, crossable spot!</text>
6705    <text id="11635026">Behold, bright spot!</text>
6706    <text id="11635027">Behold, dark spot!</text>
6707    <text id="11635028">Behold, open area!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6668

```
6668    <text id="11631042">behold, monarch!</text>
6669    <text id="11631043">behold, lord!</text>
6670    <text id="11631044">behold, god!</text>
6671    <text id="11632001">behold, item!</text>
6672    <text id="11632002">behold, necessary item!</text>
6673    <text id="11632003">behold, precious item!</text>
6674    <text id="11632004">behold, something!</text>
6675    <text id="11632005">behold, something incredible!</text>
6676    <text id="11632006">behold, treasure chest!</text>
6677    <text id="11632007">behold, corpse!</text>
6678    <text id="11632008">behold, coffin!</text>
6679    <text id="11632009">behold, trap!</text>
6680    <text id="11632010">behold, armament!</text>
6681    <text id="11632011">behold, shield!</text>
6682    <text id="11632012">behold, bow!</text>
6683    <text id="11632013">behold, projectile weapon!</text>
6684    <text id="11632014">behold, armor!</text>
6685    <text id="11632015">behold, talisman!</text>
6686    <text id="11632016">behold, skill!</text>
6687    <text id="11632017">behold, sorcery!</text>
6688    <text id="11632018">behold, incantation!</text>
6689    <text id="11632019">behold, map!</text>
6690    <text id="11632020">behold, material!</text>
6691    <text id="11632021">behold, flower!</text>
6692    <text id="11632022">behold, grass!</text>
6693    <text id="11632023">behold, tree!</text>
6694    <text id="11632024">behold, fruit!</text>
6695    <text id="11632025">behold, seed!</text>
6696    <text id="11632026">behold, mushroom!</text>
6697    <text id="11632027">behold, tear!</text>
6698    <text id="11632028">behold, crystal!</text>
6699    <text id="11632029">behold, butterfly!</text>
6700    <text id="11632030">behold, bug!</text>
6701    <text id="11632031">behold, dung!</text>
6702    <text id="11632032">behold, grace!</text>
6703    <text id="11632033">behold, door!</text>
6704    <text id="11632034">behold, key!</text>
6705    <text id="11632035">behold, ladder!</text>
6706    <text id="11632036">behold, lever!</text>
6707    <text id="11632037">behold, lift!</text>
6708    <text id="11632038">behold, spiritspring!</text>
6709    <text id="11632039">behold, sending gate!</text>
6710    <text id="11632040">behold, stone astrolabe!</text>
6711    <text id="11632041">behold, Birdseye Telescope!</text>
6712    <text id="11632042">behold, message!</text>
6713    <text id="11632043">behold, bloodstain!</text>
6714    <text id="11632044">behold, Erdtree!</text>
6715    <text id="11632045">behold, Elden Ring!</text>
6716    <text id="11633001">behold, close-quarters battle!</text>
6717    <text id="11633002">behold, ranged battle!</text>
6718    <text id="11633003">behold, horseback battle!</text>
6719    <text id="11633004">behold, luring out!</text>
6720    <text id="11633005">behold, defeating one-by-one!</text>
6721    <text id="11633006">behold, taking on all at once!</text>
6722    <text id="11633007">behold, rushing in!</text>
6723    <text id="11633008">behold, stealth!</text>
6724    <text id="11633009">behold, mimicry!</text>
6725    <text id="11633010">behold, confusion!</text>
6726    <text id="11633011">behold, pursuit!</text>
6727    <text id="11633012">behold, fleeing!</text>
6728    <text id="11633013">behold, summoning!</text>
6729    <text id="11633014">behold, circling around!</text>
6730    <text id="11633015">behold, jumping off!</text>
6731    <text id="11633016">behold, dashing through!</text>
6732    <text id="11633017">behold, brief respite!</text>
6733    <text id="11634001">behold, attacking!</text>
6734    <text id="11634002">behold, jump attack!</text>
6735    <text id="11634003">behold, running attack!</text>
6736    <text id="11634004">behold, critical hit!</text>
6737    <text id="11634005">behold, two-handing!</text>
6738    <text id="11634006">behold, blocking!</text>
6739    <text id="11634007">behold, parrying!</text>
6740    <text id="11634008">behold, guard counter!</text>
6741    <text id="11634009">behold, sorcery!</text>
6742    <text id="11634010">behold, incantation!</text>
6743    <text id="11634011">behold, skill!</text>
6744    <text id="11634012">behold, summoning!</text>
6745    <text id="11634013">behold, throwing!</text>
6746    <text id="11634014">behold, healing!</text>
6747    <text id="11634015">behold, running!</text>
6748    <text id="11634016">behold, rolling!</text>
6749    <text id="11634017">behold, backstepping!</text>
6750    <text id="11634018">behold, jumping!</text>
6751    <text id="11634019">behold, crouching!</text>
6752    <text id="11634020">behold, target lock!</text>
6753    <text id="11634021">behold, item crafting!</text>
6754    <text id="11634022">behold, gesturing!</text>
6755    <text id="11635001">behold, morning!</text>
6756    <text id="11635002">behold, noon!</text>
6757    <text id="11635003">behold, evening!</text>
6758    <text id="11635004">behold, night!</text>
6759    <text id="11635005">behold, clear sky!</text>
6760    <text id="11635006">behold, overcast!</text>
6761    <text id="11635007">behold, rain!</text>
6762    <text id="11635008">behold, storm!</text>
6763    <text id="11635009">behold, mist!</text>
6764    <text id="11635010">behold, snow!</text>
6765    <text id="11635011">behold, patrolling!</text>
6766    <text id="11635012">behold, procession!</text>
6767    <text id="11635013">behold, crowd!</text>
6768    <text id="11635014">behold, surprise attack!</text>
6769    <text id="11635015">behold, ambush!</text>
6770    <text id="11635016">behold, pincer attack!</text>
6771    <text id="11635017">behold, beating to a pulp!</text>
6772    <text id="11635018">behold, battle!</text>
6773    <text id="11635019">behold, reinforcements!</text>
6774    <text id="11635020">behold, ritual!</text>
6775    <text id="11635021">behold, explosion!</text>
6776    <text id="11635022">behold, high spot!</text>
6777    <text id="11635023">behold, defensible spot!</text>
6778    <text id="11635024">behold, climbable spot!</text>
6779    <text id="11635025">behold, crossable spot!</text>
6780    <text id="11635026">behold, bright spot!</text>
6781    <text id="11635027">behold, dark spot!</text>
6782    <text id="11635028">behold, open area!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6708

```
6708    <text id="11635029">Behold, cramped area!</text>
6709    <text id="11635030">Behold, hiding place!</text>
6710    <text id="11635031">Behold, sniping spot!</text>
6711    <text id="11635032">Behold, recon spot!</text>
6712    <text id="11635033">Behold, safety!</text>
6713    <text id="11635034">Behold, danger!</text>
6714    <text id="11635035">Behold, gorgeous view!</text>
6715    <text id="11635036">Behold, detour!</text>
6716    <text id="11635037">Behold, hidden path!</text>
6717    <text id="11635038">Behold, secret passage!</text>
6718    <text id="11635039">Behold, shortcut!</text>
6719    <text id="11635040">Behold, dead end!</text>
6720    <text id="11635041">Behold, looking away!</text>
6721    <text id="11635042">Behold, unnoticed!</text>
6722    <text id="11635043">Behold, out of stamina!</text>
6723    <text id="11636001">Behold, high road!</text>
6724    <text id="11636002">Behold, checkpoint!</text>
6725    <text id="11636003">Behold, bridge!</text>
6726    <text id="11636004">Behold, castle!</text>
6727    <text id="11636005">Behold, fort!</text>
6728    <text id="11636006">Behold, city!</text>
6729    <text id="11636007">Behold, ruins!</text>
6730    <text id="11636008">Behold, church!</text>
6731    <text id="11636009">Behold, tower!</text>
6732    <text id="11636010">Behold, camp site!</text>
6733    <text id="11636011">Behold, house!</text>
6734    <text id="11636012">Behold, cemetery!</text>
6735    <text id="11636013">Behold, underground tomb!</text>
6736    <text id="11636014">Behold, tunnel!</text>
6737    <text id="11636015">Behold, cave!</text>
6738    <text id="11636016">Behold, evergaol!</text>
6739    <text id="11636017">Behold, great tree!</text>
6740    <text id="11636018">Behold, cellar!</text>
6741    <text id="11636019">Behold, surface!</text>
6742    <text id="11636020">Behold, underground!</text>
6743    <text id="11636021">Behold, forest!</text>
6744    <text id="11636022">Behold, river!</text>
6745    <text id="11636023">Behold, lake!</text>
6746    <text id="11636024">Behold, bog!</text>
6747    <text id="11636025">Behold, mountain!</text>
6748    <text id="11636026">Behold, valley!</text>
6749    <text id="11636027">Behold, cliff!</text>
6750    <text id="11636028">Behold, waterside!</text>
6751    <text id="11636029">Behold, nest!</text>
6752    <text id="11636030">Behold, hole!</text>
6753    <text id="11637001">Behold, east!</text>
6754    <text id="11637002">Behold, west!</text>
6755    <text id="11637003">Behold, south!</text>
6756    <text id="11637004">Behold, north!</text>
6757    <text id="11637005">Behold, ahead!</text>
6758    <text id="11637006">Behold, behind!</text>
6759    <text id="11637007">Behold, left!</text>
6760    <text id="11637008">Behold, right!</text>
6761    <text id="11637009">Behold, center!</text>
6762    <text id="11637010">Behold, up!</text>
6763    <text id="11637011">Behold, down!</text>
6764    <text id="11637012">Behold, edge!</text>
6765    <text id="11638001">Behold, head!</text>
6766    <text id="11638002">Behold, stomach!</text>
6767    <text id="11638003">Behold, back!</text>
6768    <text id="11638004">Behold, arms!</text>
6769    <text id="11638005">Behold, legs!</text>
6770    <text id="11638006">Behold, rump!</text>
6771    <text id="11638007">Behold, tail!</text>
6772    <text id="11638008">Behold, core!</text>
6773    <text id="11638009">Behold, fingers!</text>
6774    <text id="11639001">Behold, physical!</text>
6775    <text id="11639002">Behold, standard!</text>
6776    <text id="11639003">Behold, striking!</text>
6777    <text id="11639004">Behold, slashing!</text>
6778    <text id="11639005">Behold, piercing!</text>
6779    <text id="11639006">Behold, fire!</text>
6780    <text id="11639007">Behold, lightning!</text>
6781    <text id="11639008">Behold, sorcery!</text>
6782    <text id="11639009">Behold, holy!</text>
6783    <text id="11639010">Behold, poison!</text>
6784    <text id="11639011">Behold, toxic!</text>
6785    <text id="11639012">Behold, plaque!</text>
6786    <text id="11639013">Behold, hemorrhage!</text>
6787    <text id="11639014">Behold, frostbite!</text>
6788    <text id="11639015">Behold, sleep!</text>
6789    <text id="11639016">Behold, madness!</text>
6790    <text id="11639017">Behold, death!</text>
6791    <text id="11640001">Behold, life!</text>
6792    <text id="11640002">Behold, Death!</text>
6793    <text id="11640003">Behold, light!</text>
6794    <text id="11640004">Behold, dark!</text>
6795    <text id="11640005">Behold, stars!</text>
6796    <text id="11640006">Behold, fire!</text>
6797    <text id="11640007">Behold, Order!</text>
6798    <text id="11640008">Behold, chaos!</text>
6799    <text id="11640009">Behold, joy!</text>
6800    <text id="11640010">Behold, wrath!</text>
6801    <text id="11640011">Behold, suffering!</text>
6802    <text id="11640012">Behold, sadness!</text>
6803    <text id="11640013">Behold, comfort!</text>
6804    <text id="11640014">Behold, bliss!</text>
6805    <text id="11640015">Behold, misfortune!</text>
6806    <text id="11640016">Behold, good fortune!</text>
6807    <text id="11640017">Behold, bad luck!</text>
6808    <text id="11640018">Behold, hope!</text>
6809    <text id="11640019">Behold, despair!</text>
6810    <text id="11640020">Behold, victory!</text>
6811    <text id="11640021">Behold, defeat!</text>
6812    <text id="11640022">Behold, research!</text>
6813    <text id="11640023">Behold, faith!</text>
6814    <text id="11640024">Behold, abundance!</text>
6815    <text id="11640025">Behold, rot!</text>
6816    <text id="11640026">Behold, loyalty!</text>
6817    <text id="11640027">Behold, injustice!</text>
6818    <text id="11640028">Behold, secret!</text>
6819    <text id="11640029">Behold, opportunity!</text>
6820    <text id="11640030">Behold, pickle!</text>
6821    <text id="11640031">Behold, clue!</text>
6822    <text id="11640032">Behold, friendship!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6783

```
6783    <text id="11635029">behold, cramped area!</text>
6784    <text id="11635030">behold, hiding place!</text>
6785    <text id="11635031">behold, sniping spot!</text>
6786    <text id="11635032">behold, recon spot!</text>
6787    <text id="11635033">behold, safety!</text>
6788    <text id="11635034">behold, danger!</text>
6789    <text id="11635035">behold, gorgeous view!</text>
6790    <text id="11635036">behold, detour!</text>
6791    <text id="11635037">behold, hidden path!</text>
6792    <text id="11635038">behold, secret passage!</text>
6793    <text id="11635039">behold, shortcut!</text>
6794    <text id="11635040">behold, dead end!</text>
6795    <text id="11635041">behold, looking away!</text>
6796    <text id="11635042">behold, unnoticed!</text>
6797    <text id="11635043">behold, out of stamina!</text>
6798    <text id="11636001">behold, high road!</text>
6799    <text id="11636002">behold, checkpoint!</text>
6800    <text id="11636003">behold, bridge!</text>
6801    <text id="11636004">behold, castle!</text>
6802    <text id="11636005">behold, fort!</text>
6803    <text id="11636006">behold, city!</text>
6804    <text id="11636007">behold, ruins!</text>
6805    <text id="11636008">behold, church!</text>
6806    <text id="11636009">behold, tower!</text>
6807    <text id="11636010">behold, camp site!</text>
6808    <text id="11636011">behold, house!</text>
6809    <text id="11636012">behold, cemetery!</text>
6810    <text id="11636013">behold, underground tomb!</text>
6811    <text id="11636014">behold, tunnel!</text>
6812    <text id="11636015">behold, cave!</text>
6813    <text id="11636016">behold, evergaol!</text>
6814    <text id="11636017">behold, great tree!</text>
6815    <text id="11636018">behold, cellar!</text>
6816    <text id="11636019">behold, surface!</text>
6817    <text id="11636020">behold, underground!</text>
6818    <text id="11636021">behold, forest!</text>
6819    <text id="11636022">behold, river!</text>
6820    <text id="11636023">behold, lake!</text>
6821    <text id="11636024">behold, bog!</text>
6822    <text id="11636025">behold, mountain!</text>
6823    <text id="11636026">behold, valley!</text>
6824    <text id="11636027">behold, cliff!</text>
6825    <text id="11636028">behold, waterside!</text>
6826    <text id="11636029">behold, nest!</text>
6827    <text id="11636030">behold, hole!</text>
6828    <text id="11637001">behold, east!</text>
6829    <text id="11637002">behold, west!</text>
6830    <text id="11637003">behold, south!</text>
6831    <text id="11637004">behold, north!</text>
6832    <text id="11637005">behold, ahead!</text>
6833    <text id="11637006">behold, behind!</text>
6834    <text id="11637007">behold, left!</text>
6835    <text id="11637008">behold, right!</text>
6836    <text id="11637009">behold, center!</text>
6837    <text id="11637010">behold, up!</text>
6838    <text id="11637011">behold, down!</text>
6839    <text id="11637012">behold, edge!</text>
6840    <text id="11638001">behold, head!</text>
6841    <text id="11638002">behold, stomach!</text>
6842    <text id="11638003">behold, back!</text>
6843    <text id="11638004">behold, arms!</text>
6844    <text id="11638005">behold, legs!</text>
6845    <text id="11638006">behold, rump!</text>
6846    <text id="11638007">behold, tail!</text>
6847    <text id="11638008">behold, core!</text>
6848    <text id="11638009">behold, fingers!</text>
6849    <text id="11639001">behold, physical!</text>
6850    <text id="11639002">behold, standard!</text>
6851    <text id="11639003">behold, striking!</text>
6852    <text id="11639004">behold, slashing!</text>
6853    <text id="11639005">behold, piercing!</text>
6854    <text id="11639006">behold, fire!</text>
6855    <text id="11639007">behold, lightning!</text>
6856    <text id="11639008">behold, magic!</text>
6857    <text id="11639009">behold, holy!</text>
6858    <text id="11639010">behold, poison!</text>
6859    <text id="11639011">behold, toxic!</text>
6860    <text id="11639012">behold, scarlet rot!</text>
6861    <text id="11639013">behold, blood loss!</text>
6862    <text id="11639014">behold, frost!</text>
6863    <text id="11639015">behold, sleep!</text>
6864    <text id="11639016">behold, madness!</text>
6865    <text id="11639017">behold, death!</text>
6866    <text id="11640001">behold, life!</text>
6867    <text id="11640002">behold, Death!</text>
6868    <text id="11640003">behold, light!</text>
6869    <text id="11640004">behold, dark!</text>
6870    <text id="11640005">behold, stars!</text>
6871    <text id="11640006">behold, fire!</text>
6872    <text id="11640007">behold, Order!</text>
6873    <text id="11640008">behold, chaos!</text>
6874    <text id="11640009">behold, joy!</text>
6875    <text id="11640010">behold, wrath!</text>
6876    <text id="11640011">behold, suffering!</text>
6877    <text id="11640012">behold, sadness!</text>
6878    <text id="11640013">behold, comfort!</text>
6879    <text id="11640014">behold, bliss!</text>
6880    <text id="11640015">behold, misfortune!</text>
6881    <text id="11640016">behold, good fortune!</text>
6882    <text id="11640017">behold, bad luck!</text>
6883    <text id="11640018">behold, hope!</text>
6884    <text id="11640019">behold, despair!</text>
6885    <text id="11640020">behold, victory!</text>
6886    <text id="11640021">behold, defeat!</text>
6887    <text id="11640022">behold, research!</text>
6888    <text id="11640023">behold, faith!</text>
6889    <text id="11640024">behold, abundance!</text>
6890    <text id="11640025">behold, rot!</text>
6891    <text id="11640026">behold, loyalty!</text>
6892    <text id="11640027">behold, injustice!</text>
6893    <text id="11640028">behold, secret!</text>
6894    <text id="11640029">behold, opportunity!</text>
6895    <text id="11640030">behold, pickle!</text>
6896    <text id="11640031">behold, clue!</text>
6897    <text id="11640032">behold, friendship!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6823

```
6823    <text id="11640033">Behold, love!</text>
6824    <text id="11640034">Behold, bravery!</text>
6825    <text id="11640035">Behold, vigor!</text>
6826    <text id="11640036">Behold, fortitude!</text>
6827    <text id="11640037">Behold, confidence!</text>
6828    <text id="11640038">Behold, inadvertent!</text>
6829    <text id="11640039">Behold, unguarded!</text>
6830    <text id="11640040">Behold, introspection!</text>
6831    <text id="11640041">Behold, regret!</text>
6832    <text id="11640042">Behold, giving up!</text>
6833    <text id="11640043">Behold, futility!</text>
6834    <text id="11640044">Behold, at the limit!</text>
6835    <text id="11640045">Behold, betrayal!</text>
6836    <text id="11640046">Behold, revenge!</text>
6837    <text id="11640047">Behold, destroy!</text>
6838    <text id="11640048">Behold, recklessness!</text>
6839    <text id="11640049">Behold, calmness!</text>
6840    <text id="11640050">Behold, vigilance!</text>
6841    <text id="11640051">Behold, tranquility!</text>
6842    <text id="11640052">Behold, sound!</text>
6843    <text id="11640053">Behold, tears!</text>
6844    <text id="11640054">Behold, sleep!</text>
6845    <text id="11640055">Behold, depths!</text>
6846    <text id="11640056">Behold, dregs!</text>
6847    <text id="11640057">Behold, fear!</text>
6848    <text id="11640058">Behold, sacrifice!</text>
6849    <text id="11640059">Behold, ruin!</text>
6850    <text id="11641001">Behold, good luck!</text>
6851    <text id="11641002">Behold, look carefully!</text>
6852    <text id="11641003">Behold, listen carefully!</text>
6853    <text id="11641004">Behold, think carefully!</text>
6854    <text id="11641005">Behold, well done!</text>
6855    <text id="11641006">Behold, I did it!!</text>
6856    <text id="11641007">Behold, I've failed...!</text>
6857    <text id="11641008">Behold, here!!</text>
6858    <text id="11641009">Behold, not here!!</text>
6859    <text id="11641010">Behold, don't you dare!!</text>
6860    <text id="11641011">Behold, do it!!</text>
6861    <text id="11641012">Behold, I can't take this...!</text>
6862    <text id="11641013">Behold, don't think!</text>
6863    <text id="11641014">Behold, so lonely...!</text>
6864    <text id="11641015">Behold, here again...!</text>
6865    <text id="11641016">Behold, just getting started!</text>
6866    <text id="11641017">Behold, stay calm!</text>
6867    <text id="11641018">Behold, keep moving!</text>
6868    <text id="11641019">Behold, turn back!</text>
6869    <text id="11641020">Behold, give up!</text>
6870    <text id="11641021">Behold, don't give up!</text>
6871    <text id="11641022">Behold, help me...!</text>
6872    <text id="11641023">Behold, I don't believe it...!</text>
6873    <text id="11641024">Behold, too high up!</text>
6874    <text id="11641025">Behold, I want to go home...!</text>
6875    <text id="11641026">Behold, it's like a dream...!</text>
6876    <text id="11641027">Behold, seems familiar...!</text>
6877    <text id="11641028">Behold, beautiful...!</text>
6878    <text id="11641029">Behold, you don't have the right!</text>
6879    <text id="11641030">Behold, are you ready?!</text>
6880    <text id="11730001">Offer enemy</text>
6881    <text id="11730002">Offer weak foe</text>
6882    <text id="11730003">Offer strong foe</text>
6883    <text id="11730004">Offer monster</text>
6884    <text id="11730005">Offer dragon</text>
6885    <text id="11730006">Offer boss</text>
6886    <text id="11730007">Offer sentry</text>
6887    <text id="11730008">Offer group</text>
6888    <text id="11730009">Offer pack</text>
6889    <text id="11730010">Offer decoy</text>
6890    <text id="11730011">Offer undead</text>
6891    <text id="11730012">Offer soldier</text>
6892    <text id="11730013">Offer knight</text>
6893    <text id="11730014">Offer cavalier</text>
6894    <text id="11730015">Offer archer</text>
6895    <text id="11730016">Offer sniper</text>
6896    <text id="11730017">Offer mage</text>
6897    <text id="11730018">Offer ordnance</text>
6898    <text id="11730019">Offer monarch</text>
6899    <text id="11730020">Offer lord</text>
6900    <text id="11730021">Offer demi-human</text>
6901    <text id="11730022">Offer outsider</text>
6902    <text id="11730023">Offer giant</text>
6903    <text id="11730024">Offer horse</text>
6904    <text id="11730025">Offer dog</text>
6905    <text id="11730026">Offer wolf</text>
6906    <text id="11730027">Offer rat</text>
6907    <text id="11730028">Offer beast</text>
6908    <text id="11730029">Offer bird</text>
6909    <text id="11730030">Offer raptor</text>
6910    <text id="11730031">Offer snake</text>
6911    <text id="11730032">Offer crab</text>
6912    <text id="11730033">Offer prawn</text>
6913    <text id="11730034">Offer octopus</text>
6914    <text id="11730035">Offer bug</text>
6915    <text id="11730036">Offer scarab</text>
6916    <text id="11730037">Offer slug</text>
6917    <text id="11730038">Offer wraith</text>
6918    <text id="11730039">Offer skeleton</text>
6919    <text id="11730040">Offer monstrosity</text>
6920    <text id="11730041">Offer Ill-omened creature</text>
6921    <text id="11731001">Offer Tarnished</text>
6922    <text id="11731002">Offer warrior</text>
6923    <text id="11731003">Offer swordsman</text>
6924    <text id="11731004">Offer knight</text>
6925    <text id="11731005">Offer samurai</text>
6926    <text id="11731006">Offer sorcerer</text>
6927    <text id="11731007">Offer cleric</text>
6928    <text id="11731008">Offer sage</text>
6929    <text id="11731009">Offer merchant</text>
6930    <text id="11731010">Offer teacher</text>
6931    <text id="11731011">Offer master</text>
6932    <text id="11731012">Offer friend</text>
6933    <text id="11731013">Offer lover</text>
6934    <text id="11731014">Offer old dear</text>
6935    <text id="11731015">Offer old codger </text>
6936    <text id="11731016">Offer angel</text>
6937    <text id="11731017">Offer fat coinpurse</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6898

```
6898    <text id="11640033">behold, love!</text>
6899    <text id="11640034">behold, bravery!</text>
6900    <text id="11640035">behold, vigor!</text>
6901    <text id="11640036">behold, fortitude!</text>
6902    <text id="11640037">behold, confidence!</text>
6903    <text id="11640038">behold, distracted!</text>
6904    <text id="11640039">behold, unguarded!</text>
6905    <text id="11640040">behold, introspection!</text>
6906    <text id="11640041">behold, regret!</text>
6907    <text id="11640042">behold, resignation!</text>
6908    <text id="11640043">behold, futility!</text>
6909    <text id="11640044">behold, on the brink!</text>
6910    <text id="11640045">behold, betrayal!</text>
6911    <text id="11640046">behold, revenge!</text>
6912    <text id="11640047">behold, destruction!</text>
6913    <text id="11640048">behold, recklessness!</text>
6914    <text id="11640049">behold, calmness!</text>
6915    <text id="11640050">behold, vigilance!</text>
6916    <text id="11640051">behold, tranquility!</text>
6917    <text id="11640052">behold, sound!</text>
6918    <text id="11640053">behold, tears!</text>
6919    <text id="11640054">behold, sleep!</text>
6920    <text id="11640055">behold, depths!</text>
6921    <text id="11640056">behold, dregs!</text>
6922    <text id="11640057">behold, fear!</text>
6923    <text id="11640058">behold, sacrifice!</text>
6924    <text id="11640059">behold, ruin!</text>
6925    <text id="11641001">behold, good luck!</text>
6926    <text id="11641002">behold, look carefully!</text>
6927    <text id="11641003">behold, listen carefully!</text>
6928    <text id="11641004">behold, think carefully!</text>
6929    <text id="11641005">behold, well done!</text>
6930    <text id="11641006">behold, I did it!!</text>
6931    <text id="11641007">behold, I've failed...!</text>
6932    <text id="11641008">behold, here!!</text>
6933    <text id="11641009">behold, not here!!</text>
6934    <text id="11641010">behold, don't you dare!!</text>
6935    <text id="11641011">behold, do it!!</text>
6936    <text id="11641012">behold, I can't take this...!</text>
6937    <text id="11641013">behold, don't think!</text>
6938    <text id="11641014">behold, so lonely...!</text>
6939    <text id="11641015">behold, here again...!</text>
6940    <text id="11641016">behold, just getting started!</text>
6941    <text id="11641017">behold, stay calm!</text>
6942    <text id="11641018">behold, keep moving!</text>
6943    <text id="11641019">behold, turn back!</text>
6944    <text id="11641020">behold, give up!</text>
6945    <text id="11641021">behold, don't give up!</text>
6946    <text id="11641022">behold, help me...!</text>
6947    <text id="11641023">behold, I don't believe it...!</text>
6948    <text id="11641024">behold, too high up!</text>
6949    <text id="11641025">behold, I want to go home...!</text>
6950    <text id="11641026">behold, it's like a dream...!</text>
6951    <text id="11641027">behold, seems familiar...!</text>
6952    <text id="11641028">behold, beautiful...!</text>
6953    <text id="11641029">behold, you don't have the right!</text>
6954    <text id="11641030">behold, are you ready?!</text>
6955    <text id="11730001">offer enemy</text>
6956    <text id="11730002">offer weak foe</text>
6957    <text id="11730003">offer strong foe</text>
6958    <text id="11730004">offer monster</text>
6959    <text id="11730005">offer dragon</text>
6960    <text id="11730006">offer boss</text>
6961    <text id="11730007">offer sentry</text>
6962    <text id="11730008">offer group</text>
6963    <text id="11730009">offer pack</text>
6964    <text id="11730010">offer decoy</text>
6965    <text id="11730011">offer undead</text>
6966    <text id="11730012">offer soldier</text>
6967    <text id="11730013">offer knight</text>
6968    <text id="11730014">offer cavalier</text>
6969    <text id="11730015">offer archer</text>
6970    <text id="11730016">offer sniper</text>
6971    <text id="11730017">offer mage</text>
6972    <text id="11730018">offer ordnance</text>
6973    <text id="11730019">offer monarch</text>
6974    <text id="11730020">offer lord</text>
6975    <text id="11730021">offer demi-human</text>
6976    <text id="11730022">offer outsider</text>
6977    <text id="11730023">offer giant</text>
6978    <text id="11730024">offer horse</text>
6979    <text id="11730025">offer dog</text>
6980    <text id="11730026">offer wolf</text>
6981    <text id="11730027">offer rat</text>
6982    <text id="11730028">offer beast</text>
6983    <text id="11730029">offer bird</text>
6984    <text id="11730030">offer raptor</text>
6985    <text id="11730031">offer snake</text>
6986    <text id="11730032">offer crab</text>
6987    <text id="11730033">offer prawn</text>
6988    <text id="11730034">offer octopus</text>
6989    <text id="11730035">offer bug</text>
6990    <text id="11730036">offer scarab</text>
6991    <text id="11730037">offer slug</text>
6992    <text id="11730038">offer wraith</text>
6993    <text id="11730039">offer skeleton</text>
6994    <text id="11730040">offer monstrosity</text>
6995    <text id="11730041">offer ill-omened creature</text>
6996    <text id="11731001">offer Tarnished</text>
6997    <text id="11731002">offer warrior</text>
6998    <text id="11731003">offer swordfighter</text>
6999    <text id="11731004">offer knight</text>
7000    <text id="11731005">offer samurai</text>
7001    <text id="11731006">offer sorcerer</text>
7002    <text id="11731007">offer cleric</text>
7003    <text id="11731008">offer sage</text>
7004    <text id="11731009">offer merchant</text>
7005    <text id="11731010">offer teacher</text>
7006    <text id="11731011">offer master</text>
7007    <text id="11731012">offer friend</text>
7008    <text id="11731013">offer lover</text>
7009    <text id="11731014">offer old dear</text>
7010    <text id="11731015">offer old codger </text>
7011    <text id="11731016">offer angel</text>
7012    <text id="11731017">offer fat coinpurse</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 6938

```
<text id="11731018">Offer pauper</text>
<text id="11731019">Offer good sort</text>
<text id="11731020">Offer wicked sort</text>
<text id="11731021">Offer plump sort</text>
<text id="11731022">Offer skinny sort</text>
<text id="11731023">Offer lovable sort</text>
<text id="11731024">Offer pathetic sort</text>
<text id="11731025">Offer strange sort</text>
<text id="11731026">Offer nimble sort</text>
<text id="11731027">Offer laggardly sort</text>
<text id="11731028">Offer invisible sort</text>
<text id="11731029">Offer unfathomable sort</text>
<text id="11731030">Offer giant sort</text>
<text id="11731031">Offer sinner</text>
<text id="11731032">Offer thief</text>
<text id="11731033">Offer liar</text>
<text id="11731034">Offer dastard</text>
<text id="11731035">Offer traitor</text>
<text id="11731036">Offer pair</text>
<text id="11731037">Offer trio</text>
<text id="11731038">Offer noble</text>
<text id="11731039">Offer aristocrat</text>
<text id="11731040">Offer hero</text>
<text id="11731041">Offer champion</text>
<text id="11731042">Offer monarch</text>
<text id="11731043">Offer lord</text>
<text id="11731044">Offer god</text>
<text id="11732001">Offer item</text>
<text id="11732002">Offer necessary item</text>
<text id="11732003">Offer precious item</text>
<text id="11732004">Offer something</text>
<text id="11732005">Offer something incredible</text>
<text id="11732006">Offer treasure chest</text>
<text id="11732007">Offer corpse</text>
<text id="11732008">Offer coffin</text>
<text id="11732009">Offer trap</text>
<text id="11732010">Offer armament</text>
<text id="11732011">Offer shield</text>
<text id="11732012">Offer bow</text>
<text id="11732013">Offer projectile weapon</text>
<text id="11732014">Offer armor</text>
<text id="11732015">Offer talisman</text>
<text id="11732016">Offer battle art</text>
<text id="11732017">Offer sorcery</text>
<text id="11732018">Offer incantation</text>
<text id="11732019">Offer map</text>
<text id="11732020">Offer material</text>
<text id="11732021">Offer flower</text>
<text id="11732022">Offer grass</text>
<text id="11732023">Offer tree</text>
<text id="11732024">Offer fruit</text>
<text id="11732025">Offer seed</text>
<text id="11732026">Offer mushroom</text>
<text id="11732027">Offer tear</text>
<text id="11732028">Offer crystal</text>
<text id="11732029">Offer butterfly</text>
<text id="11732030">Offer bug</text>
<text id="11732031">Offer dung</text>
<text id="11732032">Offer grace</text>
<text id="11732033">Offer door</text>
<text id="11732034">Offer key</text>
<text id="11732035">Offer ladder</text>
<text id="11732036">Offer lever</text>
<text id="11732037">Offer lift</text>
<text id="11732038">Offer spiritspring</text>
<text id="11732039">Offer warpstone</text>
<text id="11732040">Offer stone astrolabe</text>
<text id="11732041">Offer telescopic view</text>
<text id="11732042">Offer message</text>
<text id="11732043">Offer bloodstain</text>
<text id="11732044">Offer Erdtree</text>
<text id="11732045">Offer Elden Ring</text>
<text id="11733001">Offer close-quarters battle</text>
<text id="11733002">Offer ranged battle</text>
<text id="11733003">Offer horseback battle</text>
<text id="11733004">Offer luring out</text>
<text id="11733005">Offer defeating one-by-one</text>
<text id="11733006">Offer taking on all at once</text>
<text id="11733007">Offer rushing in</text>
<text id="11733008">Offer stealth</text>
<text id="11733009">Offer mimicry</text>
<text id="11733010">Offer confusion</text>
<text id="11733011">Offer pursuit</text>
<text id="11733012">Offer fleeing</text>
<text id="11733013">Offer summoning</text>
<text id="11733014">Offer circling around</text>
<text id="11733015">Offer jumping off</text>
<text id="11733016">Offer dashing through</text>
<text id="11733017">Offer brief respite</text>
<text id="11734001">Offer attacking</text>
<text id="11734002">Offer jump attack</text>
<text id="11734003">Offer running attack</text>
<text id="11734004">Offer critical hit</text>
<text id="11734005">Offer two-handing</text>
<text id="11734006">Offer blocking</text>
<text id="11734007">Offer parrying</text>
<text id="11734008">Offer guard counter</text>
<text id="11734009">Offer sorcery</text>
<text id="11734010">Offer incantation</text>
<text id="11734011">Offer skill</text>
<text id="11734012">Offer summoning</text>
<text id="11734013">Offer throwing</text>
<text id="11734014">Offer healing</text>
<text id="11734015">Offer running</text>
<text id="11734016">Offer rolling</text>
<text id="11734017">Offer backstepping</text>
<text id="11734018">Offer jumping</text>
<text id="11734019">Offer crouching</text>
<text id="11734020">Offer target lock</text>
<text id="11734021">Offer item crafting</text>
<text id="11734022">Offer gesturing</text>
<text id="11735001">Offer morning</text>
<text id="11735002">Offer noon</text>
<text id="11735003">Offer evening</text>
<text id="11735004">Offer night</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7013

```
<text id="11731018">offer pauper</text>
<text id="11731019">offer good sort</text>
<text id="11731020">offer wicked sort</text>
<text id="11731021">offer plump sort</text>
<text id="11731022">offer skinny sort</text>
<text id="11731023">offer lovable sort</text>
<text id="11731024">offer pathetic sort</text>
<text id="11731025">offer strange sort</text>
<text id="11731026">offer nimble sort</text>
<text id="11731027">offer laggardly sort</text>
<text id="11731028">offer invisible sort</text>
<text id="11731029">offer unfathomable sort</text>
<text id="11731030">offer giant sort</text>
<text id="11731031">offer sinner</text>
<text id="11731032">offer thief</text>
<text id="11731033">offer liar</text>
<text id="11731034">offer dastard</text>
<text id="11731035">offer traitor</text>
<text id="11731036">offer pair</text>
<text id="11731037">offer trio</text>
<text id="11731038">offer noble</text>
<text id="11731039">offer aristocrat</text>
<text id="11731040">offer hero</text>
<text id="11731041">offer champion</text>
<text id="11731042">offer monarch</text>
<text id="11731043">offer lord</text>
<text id="11731044">offer god</text>
<text id="11732001">offer item</text>
<text id="11732002">offer necessary item</text>
<text id="11732003">offer precious item</text>
<text id="11732004">offer something</text>
<text id="11732005">offer something incredible</text>
<text id="11732006">offer treasure chest</text>
<text id="11732007">offer corpse</text>
<text id="11732008">offer coffin</text>
<text id="11732009">offer trap</text>
<text id="11732010">offer armament</text>
<text id="11732011">offer shield</text>
<text id="11732012">offer bow</text>
<text id="11732013">offer projectile weapon</text>
<text id="11732014">offer armor</text>
<text id="11732015">offer talisman</text>
<text id="11732016">offer skill</text>
<text id="11732017">offer sorcery</text>
<text id="11732018">offer incantation</text>
<text id="11732019">offer map</text>
<text id="11732020">offer material</text>
<text id="11732021">offer flower</text>
<text id="11732022">offer grass</text>
<text id="11732023">offer tree</text>
<text id="11732024">offer fruit</text>
<text id="11732025">offer seed</text>
<text id="11732026">offer mushroom</text>
<text id="11732027">offer tear</text>
<text id="11732028">offer crystal</text>
<text id="11732029">offer butterfly</text>
<text id="11732030">offer bug</text>
<text id="11732031">offer dung</text>
<text id="11732032">offer grace</text>
<text id="11732033">offer door</text>
<text id="11732034">offer key</text>
<text id="11732035">offer ladder</text>
<text id="11732036">offer lever</text>
<text id="11732037">offer lift</text>
<text id="11732038">offer spiritspring</text>
<text id="11732039">offer sending gate</text>
<text id="11732040">offer stone astrolabe</text>
<text id="11732041">offer Birdseye Telescope</text>
<text id="11732042">offer message</text>
<text id="11732043">offer bloodstain</text>
<text id="11732044">offer Erdtree</text>
<text id="11732045">offer Elden Ring</text>
<text id="11733001">offer close-quarters battle</text>
<text id="11733002">offer ranged battle</text>
<text id="11733003">offer horseback battle</text>
<text id="11733004">offer luring out</text>
<text id="11733005">offer defeating one-by-one</text>
<text id="11733006">offer taking on all at once</text>
<text id="11733007">offer rushing in</text>
<text id="11733008">offer stealth</text>
<text id="11733009">offer mimicry</text>
<text id="11733010">offer confusion</text>
<text id="11733011">offer pursuit</text>
<text id="11733012">offer fleeing</text>
<text id="11733013">offer summoning</text>
<text id="11733014">offer circling around</text>
<text id="11733015">offer jumping off</text>
<text id="11733016">offer dashing through</text>
<text id="11733017">offer brief respite</text>
<text id="11734001">offer attacking</text>
<text id="11734002">offer jump attack</text>
<text id="11734003">offer running attack</text>
<text id="11734004">offer critical hit</text>
<text id="11734005">offer two-handing</text>
<text id="11734006">offer blocking</text>
<text id="11734007">offer parrying</text>
<text id="11734008">offer guard counter</text>
<text id="11734009">offer sorcery</text>
<text id="11734010">offer incantation</text>
<text id="11734011">offer skill</text>
<text id="11734012">offer summoning</text>
<text id="11734013">offer throwing</text>
<text id="11734014">offer healing</text>
<text id="11734015">offer running</text>
<text id="11734016">offer rolling</text>
<text id="11734017">offer backstepping</text>
<text id="11734018">offer jumping</text>
<text id="11734019">offer crouching</text>
<text id="11734020">offer target lock</text>
<text id="11734021">offer item crafting</text>
<text id="11734022">offer gesturing</text>
<text id="11735001">offer morning</text>
<text id="11735002">offer noon</text>
<text id="11735003">offer evening</text>
<text id="11735004">offer night</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7053

```
<text id="11735005">Offer clear sky</text>
<text id="11735006">Offer overcast</text>
<text id="11735007">Offer rain</text>
<text id="11735008">Offer storm</text>
<text id="11735009">Offer mist</text>
<text id="11735010">Offer snow</text>
<text id="11735011">Offer patrolling</text>
<text id="11735012">Offer procession</text>
<text id="11735013">Offer crowd</text>
<text id="11735014">Offer surprise attack</text>
<text id="11735015">Offer ambush</text>
<text id="11735016">Offer pincer attack</text>
<text id="11735017">Offer beating to a pulp</text>
<text id="11735018">Offer battle</text>
<text id="11735019">Offer reinforcements</text>
<text id="11735020">Offer ritual</text>
<text id="11735021">Offer explosion</text>
<text id="11735022">Offer high spot</text>
<text id="11735023">Offer defensible spot</text>
<text id="11735024">Offer climbable spot</text>
<text id="11735025">Offer crossable spot</text>
<text id="11735026">Offer bright spot</text>
<text id="11735027">Offer dark spot</text>
<text id="11735028">Offer open area</text>
<text id="11735029">Offer cramped area</text>
<text id="11735030">Offer hiding place</text>
<text id="11735031">Offer sniping spot</text>
<text id="11735032">Offer recon spot</text>
<text id="11735033">Offer safety</text>
<text id="11735034">Offer danger</text>
<text id="11735035">Offer gorgeous view</text>
<text id="11735036">Offer detour</text>
<text id="11735037">Offer hidden path</text>
<text id="11735038">Offer secret passage</text>
<text id="11735039">Offer shortcut</text>
<text id="11735040">Offer dead end</text>
<text id="11735041">Offer looking away</text>
<text id="11735042">Offer unnoticed</text>
<text id="11735043">Offer out of stamina</text>
<text id="11736001">Offer high road</text>
<text id="11736002">Offer checkpoint</text>
<text id="11736003">Offer bridge</text>
<text id="11736004">Offer castle</text>
<text id="11736005">Offer fort</text>
<text id="11736006">Offer city</text>
<text id="11736007">Offer ruins</text>
<text id="11736008">Offer church</text>
<text id="11736009">Offer tower</text>
<text id="11736010">Offer camp site</text>
<text id="11736011">Offer house</text>
<text id="11736012">Offer cemetery</text>
<text id="11736013">Offer underground tomb</text>
<text id="11736014">Offer tunnel</text>
<text id="11736015">Offer cave</text>
<text id="11736016">Offer evergaol</text>
<text id="11736017">Offer great tree</text>
<text id="11736018">Offer cellar</text>
<text id="11736019">Offer surface</text>
<text id="11736020">Offer underground</text>
<text id="11736021">Offer forest</text>
<text id="11736022">Offer river</text>
<text id="11736023">Offer lake</text>
<text id="11736024">Offer bog</text>
<text id="11736025">Offer mountain</text>
<text id="11736026">Offer valley</text>
<text id="11736027">Offer cliff</text>
<text id="11736028">Offer waterside</text>
<text id="11736029">Offer nest</text>
<text id="11736030">Offer hole</text>
<text id="11737001">Offer east</text>
<text id="11737002">Offer west</text>
<text id="11737003">Offer south</text>
<text id="11737004">Offer north</text>
<text id="11737005">Offer ahead</text>
<text id="11737006">Offer behind</text>
<text id="11737007">Offer left</text>
<text id="11737008">Offer right</text>
<text id="11737009">Offer center</text>
<text id="11737010">Offer up</text>
<text id="11737011">Offer down</text>
<text id="11737012">Offer edge</text>
<text id="11738001">Offer head</text>
<text id="11738002">Offer stomach</text>
<text id="11738003">Offer back</text>
<text id="11738004">Offer arms</text>
<text id="11738005">Offer legs</text>
<text id="11738006">Offer rump</text>
<text id="11738007">Offer tail</text>
<text id="11738008">Offer core</text>
<text id="11738009">Offer fingers</text>
<text id="11739001">Offer physical</text>
<text id="11739002">Offer standard</text>
<text id="11739003">Offer striking</text>
<text id="11739004">Offer slashing</text>
<text id="11739005">Offer piercing</text>
<text id="11739006">Offer fire</text>
<text id="11739007">Offer lightning</text>
<text id="11739008">Offer sorcery</text>
<text id="11739009">Offer holy</text>
<text id="11739010">Offer poison</text>
<text id="11739011">Offer toxic</text>
<text id="11739012">Offer plaque</text>
<text id="11739013">Offer hemorrhage</text>
<text id="11739014">Offer frostbite</text>
<text id="11739015">Offer sleep</text>
<text id="11739016">Offer madness</text>
<text id="11739017">Offer death</text>
<text id="11740001">Offer life</text>
<text id="11740002">Offer Death</text>
<text id="11740003">Offer light</text>
<text id="11740004">Offer dark</text>
<text id="11740005">Offer stars</text>
<text id="11740006">Offer fire</text>
<text id="11740007">Offer Order</text>
<text id="11740008">Offer chaos</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7128

```
<text id="11735005">offer clear sky</text>
<text id="11735006">offer overcast</text>
<text id="11735007">offer rain</text>
<text id="11735008">offer storm</text>
<text id="11735009">offer mist</text>
<text id="11735010">offer snow</text>
<text id="11735011">offer patrolling</text>
<text id="11735012">offer procession</text>
<text id="11735013">offer crowd</text>
<text id="11735014">offer surprise attack</text>
<text id="11735015">offer ambush</text>
<text id="11735016">offer pincer attack</text>
<text id="11735017">offer beating to a pulp</text>
<text id="11735018">offer battle</text>
<text id="11735019">offer reinforcements</text>
<text id="11735020">offer ritual</text>
<text id="11735021">offer explosion</text>
<text id="11735022">offer high spot</text>
<text id="11735023">offer defensible spot</text>
<text id="11735024">offer climbable spot</text>
<text id="11735025">offer crossable spot</text>
<text id="11735026">offer bright spot</text>
<text id="11735027">offer dark spot</text>
<text id="11735028">offer open area</text>
<text id="11735029">offer cramped area</text>
<text id="11735030">offer hiding place</text>
<text id="11735031">offer sniping spot</text>
<text id="11735032">offer recon spot</text>
<text id="11735033">offer safety</text>
<text id="11735034">offer danger</text>
<text id="11735035">offer gorgeous view</text>
<text id="11735036">offer detour</text>
<text id="11735037">offer hidden path</text>
<text id="11735038">offer secret passage</text>
<text id="11735039">offer shortcut</text>
<text id="11735040">offer dead end</text>
<text id="11735041">offer looking away</text>
<text id="11735042">offer unnoticed</text>
<text id="11735043">offer out of stamina</text>
<text id="11736001">offer high road</text>
<text id="11736002">offer checkpoint</text>
<text id="11736003">offer bridge</text>
<text id="11736004">offer castle</text>
<text id="11736005">offer fort</text>
<text id="11736006">offer city</text>
<text id="11736007">offer ruins</text>
<text id="11736008">offer church</text>
<text id="11736009">offer tower</text>
<text id="11736010">offer camp site</text>
<text id="11736011">offer house</text>
<text id="11736012">offer cemetery</text>
<text id="11736013">offer underground tomb</text>
<text id="11736014">offer tunnel</text>
<text id="11736015">offer cave</text>
<text id="11736016">offer evergaol</text>
<text id="11736017">offer great tree</text>
<text id="11736018">offer cellar</text>
<text id="11736019">offer surface</text>
<text id="11736020">offer underground</text>
<text id="11736021">offer forest</text>
<text id="11736022">offer river</text>
<text id="11736023">offer lake</text>
<text id="11736024">offer bog</text>
<text id="11736025">offer mountain</text>
<text id="11736026">offer valley</text>
<text id="11736027">offer cliff</text>
<text id="11736028">offer waterside</text>
<text id="11736029">offer nest</text>
<text id="11736030">offer hole</text>
<text id="11737001">offer east</text>
<text id="11737002">offer west</text>
<text id="11737003">offer south</text>
<text id="11737004">offer north</text>
<text id="11737005">offer ahead</text>
<text id="11737006">offer behind</text>
<text id="11737007">offer left</text>
<text id="11737008">offer right</text>
<text id="11737009">offer center</text>
<text id="11737010">offer up</text>
<text id="11737011">offer down</text>
<text id="11737012">offer edge</text>
<text id="11738001">offer head</text>
<text id="11738002">offer stomach</text>
<text id="11738003">offer back</text>
<text id="11738004">offer arms</text>
<text id="11738005">offer legs</text>
<text id="11738006">offer rump</text>
<text id="11738007">offer tail</text>
<text id="11738008">offer core</text>
<text id="11738009">offer fingers</text>
<text id="11739001">offer physical</text>
<text id="11739002">offer standard</text>
<text id="11739003">offer striking</text>
<text id="11739004">offer slashing</text>
<text id="11739005">offer piercing</text>
<text id="11739006">offer fire</text>
<text id="11739007">offer lightning</text>
<text id="11739008">offer magic</text>
<text id="11739009">offer holy</text>
<text id="11739010">offer poison</text>
<text id="11739011">offer toxic</text>
<text id="11739012">offer scarlet rot</text>
<text id="11739013">offer blood loss</text>
<text id="11739014">offer frost</text>
<text id="11739015">offer sleep</text>
<text id="11739016">offer madness</text>
<text id="11739017">offer death</text>
<text id="11740001">offer life</text>
<text id="11740002">offer Death</text>
<text id="11740003">offer light</text>
<text id="11740004">offer dark</text>
<text id="11740005">offer stars</text>
<text id="11740006">offer fire</text>
<text id="11740007">offer Order</text>
<text id="11740008">offer chaos</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7168

```
<text id="11740009">Offer joy</text>
<text id="11740010">Offer wrath</text>
<text id="11740011">Offer suffering</text>
<text id="11740012">Offer sadness</text>
<text id="11740013">Offer comfort</text>
<text id="11740014">Offer bliss</text>
<text id="11740015">Offer misfortune</text>
<text id="11740016">Offer good fortune</text>
<text id="11740017">Offer bad luck</text>
<text id="11740018">Offer hope</text>
<text id="11740019">Offer despair</text>
<text id="11740020">Offer victory</text>
<text id="11740021">Offer defeat</text>
<text id="11740022">Offer research</text>
<text id="11740023">Offer faith</text>
<text id="11740024">Offer abundance</text>
<text id="11740025">Offer rot</text>
<text id="11740026">Offer loyalty</text>
<text id="11740027">Offer injustice</text>
<text id="11740028">Offer secret</text>
<text id="11740029">Offer opportunity</text>
<text id="11740030">Offer pickle</text>
<text id="11740031">Offer clue</text>
<text id="11740032">Offer friendship</text>
<text id="11740033">Offer love</text>
<text id="11740034">Offer bravery</text>
<text id="11740035">Offer vigor</text>
<text id="11740036">Offer fortitude</text>
<text id="11740037">Offer confidence</text>
<text id="11740038">Offer inadvertent</text>
<text id="11740039">Offer unguarded</text>
<text id="11740040">Offer introspection</text>
<text id="11740041">Offer regret</text>
<text id="11740042">Offer giving up</text>
<text id="11740043">Offer futility</text>
<text id="11740044">Offer at the limit</text>
<text id="11740045">Offer betrayal</text>
<text id="11740046">Offer revenge</text>
<text id="11740047">Offer destroy</text>
<text id="11740048">Offer recklessness</text>
<text id="11740049">Offer calmness</text>
<text id="11740050">Offer vigilance</text>
<text id="11740051">Offer tranquility</text>
<text id="11740052">Offer sound</text>
<text id="11740053">Offer tears</text>
<text id="11740054">Offer sleep</text>
<text id="11740055">Offer depths</text>
<text id="11740056">Offer dregs</text>
<text id="11740057">Offer fear</text>
<text id="11740058">Offer sacrifice</text>
<text id="11740059">Offer ruin</text>
<text id="11741001">Offer good luck</text>
<text id="11741002">Offer look carefully</text>
<text id="11741003">Offer listen carefully</text>
<text id="11741004">Offer think carefully</text>
<text id="11741005">Offer well done</text>
<text id="11741006">Offer I did it!</text>
<text id="11741007">Offer I've failed...</text>
<text id="11741008">Offer here!</text>
<text id="11741009">Offer not here!</text>
<text id="11741010">Offer don't you dare!</text>
<text id="11741011">Offer do it!</text>
<text id="11741012">Offer I can't take this...</text>
<text id="11741013">Offer don't think</text>
<text id="11741014">Offer so lonely...</text>
<text id="11741015">Offer here again...</text>
<text id="11741016">Offer just getting started</text>
<text id="11741017">Offer stay calm</text>
<text id="11741018">Offer keep moving</text>
<text id="11741019">Offer turn back</text>
<text id="11741020">Offer give up</text>
<text id="11741021">Offer don't give up</text>
<text id="11741022">Offer help me...</text>
<text id="11741023">Offer I don't believe it...</text>
<text id="11741024">Offer too high up</text>
<text id="11741025">Offer I want to go home...</text>
<text id="11741026">Offer it's like a dream...</text>
<text id="11741027">Offer seems familiar...</text>
<text id="11741028">Offer beautiful...</text>
<text id="11741029">Offer you don't have the right</text>
<text id="11741030">Offer are you ready?</text>
<text id="11830001">Praise the enemy!</text>
<text id="11830002">Praise the weak foe!</text>
<text id="11830003">Praise the strong foe!</text>
<text id="11830004">Praise the monster!</text>
<text id="11830005">Praise the dragon!</text>
<text id="11830006">Praise the boss!</text>
<text id="11830007">Praise the sentry!</text>
<text id="11830008">Praise the group!</text>
<text id="11830009">Praise the pack!</text>
<text id="11830010">Praise the decoy!</text>
<text id="11830011">Praise the undead!</text>
<text id="11830012">Praise the soldier!</text>
<text id="11830013">Praise the knight!</text>
<text id="11830014">Praise the cavalier!</text>
<text id="11830015">Praise the archer!</text>
<text id="11830016">Praise the sniper!</text>
<text id="11830017">Praise the mage!</text>
<text id="11830018">Praise the ordnance!</text>
<text id="11830019">Praise the monarch!</text>
<text id="11830020">Praise the lord!</text>
<text id="11830021">Praise the demi-human!</text>
<text id="11830022">Praise the outsider!</text>
<text id="11830023">Praise the giant!</text>
<text id="11830024">Praise the horse!</text>
<text id="11830025">Praise the dog!</text>
<text id="11830026">Praise the wolf!</text>
<text id="11830027">Praise the rat!</text>
<text id="11830028">Praise the beast!</text>
<text id="11830029">Praise the bird!</text>
<text id="11830030">Praise the raptor!</text>
<text id="11830031">Praise the snake!</text>
<text id="11830032">Praise the crab!</text>
<text id="11830033">Praise the prawn!</text>
<text id="11830034">Praise the octopus!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7243

```
<text id="11740009">offer joy</text>
<text id="11740010">offer wrath</text>
<text id="11740011">offer suffering</text>
<text id="11740012">offer sadness</text>
<text id="11740013">offer comfort</text>
<text id="11740014">offer bliss</text>
<text id="11740015">offer misfortune</text>
<text id="11740016">offer good fortune</text>
<text id="11740017">offer bad luck</text>
<text id="11740018">offer hope</text>
<text id="11740019">offer despair</text>
<text id="11740020">offer victory</text>
<text id="11740021">offer defeat</text>
<text id="11740022">offer research</text>
<text id="11740023">offer faith</text>
<text id="11740024">offer abundance</text>
<text id="11740025">offer rot</text>
<text id="11740026">offer loyalty</text>
<text id="11740027">offer injustice</text>
<text id="11740028">offer secret</text>
<text id="11740029">offer opportunity</text>
<text id="11740030">offer pickle</text>
<text id="11740031">offer clue</text>
<text id="11740032">offer friendship</text>
<text id="11740033">offer love</text>
<text id="11740034">offer bravery</text>
<text id="11740035">offer vigor</text>
<text id="11740036">offer fortitude</text>
<text id="11740037">offer confidence</text>
<text id="11740038">offer distracted</text>
<text id="11740039">offer unguarded</text>
<text id="11740040">offer introspection</text>
<text id="11740041">offer regret</text>
<text id="11740042">offer resignation</text>
<text id="11740043">offer futility</text>
<text id="11740044">offer on the brink</text>
<text id="11740045">offer betrayal</text>
<text id="11740046">offer revenge</text>
<text id="11740047">offer destruction</text>
<text id="11740048">offer recklessness</text>
<text id="11740049">offer calmness</text>
<text id="11740050">offer vigilance</text>
<text id="11740051">offer tranquility</text>
<text id="11740052">offer sound</text>
<text id="11740053">offer tears</text>
<text id="11740054">offer sleep</text>
<text id="11740055">offer depths</text>
<text id="11740056">offer dregs</text>
<text id="11740057">offer fear</text>
<text id="11740058">offer sacrifice</text>
<text id="11740059">offer ruin</text>
<text id="11741001">offer good luck</text>
<text id="11741002">offer look carefully</text>
<text id="11741003">offer listen carefully</text>
<text id="11741004">offer think carefully</text>
<text id="11741005">offer well done</text>
<text id="11741006">offer I did it!</text>
<text id="11741007">offer I've failed...</text>
<text id="11741008">offer here!</text>
<text id="11741009">offer not here!</text>
<text id="11741010">offer don't you dare!</text>
<text id="11741011">offer do it!</text>
<text id="11741012">offer I can't take this...</text>
<text id="11741013">offer don't think</text>
<text id="11741014">offer so lonely...</text>
<text id="11741015">offer here again...</text>
<text id="11741016">offer just getting started</text>
<text id="11741017">offer stay calm</text>
<text id="11741018">offer keep moving</text>
<text id="11741019">offer turn back</text>
<text id="11741020">offer give up</text>
<text id="11741021">offer don't give up</text>
<text id="11741022">offer help me...</text>
<text id="11741023">offer I don't believe it...</text>
<text id="11741024">offer too high up</text>
<text id="11741025">offer I want to go home...</text>
<text id="11741026">offer it's like a dream...</text>
<text id="11741027">offer seems familiar...</text>
<text id="11741028">offer beautiful...</text>
<text id="11741029">offer you don't have the right</text>
<text id="11741030">offer are you ready?</text>
<text id="11830001">praise the enemy!</text>
<text id="11830002">praise the weak foe!</text>
<text id="11830003">praise the strong foe!</text>
<text id="11830004">praise the monster!</text>
<text id="11830005">praise the dragon!</text>
<text id="11830006">praise the boss!</text>
<text id="11830007">praise the sentry!</text>
<text id="11830008">praise the group!</text>
<text id="11830009">praise the pack!</text>
<text id="11830010">praise the decoy!</text>
<text id="11830011">praise the undead!</text>
<text id="11830012">praise the soldier!</text>
<text id="11830013">praise the knight!</text>
<text id="11830014">praise the cavalier!</text>
<text id="11830015">praise the archer!</text>
<text id="11830016">praise the sniper!</text>
<text id="11830017">praise the mage!</text>
<text id="11830018">praise the ordnance!</text>
<text id="11830019">praise the monarch!</text>
<text id="11830020">praise the lord!</text>
<text id="11830021">praise the demi-human!</text>
<text id="11830022">praise the outsider!</text>
<text id="11830023">praise the giant!</text>
<text id="11830024">praise the horse!</text>
<text id="11830025">praise the dog!</text>
<text id="11830026">praise the wolf!</text>
<text id="11830027">praise the rat!</text>
<text id="11830028">praise the beast!</text>
<text id="11830029">praise the bird!</text>
<text id="11830030">praise the raptor!</text>
<text id="11830031">praise the snake!</text>
<text id="11830032">praise the crab!</text>
<text id="11830033">praise the prawn!</text>
<text id="11830034">praise the octopus!</text>
```

```
<text id="11830035">Praise the bug!</text>
<text id="11830036">Praise the scarab!</text>
<text id="11830037">Praise the slug!</text>
<text id="11830038">Praise the wraith!</text>
<text id="11830039">Praise the skeleton!</text>
<text id="11830040">Praise the monstrosity!</text>
<text id="11830041">Praise the Ill-omened creature!</text>
<text id="11831001">Praise the Tarnished!</text>
<text id="11831002">Praise the warrior!</text>
<text id="11831003">Praise the swordsman!</text>
<text id="11831004">Praise the knight!</text>
<text id="11831005">Praise the samurai!</text>
<text id="11831006">Praise the sorcerer!</text>
<text id="11831007">Praise the cleric!</text>
<text id="11831008">Praise the sage!</text>
<text id="11831009">Praise the merchant!</text>
<text id="11831010">Praise the teacher!</text>
<text id="11831011">Praise the master!</text>
<text id="11831012">Praise the friend!</text>
<text id="11831013">Praise the lover!</text>
<text id="11831014">Praise the old dear!</text>
<text id="11831015">Praise the old codger !</text>
<text id="11831016">Praise the angel!</text>
<text id="11831017">Praise the fat coinpurse!</text>
<text id="11831018">Praise the pauper!</text>
<text id="11831019">Praise the good sort!</text>
<text id="11831020">Praise the wicked sort!</text>
<text id="11831021">Praise the plump sort!</text>
<text id="11831022">Praise the skinny sort!</text>
<text id="11831023">Praise the lovable sort!</text>
<text id="11831024">Praise the pathetic sort!</text>
<text id="11831025">Praise the strange sort!</text>
<text id="11831026">Praise the nimble sort!</text>
<text id="11831027">Praise the laggardly sort!</text>
<text id="11831028">Praise the invisible sort!</text>
<text id="11831029">Praise the unfathomable sort!</text>
<text id="11831030">Praise the giant sort!</text>
<text id="11831031">Praise the sinner!</text>
<text id="11831032">Praise the thief!</text>
<text id="11831033">Praise the liar!</text>
<text id="11831034">Praise the dastard!</text>
<text id="11831035">Praise the traitor!</text>
<text id="11831036">Praise the pair!</text>
<text id="11831037">Praise the trio!</text>
<text id="11831038">Praise the noble!</text>
<text id="11831039">Praise the aristocrat!</text>
<text id="11831040">Praise the hero!</text>
<text id="11831041">Praise the champion!</text>
<text id="11831042">Praise the monarch!</text>
<text id="11831043">Praise the lord!</text>
<text id="11831044">Praise the god!</text>
<text id="11832001">Praise the item!</text>
<text id="11832002">Praise the necessary item!</text>
<text id="11832003">Praise the precious item!</text>
<text id="11832004">Praise the something!</text>
<text id="11832005">Praise the something incredible!</text>
<text id="11832006">Praise the treasure chest!</text>
<text id="11832007">Praise the corpse!</text>
<text id="11832008">Praise the coffin!</text>
<text id="11832009">Praise the trap!</text>
<text id="11832010">Praise the armament!</text>
<text id="11832011">Praise the shield!</text>
<text id="11832012">Praise the bow!</text>
<text id="11832013">Praise the projectile weapon!</text>
<text id="11832014">Praise the armor!</text>
<text id="11832015">Praise the talisman!</text>
<text id="11832016">Praise the battle art!</text>
<text id="11832017">Praise the sorcery!</text>
<text id="11832018">Praise the incantation!</text>
<text id="11832019">Praise the map!</text>
<text id="11832020">Praise the material!</text>
<text id="11832021">Praise the flower!</text>
<text id="11832022">Praise the grass!</text>
<text id="11832023">Praise the tree!</text>
<text id="11832024">Praise the fruit!</text>
<text id="11832025">Praise the seed!</text>
<text id="11832026">Praise the mushroom!</text>
<text id="11832027">Praise the tear!</text>
<text id="11832028">Praise the crystal!</text>
<text id="11832029">Praise the butterfly!</text>
<text id="11832030">Praise the bug!</text>
<text id="11832031">Praise the dung!</text>
<text id="11832032">Praise the grace!</text>
<text id="11832033">Praise the door!</text>
<text id="11832034">Praise the key!</text>
<text id="11832035">Praise the ladder!</text>
<text id="11832036">Praise the lever!</text>
<text id="11832037">Praise the lift!</text>
<text id="11832038">Praise the spiritspring!</text>
<text id="11832039">Praise the warpstone!</text>
<text id="11832040">Praise the stone astrolabe!</text>
<text id="11832041">Praise the telescopic view!</text>
<text id="11832042">Praise the message!</text>
<text id="11832043">Praise the bloodstain!</text>
<text id="11832044">Praise the Erdtree!</text>
<text id="11832045">Praise the Elden Ring!</text>
<text id="11833001">Praise the close-quarters battle!</text>
<text id="11833002">Praise the ranged battle!</text>
<text id="11833003">Praise the horseback battle!</text>
<text id="11833004">Praise the luring out!</text>
<text id="11833005">Praise the defeating one-by-one!</text>
<text id="11833006">Praise the taking on all at once!</text>
<text id="11833007">Praise the rushing in!</text>
<text id="11833008">Praise the stealth!</text>
<text id="11833009">Praise the mimicry!</text>
<text id="11833010">Praise the confusion!</text>
<text id="11833011">Praise the pursuit!</text>
<text id="11833012">Praise the fleeing!</text>
<text id="11833013">Praise the summoning!</text>
<text id="11833014">Praise the circling around!</text>
<text id="11833015">Praise the jumping off!</text>
<text id="11833016">Praise the dashing through!</text>
<text id="11833017">Praise the brief respite!</text>
<text id="11834001">Praise the attacking!</text>
<text id="11834002">Praise the jump attack!</text>
```



```
<text id="11830035">praise the bug!</text>
<text id="11830036">praise the scarab!</text>
<text id="11830037">praise the slug!</text>
<text id="11830038">praise the wraith!</text>
<text id="11830039">praise the skeleton!</text>
<text id="11830040">praise the monstrosity!</text>
<text id="11830041">praise the ill-omened creature!</text>
<text id="11831001">praise the Tarnished!</text>
<text id="11831002">praise the warrior!</text>
<text id="11831003">praise the swordfighter!</text>
<text id="11831004">praise the knight!</text>
<text id="11831005">praise the samurai!</text>
<text id="11831006">praise the sorcerer!</text>
<text id="11831007">praise the cleric!</text>
<text id="11831008">praise the sage!</text>
<text id="11831009">praise the merchant!</text>
<text id="11831010">praise the teacher!</text>
<text id="11831011">praise the master!</text>
<text id="11831012">praise the friend!</text>
<text id="11831013">praise the lover!</text>
<text id="11831014">praise the old dear!</text>
<text id="11831015">praise the old codger !</text>
<text id="11831016">praise the angel!</text>
<text id="11831017">praise the fat coinpurse!</text>
<text id="11831018">praise the pauper!</text>
<text id="11831019">praise the good sort!</text>
<text id="11831020">praise the wicked sort!</text>
<text id="11831021">praise the plump sort!</text>
<text id="11831022">praise the skinny sort!</text>
<text id="11831023">praise the lovable sort!</text>
<text id="11831024">praise the pathetic sort!</text>
<text id="11831025">praise the strange sort!</text>
<text id="11831026">praise the nimble sort!</text>
<text id="11831027">praise the laggardly sort!</text>
<text id="11831028">praise the invisible sort!</text>
<text id="11831029">praise the unfathomable sort!</text>
<text id="11831030">praise the giant sort!</text>
<text id="11831031">praise the sinner!</text>
<text id="11831032">praise the thief!</text>
<text id="11831033">praise the liar!</text>
<text id="11831034">praise the dastard!</text>
<text id="11831035">praise the traitor!</text>
<text id="11831036">praise the pair!</text>
<text id="11831037">praise the trio!</text>
<text id="11831038">praise the noble!</text>
<text id="11831039">praise the aristocrat!</text>
<text id="11831040">praise the hero!</text>
<text id="11831041">praise the champion!</text>
<text id="11831042">praise the monarch!</text>
<text id="11831043">praise the lord!</text>
<text id="11831044">praise the god!</text>
<text id="11832001">praise the item!</text>
<text id="11832002">praise the necessary item!</text>
<text id="11832003">praise the precious item!</text>
<text id="11832004">praise the something!</text>
<text id="11832005">praise the something incredible!</text>
<text id="11832006">praise the treasure chest!</text>
<text id="11832007">praise the corpse!</text>
<text id="11832008">praise the coffin!</text>
<text id="11832009">praise the trap!</text>
<text id="11832010">praise the armament!</text>
<text id="11832011">praise the shield!</text>
<text id="11832012">praise the bow!</text>
<text id="11832013">praise the projectile weapon!</text>
<text id="11832014">praise the armor!</text>
<text id="11832015">praise the talisman!</text>
<text id="11832016">praise the skill!</text>
<text id="11832017">praise the sorcery!</text>
<text id="11832018">praise the incantation!</text>
<text id="11832019">praise the map!</text>
<text id="11832020">praise the material!</text>
<text id="11832021">praise the flower!</text>
<text id="11832022">praise the grass!</text>
<text id="11832023">praise the tree!</text>
<text id="11832024">praise the fruit!</text>
<text id="11832025">praise the seed!</text>
<text id="11832026">praise the mushroom!</text>
<text id="11832027">praise the tear!</text>
<text id="11832028">praise the crystal!</text>
<text id="11832029">praise the butterfly!</text>
<text id="11832030">praise the bug!</text>
<text id="11832031">praise the dung!</text>
<text id="11832032">praise the grace!</text>
<text id="11832033">praise the door!</text>
<text id="11832034">praise the key!</text>
<text id="11832035">praise the ladder!</text>
<text id="11832036">praise the lever!</text>
<text id="11832037">praise the lift!</text>
<text id="11832038">praise the spiritspring!</text>
<text id="11832039">praise the sending gate!</text>
<text id="11832040">praise the stone astrolabe!</text>
<text id="11832041">praise the Birdseye Telescope!</text>
<text id="11832042">praise the message!</text>
<text id="11832043">praise the bloodstain!</text>
<text id="11832044">praise the Erdtree!</text>
<text id="11832045">praise the Elden Ring!</text>
<text id="11833001">praise the close-quarters battle!</text>
<text id="11833002">praise the ranged battle!</text>
<text id="11833003">praise the horseback battle!</text>
<text id="11833004">praise the luring out!</text>
<text id="11833005">praise the defeating one-by-one!</text>
<text id="11833006">praise the taking on all at once!</text>
<text id="11833007">praise the rushing in!</text>
<text id="11833008">praise the stealth!</text>
<text id="11833009">praise the mimicry!</text>
<text id="11833010">praise the confusion!</text>
<text id="11833011">praise the pursuit!</text>
<text id="11833012">praise the fleeing!</text>
<text id="11833013">praise the summoning!</text>
<text id="11833014">praise the circling around!</text>
<text id="11833015">praise the jumping off!</text>
<text id="11833016">praise the dashing through!</text>
<text id="11833017">praise the brief respite!</text>
<text id="11834001">praise the attacking!</text>
<text id="11834002">praise the jump attack!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7398

```
<text id="11834003">Praise the running attack!</text>
<text id="11834004">Praise the critical hit!</text>
<text id="11834005">Praise the two-handing!</text>
<text id="11834006">Praise the blocking!</text>
<text id="11834007">Praise the parrying!</text>
<text id="11834008">Praise the guard counter!</text>
<text id="11834009">Praise the sorcery!</text>
<text id="11834010">Praise the incantation!</text>
<text id="11834011">Praise the skill!</text>
<text id="11834012">Praise the summoning!</text>
<text id="11834013">Praise the throwing!</text>
<text id="11834014">Praise the healing!</text>
<text id="11834015">Praise the running!</text>
<text id="11834016">Praise the rolling!</text>
<text id="11834017">Praise the backstepping!</text>
<text id="11834018">Praise the jumping!</text>
<text id="11834019">Praise the crouching!</text>
<text id="11834020">Praise the target lock!</text>
<text id="11834021">Praise the item crafting!</text>
<text id="11834022">Praise the gesturing!</text>
<text id="11835001">Praise the morning!</text>
<text id="11835002">Praise the noon!</text>
<text id="11835003">Praise the evening!</text>
<text id="11835004">Praise the night!</text>
<text id="11835005">Praise the clear sky!</text>
<text id="11835006">Praise the overcast!</text>
<text id="11835007">Praise the rain!</text>
<text id="11835008">Praise the storm!</text>
<text id="11835009">Praise the mist!</text>
<text id="11835010">Praise the snow!</text>
<text id="11835011">Praise the patrolling!</text>
<text id="11835012">Praise the procession!</text>
<text id="11835013">Praise the crowd!</text>
<text id="11835014">Praise the surprise attack!</text>
<text id="11835015">Praise the ambush!</text>
<text id="11835016">Praise the pincer attack!</text>
<text id="11835017">Praise the beating to a pulp!</text>
<text id="11835018">Praise the battle!</text>
<text id="11835019">Praise the reinforcements!</text>
<text id="11835020">Praise the ritual!</text>
<text id="11835021">Praise the explosion!</text>
<text id="11835022">Praise the high spot!</text>
<text id="11835023">Praise the defensible spot!</text>
<text id="11835024">Praise the climbable spot!</text>
<text id="11835025">Praise the crossable spot!</text>
<text id="11835026">Praise the bright spot!</text>
<text id="11835027">Praise the dark spot!</text>
<text id="11835028">Praise the open area!</text>
<text id="11835029">Praise the cramped area!</text>
<text id="11835030">Praise the hiding place!</text>
<text id="11835031">Praise the sniping spot!</text>
<text id="11835032">Praise the recon spot!</text>
<text id="11835033">Praise the safety!</text>
<text id="11835034">Praise the danger!</text>
<text id="11835035">Praise the gorgeous view!</text>
<text id="11835036">Praise the detour!</text>
<text id="11835037">Praise the hidden path!</text>
<text id="11835038">Praise the secret passage!</text>
<text id="11835039">Praise the shortcut!</text>
<text id="11835040">Praise the dead end!</text>
<text id="11835041">Praise the looking away!</text>
<text id="11835042">Praise the unnoticed!</text>
<text id="11835043">Praise the out of stamina!</text>
<text id="11836001">Praise the high road!</text>
<text id="11836002">Praise the checkpoint!</text>
<text id="11836003">Praise the bridge!</text>
<text id="11836004">Praise the castle!</text>
<text id="11836005">Praise the fort!</text>
<text id="11836006">Praise the city!</text>
<text id="11836007">Praise the ruins!</text>
<text id="11836008">Praise the church!</text>
<text id="11836009">Praise the tower!</text>
<text id="11836010">Praise the camp site!</text>
<text id="11836011">Praise the house!</text>
<text id="11836012">Praise the cemetery!</text>
<text id="11836013">Praise the underground tomb!</text>
<text id="11836014">Praise the tunnel!</text>
<text id="11836015">Praise the cave!</text>
<text id="11836016">Praise the evergaol!</text>
<text id="11836017">Praise the great tree!</text>
<text id="11836018">Praise the cellar!</text>
<text id="11836019">Praise the surface!</text>
<text id="11836020">Praise the underground!</text>
<text id="11836021">Praise the forest!</text>
<text id="11836022">Praise the river!</text>
<text id="11836023">Praise the lake!</text>
<text id="11836024">Praise the bog!</text>
<text id="11836025">Praise the mountain!</text>
<text id="11836026">Praise the valley!</text>
<text id="11836027">Praise the cliff!</text>
<text id="11836028">Praise the waterside!</text>
<text id="11836029">Praise the nest!</text>
<text id="11836030">Praise the hole!</text>
<text id="11837001">Praise the east!</text>
<text id="11837002">Praise the west!</text>
<text id="11837003">Praise the south!</text>
<text id="11837004">Praise the north!</text>
<text id="11837005">Praise the ahead!</text>
<text id="11837006">Praise the behind!</text>
<text id="11837007">Praise the left!</text>
<text id="11837008">Praise the right!</text>
<text id="11837009">Praise the center!</text>
<text id="11837010">Praise the up!</text>
<text id="11837011">Praise the down!</text>
<text id="11837012">Praise the edge!</text>
<text id="11838001">Praise the head!</text>
<text id="11838002">Praise the stomach!</text>
<text id="11838003">Praise the back!</text>
<text id="11838004">Praise the arms!</text>
<text id="11838005">Praise the legs!</text>
<text id="11838006">Praise the rump!</text>
<text id="11838007">Praise the tail!</text>
<text id="11838008">Praise the core!</text>
<text id="11838009">Praise the fingers!</text>
<text id="11839001">Praise the physical!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7473

```
<text id="11834003">praise the running attack!</text>
<text id="11834004">praise the critical hit!</text>
<text id="11834005">praise the two-handing!</text>
<text id="11834006">praise the blocking!</text>
<text id="11834007">praise the parrying!</text>
<text id="11834008">praise the guard counter!</text>
<text id="11834009">praise the sorcery!</text>
<text id="11834010">praise the incantation!</text>
<text id="11834011">praise the skill!</text>
<text id="11834012">praise the summoning!</text>
<text id="11834013">praise the throwing!</text>
<text id="11834014">praise the healing!</text>
<text id="11834015">praise the running!</text>
<text id="11834016">praise the rolling!</text>
<text id="11834017">praise the backstepping!</text>
<text id="11834018">praise the jumping!</text>
<text id="11834019">praise the crouching!</text>
<text id="11834020">praise the target lock!</text>
<text id="11834021">praise the item crafting!</text>
<text id="11834022">praise the gesturing!</text>
<text id="11835001">praise the morning!</text>
<text id="11835002">praise the noon!</text>
<text id="11835003">praise the evening!</text>
<text id="11835004">praise the night!</text>
<text id="11835005">praise the clear sky!</text>
<text id="11835006">praise the overcast!</text>
<text id="11835007">praise the rain!</text>
<text id="11835008">praise the storm!</text>
<text id="11835009">praise the mist!</text>
<text id="11835010">praise the snow!</text>
<text id="11835011">praise the patrolling!</text>
<text id="11835012">praise the procession!</text>
<text id="11835013">praise the crowd!</text>
<text id="11835014">praise the surprise attack!</text>
<text id="11835015">praise the ambush!</text>
<text id="11835016">praise the pincer attack!</text>
<text id="11835017">praise the beating to a pulp!</text>
<text id="11835018">praise the battle!</text>
<text id="11835019">praise the reinforcements!</text>
<text id="11835020">praise the ritual!</text>
<text id="11835021">praise the explosion!</text>
<text id="11835022">praise the high spot!</text>
<text id="11835023">praise the defensible spot!</text>
<text id="11835024">praise the climbable spot!</text>
<text id="11835025">praise the crossable spot!</text>
<text id="11835026">praise the bright spot!</text>
<text id="11835027">praise the dark spot!</text>
<text id="11835028">praise the open area!</text>
<text id="11835029">praise the cramped area!</text>
<text id="11835030">praise the hiding place!</text>
<text id="11835031">praise the sniping spot!</text>
<text id="11835032">praise the recon spot!</text>
<text id="11835033">praise the safety!</text>
<text id="11835034">praise the danger!</text>
<text id="11835035">praise the gorgeous view!</text>
<text id="11835036">praise the detour!</text>
<text id="11835037">praise the hidden path!</text>
<text id="11835038">praise the secret passage!</text>
<text id="11835039">praise the shortcut!</text>
<text id="11835040">praise the dead end!</text>
<text id="11835041">praise the looking away!</text>
<text id="11835042">praise the unnoticed!</text>
<text id="11835043">praise the out of stamina!</text>
<text id="11836001">praise the high road!</text>
<text id="11836002">praise the checkpoint!</text>
<text id="11836003">praise the bridge!</text>
<text id="11836004">praise the castle!</text>
<text id="11836005">praise the fort!</text>
<text id="11836006">praise the city!</text>
<text id="11836007">praise the ruins!</text>
<text id="11836008">praise the church!</text>
<text id="11836009">praise the tower!</text>
<text id="11836010">praise the camp site!</text>
<text id="11836011">praise the house!</text>
<text id="11836012">praise the cemetery!</text>
<text id="11836013">praise the underground tomb!</text>
<text id="11836014">praise the tunnel!</text>
<text id="11836015">praise the cave!</text>
<text id="11836016">praise the evergaol!</text>
<text id="11836017">praise the great tree!</text>
<text id="11836018">praise the cellar!</text>
<text id="11836019">praise the surface!</text>
<text id="11836020">praise the underground!</text>
<text id="11836021">praise the forest!</text>
<text id="11836022">praise the river!</text>
<text id="11836023">praise the lake!</text>
<text id="11836024">praise the bog!</text>
<text id="11836025">praise the mountain!</text>
<text id="11836026">praise the valley!</text>
<text id="11836027">praise the cliff!</text>
<text id="11836028">praise the waterside!</text>
<text id="11836029">praise the nest!</text>
<text id="11836030">praise the hole!</text>
<text id="11837001">praise the east!</text>
<text id="11837002">praise the west!</text>
<text id="11837003">praise the south!</text>
<text id="11837004">praise the north!</text>
<text id="11837005">praise the ahead!</text>
<text id="11837006">praise the behind!</text>
<text id="11837007">praise the left!</text>
<text id="11837008">praise the right!</text>
<text id="11837009">praise the center!</text>
<text id="11837010">praise the up!</text>
<text id="11837011">praise the down!</text>
<text id="11837012">praise the edge!</text>
<text id="11838001">praise the head!</text>
<text id="11838002">praise the stomach!</text>
<text id="11838003">praise the back!</text>
<text id="11838004">praise the arms!</text>
<text id="11838005">praise the legs!</text>
<text id="11838006">praise the rump!</text>
<text id="11838007">praise the tail!</text>
<text id="11838008">praise the core!</text>
<text id="11838009">praise the fingers!</text>
<text id="11839001">praise the physical!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7513

```
    <text id="11839002">Praise the standard!</text>
    <text id="11839003">Praise the striking!</text>
    <text id="11839004">Praise the slashing!</text>
    <text id="11839005">Praise the piercing!</text>
    <text id="11839006">Praise the fire!</text>
    <text id="11839007">Praise the lightning!</text>
    <text id="11839008">Praise the sorcery!</text>
    <text id="11839009">Praise the holy!</text>
    <text id="11839010">Praise the poison!</text>
    <text id="11839011">Praise the toxic!</text>
    <text id="11839012">Praise the plaque!</text>
    <text id="11839013">Praise the hemorrhage!</text>
    <text id="11839014">Praise the frostbite!</text>
    <text id="11839015">Praise the sleep!</text>
    <text id="11839016">Praise the madness!</text>
    <text id="11839017">Praise the death!</text>
    <text id="11840001">Praise the life!</text>
    <text id="11840002">Praise the Death!</text>
    <text id="11840003">Praise the light!</text>
    <text id="11840004">Praise the dark!</text>
    <text id="11840005">Praise the stars!</text>
    <text id="11840006">Praise the fire!</text>
    <text id="11840007">Praise the Order!</text>
    <text id="11840008">Praise the chaos!</text>
    <text id="11840009">Praise the joy!</text>
    <text id="11840010">Praise the wrath!</text>
    <text id="11840011">Praise the suffering!</text>
    <text id="11840012">Praise the sadness!</text>
    <text id="11840013">Praise the comfort!</text>
    <text id="11840014">Praise the bliss!</text>
    <text id="11840015">Praise the misfortune!</text>
    <text id="11840016">Praise the good fortune!</text>
    <text id="11840017">Praise the bad luck!</text>
    <text id="11840018">Praise the hope!</text>
    <text id="11840019">Praise the despair!</text>
    <text id="11840020">Praise the victory!</text>
    <text id="11840021">Praise the defeat!</text>
    <text id="11840022">Praise the research!</text>
    <text id="11840023">Praise the faith!</text>
    <text id="11840024">Praise the abundance!</text>
    <text id="11840025">Praise the rot!</text>
    <text id="11840026">Praise the loyalty!</text>
    <text id="11840027">Praise the injustice!</text>
    <text id="11840028">Praise the secret!</text>
    <text id="11840029">Praise the opportunity!</text>
    <text id="11840030">Praise the pickle!</text>
    <text id="11840031">Praise the clue!</text>
    <text id="11840032">Praise the friendship!</text>
    <text id="11840033">Praise the love!</text>
    <text id="11840034">Praise the bravery!</text>
    <text id="11840035">Praise the vigor!</text>
    <text id="11840036">Praise the fortitude!</text>
    <text id="11840037">Praise the confidence!</text>
    <text id="11840038">Praise the inadvertent!</text>
    <text id="11840039">Praise the unguarded!</text>
    <text id="11840040">Praise the introspection!</text>
    <text id="11840041">Praise the regret!</text>
    <text id="11840042">Praise the giving up!</text>
    <text id="11840043">Praise the futility!</text>
    <text id="11840044">Praise the at the limit!</text>
    <text id="11840045">Praise the betrayal!</text>
    <text id="11840046">Praise the revenge!</text>
    <text id="11840047">Praise the destroy!</text>
    <text id="11840048">Praise the recklessness!</text>
    <text id="11840049">Praise the calmness!</text>
    <text id="11840050">Praise the vigilance!</text>
    <text id="11840051">Praise the tranquility!</text>
    <text id="11840052">Praise the sound!</text>
    <text id="11840053">Praise the tears!</text>
    <text id="11840054">Praise the sleep!</text>
    <text id="11840055">Praise the depths!</text>
    <text id="11840056">Praise the dregs!</text>
    <text id="11840057">Praise the fear!</text>
    <text id="11840058">Praise the sacrifice!</text>
    <text id="11840059">Praise the ruin!</text>
    <text id="11841001">Praise the good luck!</text>
    <text id="11841002">Praise the look carefully!</text>
    <text id="11841003">Praise the listen carefully!</text>
    <text id="11841004">Praise the think carefully!</text>
    <text id="11841005">Praise the well done!</text>
    <text id="11841006">Praise the I did it!!</text>
    <text id="11841007">Praise the I've failed...!</text>
    <text id="11841008">Praise the here!!</text>
    <text id="11841009">Praise the not here!!</text>
    <text id="11841010">Praise the don't you dare!!</text>
    <text id="11841011">Praise the do it!!</text>
    <text id="11841012">Praise the I can't take this...!</text>
    <text id="11841013">Praise the don't think!</text>
    <text id="11841014">Praise the so lonely...!</text>
    <text id="11841015">Praise the here again...!</text>
    <text id="11841016">Praise the just getting started!</text>
    <text id="11841017">Praise the stay calm!</text>
    <text id="11841018">Praise the keep moving!</text>
    <text id="11841019">Praise the turn back!</text>
    <text id="11841020">Praise the give up!</text>
    <text id="11841021">Praise the don't give up!</text>
    <text id="11841022">Praise the help me...!</text>
    <text id="11841023">Praise the I don't believe it...!</text>
    <text id="11841024">Praise the too high up!</text>
    <text id="11841025">Praise the I want to go home...!</text>
    <text id="11841026">Praise the it's like a dream...!</text>
    <text id="11841027">Praise the seems familiar...!</text>
    <text id="11841028">Praise the beautiful...!</text>
    <text id="11841029">Praise the you don't have the right!</
text>
    <text id="11841030">Praise the are you ready?!</text>
    <text id="11930001">Let there be enemy</text>
    <text id="11930002">Let there be weak foe</text>
    <text id="11930003">Let there be strong foe</text>
    <text id="11930004">Let there be monster</text>
    <text id="11930005">Let there be dragon</text>
    <text id="11930006">Let there be boss</text>
    <text id="11930007">Let there be sentry</text>
    <text id="11930008">Let there be group</text>
    <text id="11930009">Let there be pack</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7588

```
    <text id="11839002">praise the standard!</text>
    <text id="11839003">praise the striking!</text>
    <text id="11839004">praise the slashing!</text>
    <text id="11839005">praise the piercing!</text>
    <text id="11839006">praise the fire!</text>
    <text id="11839007">praise the lightning!</text>
    <text id="11839008">praise the magic!</text>
    <text id="11839009">praise the holy!</text>
    <text id="11839010">praise the poison!</text>
    <text id="11839011">praise the toxic!</text>
    <text id="11839012">praise the scarlet rot!</text>
    <text id="11839013">praise the blood loss!</text>
    <text id="11839014">praise the frost!</text>
    <text id="11839015">praise the sleep!</text>
    <text id="11839016">praise the madness!</text>
    <text id="11839017">praise the death!</text>
    <text id="11840001">praise the life!</text>
    <text id="11840002">praise the Death!</text>
    <text id="11840003">praise the light!</text>
    <text id="11840004">praise the dark!</text>
    <text id="11840005">praise the stars!</text>
    <text id="11840006">praise the fire!</text>
    <text id="11840007">praise the Order!</text>
    <text id="11840008">praise the chaos!</text>
    <text id="11840009">praise the joy!</text>
    <text id="11840010">praise the wrath!</text>
    <text id="11840011">praise the suffering!</text>
    <text id="11840012">praise the sadness!</text>
    <text id="11840013">praise the comfort!</text>
    <text id="11840014">praise the bliss!</text>
    <text id="11840015">praise the misfortune!</text>
    <text id="11840016">praise the good fortune!</text>
    <text id="11840017">praise the bad luck!</text>
    <text id="11840018">praise the hope!</text>
    <text id="11840019">praise the despair!</text>
    <text id="11840020">praise the victory!</text>
    <text id="11840021">praise the defeat!</text>
    <text id="11840022">praise the research!</text>
    <text id="11840023">praise the faith!</text>
    <text id="11840024">praise the abundance!</text>
    <text id="11840025">praise the rot!</text>
    <text id="11840026">praise the loyalty!</text>
    <text id="11840027">praise the injustice!</text>
    <text id="11840028">praise the secret!</text>
    <text id="11840029">praise the opportunity!</text>
    <text id="11840030">praise the pickle!</text>
    <text id="11840031">praise the clue!</text>
    <text id="11840032">praise the friendship!</text>
    <text id="11840033">praise the love!</text>
    <text id="11840034">praise the bravery!</text>
    <text id="11840035">praise the vigor!</text>
    <text id="11840036">praise the fortitude!</text>
    <text id="11840037">praise the confidence!</text>
    <text id="11840038">praise the distracted!</text>
    <text id="11840039">praise the unguarded!</text>
    <text id="11840040">praise the introspection!</text>
    <text id="11840041">praise the regret!</text>
    <text id="11840042">praise the resignation!</text>
    <text id="11840043">praise the futility!</text>
    <text id="11840044">praise the on the brink!</text>
    <text id="11840045">praise the betrayal!</text>
    <text id="11840046">praise the revenge!</text>
    <text id="11840047">praise the destruction!</text>
    <text id="11840048">praise the recklessness!</text>
    <text id="11840049">praise the calmness!</text>
    <text id="11840050">praise the vigilance!</text>
    <text id="11840051">praise the tranquility!</text>
    <text id="11840052">praise the sound!</text>
    <text id="11840053">praise the tears!</text>
    <text id="11840054">praise the sleep!</text>
    <text id="11840055">praise the depths!</text>
    <text id="11840056">praise the dregs!</text>
    <text id="11840057">praise the fear!</text>
    <text id="11840058">praise the sacrifice!</text>
    <text id="11840059">praise the ruin!</text>
    <text id="11841001">praise the good luck!</text>
    <text id="11841002">praise the look carefully!</text>
    <text id="11841003">praise the listen carefully!</text>
    <text id="11841004">praise the think carefully!</text>
    <text id="11841005">praise the well done!</text>
    <text id="11841006">praise the I did it!!</text>
    <text id="11841007">praise the I've failed...!</text>
    <text id="11841008">praise the here!!</text>
    <text id="11841009">praise the not here!!</text>
    <text id="11841010">praise the don't you dare!!</text>
    <text id="11841011">praise the do it!!</text>
    <text id="11841012">praise the I can't take this...!</text>
    <text id="11841013">praise the don't think!</text>
    <text id="11841014">praise the so lonely...!</text>
    <text id="11841015">praise the here again...!</text>
    <text id="11841016">praise the just getting started!</text>
    <text id="11841017">praise the stay calm!</text>
    <text id="11841018">praise the keep moving!</text>
    <text id="11841019">praise the turn back!</text>
    <text id="11841020">praise the give up!</text>
    <text id="11841021">praise the don't give up!</text>
    <text id="11841022">praise the help me...!</text>
    <text id="11841023">praise the I don't believe it...!</text>
    <text id="11841024">praise the too high up!</text>
    <text id="11841025">praise the I want to go home...!</text>
    <text id="11841026">praise the it's like a dream...!</text>
    <text id="11841027">praise the seems familiar...!</text>
    <text id="11841028">praise the beautiful...!</text>
    <text id="11841029">praise the you don't have the right!</
text>
    <text id="11841030">praise the are you ready?!</text>
    <text id="11930001">let there be enemy</text>
    <text id="11930002">let there be weak foe</text>
    <text id="11930003">let there be strong foe</text>
    <text id="11930004">let there be monster</text>
    <text id="11930005">let there be dragon</text>
    <text id="11930006">let there be boss</text>
    <text id="11930007">let there be sentry</text>
    <text id="11930008">let there be group</text>
    <text id="11930009">let there be pack</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7627

```
<text id="11930010">Let there be decoy</text>
<text id="11930011">Let there be undead</text>
<text id="11930012">Let there be soldier</text>
<text id="11930013">Let there be knight</text>
<text id="11930014">Let there be cavalier</text>
<text id="11930015">Let there be archer</text>
<text id="11930016">Let there be sniper</text>
<text id="11930017">Let there be mage</text>
<text id="11930018">Let there be ordnance</text>
<text id="11930019">Let there be monarch</text>
<text id="11930020">Let there be lord</text>
<text id="11930021">Let there be demi-human</text>
<text id="11930022">Let there be outsider</text>
<text id="11930023">Let there be giant</text>
<text id="11930024">Let there be horse</text>
<text id="11930025">Let there be dog</text>
<text id="11930026">Let there be wolf</text>
<text id="11930027">Let there be rat</text>
<text id="11930028">Let there be beast</text>
<text id="11930029">Let there be bird</text>
<text id="11930030">Let there be raptor</text>
<text id="11930031">Let there be snake</text>
<text id="11930032">Let there be crab</text>
<text id="11930033">Let there be prawn</text>
<text id="11930034">Let there be octopus</text>
<text id="11930035">Let there be bug</text>
<text id="11930036">Let there be scarab</text>
<text id="11930037">Let there be slug</text>
<text id="11930038">Let there be wraith</text>
<text id="11930039">Let there be skeleton</text>
<text id="11930040">Let there be monstrosity</text>
<text id="11930041">Let there be Ill-omened creature</text>
<text id="11931001">Let there be Tarnished</text>
<text id="11931002">Let there be warrior</text>
<text id="11931003">Let there be swordsman</text>
<text id="11931004">Let there be knight</text>
<text id="11931005">Let there be samurai</text>
<text id="11931006">Let there be sorcerer</text>
<text id="11931007">Let there be cleric</text>
<text id="11931008">Let there be sage</text>
<text id="11931009">Let there be merchant</text>
<text id="11931010">Let there be teacher</text>
<text id="11931011">Let there be master</text>
<text id="11931012">Let there be friend</text>
<text id="11931013">Let there be lover</text>
<text id="11931014">Let there be old dear</text>
<text id="11931015">Let there be old codger </text>
<text id="11931016">Let there be angel</text>
<text id="11931017">Let there be fat coinpurse</text>
<text id="11931018">Let there be pauper</text>
<text id="11931019">Let there be good sort</text>
<text id="11931020">Let there be wicked sort</text>
<text id="11931021">Let there be plump sort</text>
<text id="11931022">Let there be skinny sort</text>
<text id="11931023">Let there be lovable sort</text>
<text id="11931024">Let there be pathetic sort</text>
<text id="11931025">Let there be strange sort</text>
<text id="11931026">Let there be nimble sort</text>
<text id="11931027">Let there be laggardly sort</text>
<text id="11931028">Let there be invisible sort</text>
<text id="11931029">Let there be unfathomable sort</text>
<text id="11931030">Let there be giant sort</text>
<text id="11931031">Let there be sinner</text>
<text id="11931032">Let there be thief</text>
<text id="11931033">Let there be liar</text>
<text id="11931034">Let there be dastard</text>
<text id="11931035">Let there be traitor</text>
<text id="11931036">Let there be pair</text>
<text id="11931037">Let there be trio</text>
<text id="11931038">Let there be noble</text>
<text id="11931039">Let there be aristocrat</text>
<text id="11931040">Let there be hero</text>
<text id="11931041">Let there be champion</text>
<text id="11931042">Let there be monarch</text>
<text id="11931043">Let there be lord</text>
<text id="11931044">Let there be god</text>
<text id="11932001">Let there be item</text>
<text id="11932002">Let there be necessary item</text>
<text id="11932003">Let there be precious item</text>
<text id="11932004">Let there be something</text>
<text id="11932005">Let there be something incredible</text>
<text id="11932006">Let there be treasure chest</text>
<text id="11932007">Let there be corpse</text>
<text id="11932008">Let there be coffin</text>
<text id="11932009">Let there be trap</text>
<text id="11932010">Let there be armament</text>
<text id="11932011">Let there be shield</text>
<text id="11932012">Let there be bow</text>
<text id="11932013">Let there be projectile weapon</text>
<text id="11932014">Let there be armor</text>
<text id="11932015">Let there be talisman</text>
<text id="11932016">Let there be battle art</text>
<text id="11932017">Let there be sorcery</text>
<text id="11932018">Let there be incantation</text>
<text id="11932019">Let there be map</text>
<text id="11932020">Let there be material</text>
<text id="11932021">Let there be flower</text>
<text id="11932022">Let there be grass</text>
<text id="11932023">Let there be tree</text>
<text id="11932024">Let there be fruit</text>
<text id="11932025">Let there be seed</text>
<text id="11932026">Let there be mushroom</text>
<text id="11932027">Let there be tear</text>
<text id="11932028">Let there be crystal</text>
<text id="11932029">Let there be butterfly</text>
<text id="11932030">Let there be bug</text>
<text id="11932031">Let there be dung</text>
<text id="11932032">Let there be grace</text>
<text id="11932033">Let there be door</text>
<text id="11932034">Let there be key</text>
<text id="11932035">Let there be ladder</text>
<text id="11932036">Let there be lever</text>
<text id="11932037">Let there be lift</text>
<text id="11932038">Let there be spiritspring</text>
<text id="11932039">Let there be warpstone</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7702

```
<text id="11930010">let there be decoy</text>
<text id="11930011">let there be undead</text>
<text id="11930012">let there be soldier</text>
<text id="11930013">let there be knight</text>
<text id="11930014">let there be cavalier</text>
<text id="11930015">let there be archer</text>
<text id="11930016">let there be sniper</text>
<text id="11930017">let there be mage</text>
<text id="11930018">let there be ordnance</text>
<text id="11930019">let there be monarch</text>
<text id="11930020">let there be lord</text>
<text id="11930021">let there be demi-human</text>
<text id="11930022">let there be outsider</text>
<text id="11930023">let there be giant</text>
<text id="11930024">let there be horse</text>
<text id="11930025">let there be dog</text>
<text id="11930026">let there be wolf</text>
<text id="11930027">let there be rat</text>
<text id="11930028">let there be beast</text>
<text id="11930029">let there be bird</text>
<text id="11930030">let there be raptor</text>
<text id="11930031">let there be snake</text>
<text id="11930032">let there be crab</text>
<text id="11930033">let there be prawn</text>
<text id="11930034">let there be octopus</text>
<text id="11930035">let there be bug</text>
<text id="11930036">let there be scarab</text>
<text id="11930037">let there be slug</text>
<text id="11930038">let there be wraith</text>
<text id="11930039">let there be skeleton</text>
<text id="11930040">let there be monstrosity</text>
<text id="11930041">let there be ill-omened creature</text>
<text id="11931001">let there be Tarnished</text>
<text id="11931002">let there be warrior</text>
<text id="11931003">let there be swordfighter</text>
<text id="11931004">let there be knight</text>
<text id="11931005">let there be samurai</text>
<text id="11931006">let there be sorcerer</text>
<text id="11931007">let there be cleric</text>
<text id="11931008">let there be sage</text>
<text id="11931009">let there be merchant</text>
<text id="11931010">let there be teacher</text>
<text id="11931011">let there be master</text>
<text id="11931012">let there be friend</text>
<text id="11931013">let there be lover</text>
<text id="11931014">let there be old dear</text>
<text id="11931015">let there be old codger </text>
<text id="11931016">let there be angel</text>
<text id="11931017">let there be fat coinpurse</text>
<text id="11931018">let there be pauper</text>
<text id="11931019">let there be good sort</text>
<text id="11931020">let there be wicked sort</text>
<text id="11931021">let there be plump sort</text>
<text id="11931022">let there be skinny sort</text>
<text id="11931023">let there be lovable sort</text>
<text id="11931024">let there be pathetic sort</text>
<text id="11931025">let there be strange sort</text>
<text id="11931026">let there be nimble sort</text>
<text id="11931027">let there be laggardly sort</text>
<text id="11931028">let there be invisible sort</text>
<text id="11931029">let there be unfathomable sort</text>
<text id="11931030">let there be giant sort</text>
<text id="11931031">let there be sinner</text>
<text id="11931032">let there be thief</text>
<text id="11931033">let there be liar</text>
<text id="11931034">let there be dastard</text>
<text id="11931035">let there be traitor</text>
<text id="11931036">let there be pair</text>
<text id="11931037">let there be trio</text>
<text id="11931038">let there be noble</text>
<text id="11931039">let there be aristocrat</text>
<text id="11931040">let there be hero</text>
<text id="11931041">let there be champion</text>
<text id="11931042">let there be monarch</text>
<text id="11931043">let there be lord</text>
<text id="11931044">let there be god</text>
<text id="11932001">let there be item</text>
<text id="11932002">let there be necessary item</text>
<text id="11932003">let there be precious item</text>
<text id="11932004">let there be something</text>
<text id="11932005">let there be something incredible</text>
<text id="11932006">let there be treasure chest</text>
<text id="11932007">let there be corpse</text>
<text id="11932008">let there be coffin</text>
<text id="11932009">let there be trap</text>
<text id="11932010">let there be armament</text>
<text id="11932011">let there be shield</text>
<text id="11932012">let there be bow</text>
<text id="11932013">let there be projectile weapon</text>
<text id="11932014">let there be armor</text>
<text id="11932015">let there be talisman</text>
<text id="11932016">let there be skill</text>
<text id="11932017">let there be sorcery</text>
<text id="11932018">let there be incantation</text>
<text id="11932019">let there be map</text>
<text id="11932020">let there be material</text>
<text id="11932021">let there be flower</text>
<text id="11932022">let there be grass</text>
<text id="11932023">let there be tree</text>
<text id="11932024">let there be fruit</text>
<text id="11932025">let there be seed</text>
<text id="11932026">let there be mushroom</text>
<text id="11932027">let there be tear</text>
<text id="11932028">let there be crystal</text>
<text id="11932029">let there be butterfly</text>
<text id="11932030">let there be bug</text>
<text id="11932031">let there be dung</text>
<text id="11932032">let there be grace</text>
<text id="11932033">let there be door</text>
<text id="11932034">let there be key</text>
<text id="11932035">let there be ladder</text>
<text id="11932036">let there be lever</text>
<text id="11932037">let there be lift</text>
<text id="11932038">let there be spiritspring</text>
<text id="11932039">let there be sending gate</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7742

```
<text id="11932040">Let there be stone astrolabe</text>
<text id="11932041">Let there be telescopic view</text>
<text id="11932042">Let there be message</text>
<text id="11932043">Let there be bloodstain</text>
<text id="11932044">Let there be Erdtree</text>
<text id="11932045">Let there be Elden Ring</text>
<text id="11933001">Let there be close-quarters battle</text>
<text id="11933002">Let there be ranged battle</text>
<text id="11933003">Let there be horseback battle</text>
<text id="11933004">Let there be luring out</text>
<text id="11933005">Let there be defeating one-by-one</text>
<text id="11933006">Let there be taking on all at once</text>
<text id="11933007">Let there be rushing in</text>
<text id="11933008">Let there be stealth</text>
<text id="11933009">Let there be mimicry</text>
<text id="11933010">Let there be confusion</text>
<text id="11933011">Let there be pursuit</text>
<text id="11933012">Let there be fleeing</text>
<text id="11933013">Let there be summoning</text>
<text id="11933014">Let there be circling around</text>
<text id="11933015">Let there be jumping off</text>
<text id="11933016">Let there be dashing through</text>
<text id="11933017">Let there be brief respite</text>
<text id="11934001">Let there be attacking</text>
<text id="11934002">Let there be jump attack</text>
<text id="11934003">Let there be running attack</text>
<text id="11934004">Let there be critical hit</text>
<text id="11934005">Let there be two-handing</text>
<text id="11934006">Let there be blocking</text>
<text id="11934007">Let there be parrying</text>
<text id="11934008">Let there be guard counter</text>
<text id="11934009">Let there be sorcery</text>
<text id="11934010">Let there be incantation</text>
<text id="11934011">Let there be skill</text>
<text id="11934012">Let there be summoning</text>
<text id="11934013">Let there be throwing</text>
<text id="11934014">Let there be healing</text>
<text id="11934015">Let there be running</text>
<text id="11934016">Let there be rolling</text>
<text id="11934017">Let there be backstepping</text>
<text id="11934018">Let there be jumping</text>
<text id="11934019">Let there be crouching</text>
<text id="11934020">Let there be target lock</text>
<text id="11934021">Let there be item crafting</text>
<text id="11934022">Let there be gesturing</text>
<text id="11935001">Let there be morning</text>
<text id="11935002">Let there be noon</text>
<text id="11935003">Let there be evening</text>
<text id="11935004">Let there be night</text>
<text id="11935005">Let there be clear sky</text>
<text id="11935006">Let there be overcast</text>
<text id="11935007">Let there be rain</text>
<text id="11935008">Let there be storm</text>
<text id="11935009">Let there be mist</text>
<text id="11935010">Let there be snow</text>
<text id="11935011">Let there be patrolling</text>
<text id="11935012">Let there be procession</text>
<text id="11935013">Let there be crowd</text>
<text id="11935014">Let there be surprise attack</text>
<text id="11935015">Let there be ambush</text>
<text id="11935016">Let there be pincer attack</text>
<text id="11935017">Let there be beating to a pulp</text>
<text id="11935018">Let there be battle</text>
<text id="11935019">Let there be reinforcements</text>
<text id="11935020">Let there be ritual</text>
<text id="11935021">Let there be explosion</text>
<text id="11935022">Let there be high spot</text>
<text id="11935023">Let there be defensible spot</text>
<text id="11935024">Let there be climbable spot</text>
<text id="11935025">Let there be crossable spot</text>
<text id="11935026">Let there be bright spot</text>
<text id="11935027">Let there be dark spot</text>
<text id="11935028">Let there be open area</text>
<text id="11935029">Let there be cramped area</text>
<text id="11935030">Let there be hiding place</text>
<text id="11935031">Let there be sniping spot</text>
<text id="11935032">Let there be recon spot</text>
<text id="11935033">Let there be safety</text>
<text id="11935034">Let there be danger</text>
<text id="11935035">Let there be gorgeous view</text>
<text id="11935036">Let there be detour</text>
<text id="11935037">Let there be hidden path</text>
<text id="11935038">Let there be secret passage</text>
<text id="11935039">Let there be shortcut</text>
<text id="11935040">Let there be dead end</text>
<text id="11935041">Let there be looking away</text>
<text id="11935042">Let there be unnoticed</text>
<text id="11935043">Let there be out of stamina</text>
<text id="11936001">Let there be high road</text>
<text id="11936002">Let there be checkpoint</text>
<text id="11936003">Let there be bridge</text>
<text id="11936004">Let there be castle</text>
<text id="11936005">Let there be fort</text>
<text id="11936006">Let there be city</text>
<text id="11936007">Let there be ruins</text>
<text id="11936008">Let there be church</text>
<text id="11936009">Let there be tower</text>
<text id="11936010">Let there be camp site</text>
<text id="11936011">Let there be house</text>
<text id="11936012">Let there be cemetery</text>
<text id="11936013">Let there be underground tomb</text>
<text id="11936014">Let there be tunnel</text>
<text id="11936015">Let there be cave</text>
<text id="11936016">Let there be evergaol</text>
<text id="11936017">Let there be great tree</text>
<text id="11936018">Let there be cellar</text>
<text id="11936019">Let there be surface</text>
<text id="11936020">Let there be underground</text>
<text id="11936021">Let there be forest</text>
<text id="11936022">Let there be river</text>
<text id="11936023">Let there be lake</text>
<text id="11936024">Let there be bog</text>
<text id="11936025">Let there be mountain</text>
<text id="11936026">Let there be valley</text>
<text id="11936027">Let there be cliff</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7817

```
<text id="11932040">let there be stone astrolabe</text>
<text id="11932041">let there be Birdseye Telescope</text>
<text id="11932042">let there be message</text>
<text id="11932043">let there be bloodstain</text>
<text id="11932044">let there be Erdtree</text>
<text id="11932045">let there be Elden Ring</text>
<text id="11933001">let there be close-quarters battle</text>
<text id="11933002">let there be ranged battle</text>
<text id="11933003">let there be horseback battle</text>
<text id="11933004">let there be luring out</text>
<text id="11933005">let there be defeating one-by-one</text>
<text id="11933006">let there be taking on all at once</text>
<text id="11933007">let there be rushing in</text>
<text id="11933008">let there be stealth</text>
<text id="11933009">let there be mimicry</text>
<text id="11933010">let there be confusion</text>
<text id="11933011">let there be pursuit</text>
<text id="11933012">let there be fleeing</text>
<text id="11933013">let there be summoning</text>
<text id="11933014">let there be circling around</text>
<text id="11933015">let there be jumping off</text>
<text id="11933016">let there be dashing through</text>
<text id="11933017">let there be brief respite</text>
<text id="11934001">let there be attacking</text>
<text id="11934002">let there be jump attack</text>
<text id="11934003">let there be running attack</text>
<text id="11934004">let there be critical hit</text>
<text id="11934005">let there be two-handing</text>
<text id="11934006">let there be blocking</text>
<text id="11934007">let there be parrying</text>
<text id="11934008">let there be guard counter</text>
<text id="11934009">let there be sorcery</text>
<text id="11934010">let there be incantation</text>
<text id="11934011">let there be skill</text>
<text id="11934012">let there be summoning</text>
<text id="11934013">let there be throwing</text>
<text id="11934014">let there be healing</text>
<text id="11934015">let there be running</text>
<text id="11934016">let there be rolling</text>
<text id="11934017">let there be backstepping</text>
<text id="11934018">let there be jumping</text>
<text id="11934019">let there be crouching</text>
<text id="11934020">let there be target lock</text>
<text id="11934021">let there be item crafting</text>
<text id="11934022">let there be gesturing</text>
<text id="11935001">let there be morning</text>
<text id="11935002">let there be noon</text>
<text id="11935003">let there be evening</text>
<text id="11935004">let there be night</text>
<text id="11935005">let there be clear sky</text>
<text id="11935006">let there be overcast</text>
<text id="11935007">let there be rain</text>
<text id="11935008">let there be storm</text>
<text id="11935009">let there be mist</text>
<text id="11935010">let there be snow</text>
<text id="11935011">let there be patrolling</text>
<text id="11935012">let there be procession</text>
<text id="11935013">let there be crowd</text>
<text id="11935014">let there be surprise attack</text>
<text id="11935015">let there be ambush</text>
<text id="11935016">let there be pincer attack</text>
<text id="11935017">let there be beating to a pulp</text>
<text id="11935018">let there be battle</text>
<text id="11935019">let there be reinforcements</text>
<text id="11935020">let there be ritual</text>
<text id="11935021">let there be explosion</text>
<text id="11935022">let there be high spot</text>
<text id="11935023">let there be defensible spot</text>
<text id="11935024">let there be climbable spot</text>
<text id="11935025">let there be crossable spot</text>
<text id="11935026">let there be bright spot</text>
<text id="11935027">let there be dark spot</text>
<text id="11935028">let there be open area</text>
<text id="11935029">let there be cramped area</text>
<text id="11935030">let there be hiding place</text>
<text id="11935031">let there be sniping spot</text>
<text id="11935032">let there be recon spot</text>
<text id="11935033">let there be safety</text>
<text id="11935034">let there be danger</text>
<text id="11935035">let there be gorgeous view</text>
<text id="11935036">let there be detour</text>
<text id="11935037">let there be hidden path</text>
<text id="11935038">let there be secret passage</text>
<text id="11935039">let there be shortcut</text>
<text id="11935040">let there be dead end</text>
<text id="11935041">let there be looking away</text>
<text id="11935042">let there be unnoticed</text>
<text id="11935043">let there be out of stamina</text>
<text id="11936001">let there be high road</text>
<text id="11936002">let there be checkpoint</text>
<text id="11936003">let there be bridge</text>
<text id="11936004">let there be castle</text>
<text id="11936005">let there be fort</text>
<text id="11936006">let there be city</text>
<text id="11936007">let there be ruins</text>
<text id="11936008">let there be church</text>
<text id="11936009">let there be tower</text>
<text id="11936010">let there be camp site</text>
<text id="11936011">let there be house</text>
<text id="11936012">let there be cemetery</text>
<text id="11936013">let there be underground tomb</text>
<text id="11936014">let there be tunnel</text>
<text id="11936015">let there be cave</text>
<text id="11936016">let there be evergaol</text>
<text id="11936017">let there be great tree</text>
<text id="11936018">let there be cellar</text>
<text id="11936019">let there be surface</text>
<text id="11936020">let there be underground</text>
<text id="11936021">let there be forest</text>
<text id="11936022">let there be river</text>
<text id="11936023">let there be lake</text>
<text id="11936024">let there be bog</text>
<text id="11936025">let there be mountain</text>
<text id="11936026">let there be valley</text>
<text id="11936027">let there be cliff</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7857

```
<text id="11936028">Let there be waterside</text>
<text id="11936029">Let there be nest</text>
<text id="11936030">Let there be hole</text>
<text id="11937001">Let there be east</text>
<text id="11937002">Let there be west</text>
<text id="11937003">Let there be south</text>
<text id="11937004">Let there be north</text>
<text id="11937005">Let there be ahead</text>
<text id="11937006">Let there be behind</text>
<text id="11937007">Let there be left</text>
<text id="11937008">Let there be right</text>
<text id="11937009">Let there be center</text>
<text id="11937010">Let there be up</text>
<text id="11937011">Let there be down</text>
<text id="11937012">Let there be edge</text>
<text id="11938001">Let there be head</text>
<text id="11938002">Let there be stomach</text>
<text id="11938003">Let there be back</text>
<text id="11938004">Let there be arms</text>
<text id="11938005">Let there be legs</text>
<text id="11938006">Let there be rump</text>
<text id="11938007">Let there be tail</text>
<text id="11938008">Let there be core</text>
<text id="11938009">Let there be fingers</text>
<text id="11939001">Let there be physical</text>
<text id="11939002">Let there be standard</text>
<text id="11939003">Let there be striking</text>
<text id="11939004">Let there be slashing</text>
<text id="11939005">Let there be piercing</text>
<text id="11939006">Let there be fire</text>
<text id="11939007">Let there be lightning</text>
<text id="11939008">Let there be sorcery</text>
<text id="11939009">Let there be holy</text>
<text id="11939010">Let there be poison</text>
<text id="11939011">Let there be toxic</text>
<text id="11939012">Let there be plaque</text>
<text id="11939013">Let there be hemorrhage</text>
<text id="11939014">Let there be frostbite</text>
<text id="11939015">Let there be sleep</text>
<text id="11939016">Let there be madness</text>
<text id="11939017">Let there be death</text>
<text id="11940001">Let there be life</text>
<text id="11940002">Let there be Death</text>
<text id="11940003">Let there be light</text>
<text id="11940004">Let there be dark</text>
<text id="11940005">Let there be stars</text>
<text id="11940006">Let there be fire</text>
<text id="11940007">Let there be Order</text>
<text id="11940008">Let there be chaos</text>
<text id="11940009">Let there be joy</text>
<text id="11940010">Let there be wrath</text>
<text id="11940011">Let there be suffering</text>
<text id="11940012">Let there be sadness</text>
<text id="11940013">Let there be comfort</text>
<text id="11940014">Let there be bliss</text>
<text id="11940015">Let there be misfortune</text>
<text id="11940016">Let there be good fortune</text>
<text id="11940017">Let there be bad luck</text>
<text id="11940018">Let there be hope</text>
<text id="11940019">Let there be despair</text>
<text id="11940020">Let there be victory</text>
<text id="11940021">Let there be defeat</text>
<text id="11940022">Let there be research</text>
<text id="11940023">Let there be faith</text>
<text id="11940024">Let there be abundance</text>
<text id="11940025">Let there be rot</text>
<text id="11940026">Let there be loyalty</text>
<text id="11940027">Let there be injustice</text>
<text id="11940028">Let there be secret</text>
<text id="11940029">Let there be opportunity</text>
<text id="11940030">Let there be pickle</text>
<text id="11940031">Let there be clue</text>
<text id="11940032">Let there be friendship</text>
<text id="11940033">Let there be love</text>
<text id="11940034">Let there be bravery</text>
<text id="11940035">Let there be vigor</text>
<text id="11940036">Let there be fortitude</text>
<text id="11940037">Let there be confidence</text>
<text id="11940038">Let there be inadvertent</text>
<text id="11940039">Let there be unguarded</text>
<text id="11940040">Let there be introspection</text>
<text id="11940041">Let there be regret</text>
<text id="11940042">Let there be giving up</text>
<text id="11940043">Let there be futility</text>
<text id="11940044">Let there be at the limit</text>
<text id="11940045">Let there be betrayal</text>
<text id="11940046">Let there be revenge</text>
<text id="11940047">Let there be destroy</text>
<text id="11940048">Let there be recklessness</text>
<text id="11940049">Let there be calmness</text>
<text id="11940050">Let there be vigilance</text>
<text id="11940051">Let there be tranquility</text>
<text id="11940052">Let there be sound</text>
<text id="11940053">Let there be tears</text>
<text id="11940054">Let there be sleep</text>
<text id="11940055">Let there be depths</text>
<text id="11940056">Let there be dregs</text>
<text id="11940057">Let there be fear</text>
<text id="11940058">Let there be sacrifice</text>
<text id="11940059">Let there be ruin</text>
<text id="11941001">Let there be good luck</text>
<text id="11941002">Let there be look carefully</text>
<text id="11941003">Let there be listen carefully</text>
<text id="11941004">Let there be think carefully</text>
<text id="11941005">Let there be well done</text>
<text id="11941006">Let there be I did it!</text>
<text id="11941007">Let there be I've failed...</text>
<text id="11941008">Let there be here!</text>
<text id="11941009">Let there be not here!</text>
<text id="11941010">Let there be don't you dare!</text>
<text id="11941011">Let there be do it!</text>
<text id="11941012">Let there be I can't take this...</text>
<text id="11941013">Let there be don't think</text>
<text id="11941014">Let there be so lonely...</text>
<text id="11941015">Let there be here again...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7932

```
<text id="11936028">let there be waterside</text>
<text id="11936029">let there be nest</text>
<text id="11936030">let there be hole</text>
<text id="11937001">let there be east</text>
<text id="11937002">let there be west</text>
<text id="11937003">let there be south</text>
<text id="11937004">let there be north</text>
<text id="11937005">let there be ahead</text>
<text id="11937006">let there be behind</text>
<text id="11937007">let there be left</text>
<text id="11937008">let there be right</text>
<text id="11937009">let there be center</text>
<text id="11937010">let there be up</text>
<text id="11937011">let there be down</text>
<text id="11937012">let there be edge</text>
<text id="11938001">let there be head</text>
<text id="11938002">let there be stomach</text>
<text id="11938003">let there be back</text>
<text id="11938004">let there be arms</text>
<text id="11938005">let there be legs</text>
<text id="11938006">let there be rump</text>
<text id="11938007">let there be tail</text>
<text id="11938008">let there be core</text>
<text id="11938009">let there be fingers</text>
<text id="11939001">let there be physical</text>
<text id="11939002">let there be standard</text>
<text id="11939003">let there be striking</text>
<text id="11939004">let there be slashing</text>
<text id="11939005">let there be piercing</text>
<text id="11939006">let there be fire</text>
<text id="11939007">let there be lightning</text>
<text id="11939008">let there be magic</text>
<text id="11939009">let there be holy</text>
<text id="11939010">let there be poison</text>
<text id="11939011">let there be toxic</text>
<text id="11939012">let there be scarlet rot</text>
<text id="11939013">let there be blood loss</text>
<text id="11939014">let there be frost</text>
<text id="11939015">let there be sleep</text>
<text id="11939016">let there be madness</text>
<text id="11939017">let there be death</text>
<text id="11940001">let there be life</text>
<text id="11940002">let there be Death</text>
<text id="11940003">let there be light</text>
<text id="11940004">let there be dark</text>
<text id="11940005">let there be stars</text>
<text id="11940006">let there be fire</text>
<text id="11940007">let there be Order</text>
<text id="11940008">let there be chaos</text>
<text id="11940009">let there be joy</text>
<text id="11940010">let there be wrath</text>
<text id="11940011">let there be suffering</text>
<text id="11940012">let there be sadness</text>
<text id="11940013">let there be comfort</text>
<text id="11940014">let there be bliss</text>
<text id="11940015">let there be misfortune</text>
<text id="11940016">let there be good fortune</text>
<text id="11940017">let there be bad luck</text>
<text id="11940018">let there be hope</text>
<text id="11940019">let there be despair</text>
<text id="11940020">let there be victory</text>
<text id="11940021">let there be defeat</text>
<text id="11940022">let there be research</text>
<text id="11940023">let there be faith</text>
<text id="11940024">let there be abundance</text>
<text id="11940025">let there be rot</text>
<text id="11940026">let there be loyalty</text>
<text id="11940027">let there be injustice</text>
<text id="11940028">let there be secret</text>
<text id="11940029">let there be opportunity</text>
<text id="11940030">let there be pickle</text>
<text id="11940031">let there be clue</text>
<text id="11940032">let there be friendship</text>
<text id="11940033">let there be love</text>
<text id="11940034">let there be bravery</text>
<text id="11940035">let there be vigor</text>
<text id="11940036">let there be fortitude</text>
<text id="11940037">let there be confidence</text>
<text id="11940038">let there be distracted</text>
<text id="11940039">let there be unguarded</text>
<text id="11940040">let there be introspection</text>
<text id="11940041">let there be regret</text>
<text id="11940042">let there be resignation</text>
<text id="11940043">let there be futility</text>
<text id="11940044">let there be on the brink</text>
<text id="11940045">let there be betrayal</text>
<text id="11940046">let there be revenge</text>
<text id="11940047">let there be destruction</text>
<text id="11940048">let there be recklessness</text>
<text id="11940049">let there be calmness</text>
<text id="11940050">let there be vigilance</text>
<text id="11940051">let there be tranquility</text>
<text id="11940052">let there be sound</text>
<text id="11940053">let there be tears</text>
<text id="11940054">let there be sleep</text>
<text id="11940055">let there be depths</text>
<text id="11940056">let there be dregs</text>
<text id="11940057">let there be fear</text>
<text id="11940058">let there be sacrifice</text>
<text id="11940059">let there be ruin</text>
<text id="11941001">let there be good luck</text>
<text id="11941002">let there be look carefully</text>
<text id="11941003">let there be listen carefully</text>
<text id="11941004">let there be think carefully</text>
<text id="11941005">let there be well done</text>
<text id="11941006">let there be I did it!</text>
<text id="11941007">let there be I've failed...</text>
<text id="11941008">let there be here!</text>
<text id="11941009">let there be not here!</text>
<text id="11941010">let there be don't you dare!</text>
<text id="11941011">let there be do it!</text>
<text id="11941012">let there be I can't take this...</text>
<text id="11941013">let there be don't think</text>
<text id="11941014">let there be so lonely...</text>
<text id="11941015">let there be here again...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 7972

```
7972    <text id="11941016">Let there be just getting started</text>
7973    <text id="11941017">Let there be stay calm</text>
7974    <text id="11941018">Let there be keep moving</text>
7975    <text id="11941019">Let there be turn back</text>
7976    <text id="11941020">Let there be give up</text>
7977    <text id="11941021">Let there be don't give up</text>
7978    <text id="11941022">Let there be help me...</text>
7979    <text id="11941023">Let there be I don't believe it...</text>
7980    <text id="11941024">Let there be too high up</text>
7981    <text id="11941025">Let there be I want to go home...</text>
7982    <text id="11941026">Let there be it's like a dream...</text>
7983    <text id="11941027">Let there be seems familiar...</text>
7984    <text id="11941028">Let there be beautiful...</text>
7985    <text id="11941029">Let there be you don't have the right</
        text>
7986    <text id="11941030">Let there be are you ready?</text>
7987    <text id="12030001">Ahh, enemy...</text>
7988    <text id="12030002">Ahh, weak foe...</text>
7989    <text id="12030003">Ahh, strong foe...</text>
7990    <text id="12030004">Ahh, monster...</text>
7991    <text id="12030005">Ahh, dragon...</text>
7992    <text id="12030006">Ahh, boss...</text>
7993    <text id="12030007">Ahh, sentry...</text>
7994    <text id="12030008">Ahh, group...</text>
7995    <text id="12030009">Ahh, pack...</text>
7996    <text id="12030010">Ahh, decoy...</text>
7997    <text id="12030011">Ahh, undead...</text>
7998    <text id="12030012">Ahh, soldier...</text>
7999    <text id="12030013">Ahh, knight...</text>
8000    <text id="12030014">Ahh, cavalier...</text>
8001    <text id="12030015">Ahh, archer...</text>
8002    <text id="12030016">Ahh, sniper...</text>
8003    <text id="12030017">Ahh, mage...</text>
8004    <text id="12030018">Ahh, ordnance...</text>
8005    <text id="12030019">Ahh, monarch...</text>
8006    <text id="12030020">Ahh, lord...</text>
8007    <text id="12030021">Ahh, demi-human...</text>
8008    <text id="12030022">Ahh, outsider...</text>
8009    <text id="12030023">Ahh, giant...</text>
8010    <text id="12030024">Ahh, horse...</text>
8011    <text id="12030025">Ahh, dog...</text>
8012    <text id="12030026">Ahh, wolf...</text>
8013    <text id="12030027">Ahh, rat...</text>
8014    <text id="12030028">Ahh, beast...</text>
8015    <text id="12030029">Ahh, bird...</text>
8016    <text id="12030030">Ahh, raptor...</text>
8017    <text id="12030031">Ahh, snake...</text>
8018    <text id="12030032">Ahh, crab...</text>
8019    <text id="12030033">Ahh, prawn...</text>
8020    <text id="12030034">Ahh, octopus...</text>
8021    <text id="12030035">Ahh, bug...</text>
8022    <text id="12030036">Ahh, scarab...</text>
8023    <text id="12030037">Ahh, slug...</text>
8024    <text id="12030038">Ahh, wraith...</text>
8025    <text id="12030039">Ahh, skeleton...</text>
8026    <text id="12030040">Ahh, monstrosity...</text>
8027    <text id="12030041">Ahh, Ill-omened creature...</text>
8028    <text id="12031001">Ahh, Tarnished...</text>
8029    <text id="12031002">Ahh, warrior...</text>
8030    <text id="12031003">Ahh, swordsman...</text>
8031    <text id="12031004">Ahh, knight...</text>
8032    <text id="12031005">Ahh, samurai...</text>
8033    <text id="12031006">Ahh, sorcerer...</text>
8034    <text id="12031007">Ahh, cleric...</text>
8035    <text id="12031008">Ahh, sage...</text>
8036    <text id="12031009">Ahh, merchant...</text>
8037    <text id="12031010">Ahh, teacher...</text>
8038    <text id="12031011">Ahh, master...</text>
8039    <text id="12031012">Ahh, friend...</text>
8040    <text id="12031013">Ahh, lover...</text>
8041    <text id="12031014">Ahh, old dear...</text>
8042    <text id="12031015">Ahh, old codger ...</text>
8043    <text id="12031016">Ahh, angel...</text>
8044    <text id="12031017">Ahh, fat coinpurse...</text>
8045    <text id="12031018">Ahh, pauper...</text>
8046    <text id="12031019">Ahh, good sort...</text>
8047    <text id="12031020">Ahh, wicked sort...</text>
8048    <text id="12031021">Ahh, plump sort...</text>
8049    <text id="12031022">Ahh, skinny sort...</text>
8050    <text id="12031023">Ahh, lovable sort...</text>
8051    <text id="12031024">Ahh, pathetic sort...</text>
8052    <text id="12031025">Ahh, strange sort...</text>
8053    <text id="12031026">Ahh, nimble sort...</text>
8054    <text id="12031027">Ahh, laggardly sort...</text>
8055    <text id="12031028">Ahh, invisible sort...</text>
8056    <text id="12031029">Ahh, unfathomable sort...</text>
8057    <text id="12031030">Ahh, giant sort...</text>
8058    <text id="12031031">Ahh, sinner...</text>
8059    <text id="12031032">Ahh, thief...</text>
8060    <text id="12031033">Ahh, liar...</text>
8061    <text id="12031034">Ahh, dastard...</text>
8062    <text id="12031035">Ahh, traitor...</text>
8063    <text id="12031036">Ahh, pair...</text>
8064    <text id="12031037">Ahh, trio...</text>
8065    <text id="12031038">Ahh, noble...</text>
8066    <text id="12031039">Ahh, aristocrat...</text>
8067    <text id="12031040">Ahh, hero...</text>
8068    <text id="12031041">Ahh, champion...</text>
8069    <text id="12031042">Ahh, monarch...</text>
8070    <text id="12031043">Ahh, lord...</text>
8071    <text id="12031044">Ahh, god...</text>
8072    <text id="12032001">Ahh, item...</text>
8073    <text id="12032002">Ahh, necessary item...</text>
8074    <text id="12032003">Ahh, precious item...</text>
8075    <text id="12032004">Ahh, something...</text>
8076    <text id="12032005">Ahh, something incredible...</text>
8077    <text id="12032006">Ahh, treasure chest...</text>
8078    <text id="12032007">Ahh, corpse...</text>
8079    <text id="12032008">Ahh, coffin...</text>
8080    <text id="12032009">Ahh, trap...</text>
8081    <text id="12032010">Ahh, armament...</text>
8082    <text id="12032011">Ahh, shield...</text>
8083    <text id="12032012">Ahh, bow...</text>
8084    <text id="12032013">Ahh, projectile weapon...</text>
8085    <text id="12032014">Ahh, armor...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8047

```
8047    <text id="11941016">let there be just getting started</text>
8048    <text id="11941017">let there be stay calm</text>
8049    <text id="11941018">let there be keep moving</text>
8050    <text id="11941019">let there be turn back</text>
8051    <text id="11941020">let there be give up</text>
8052    <text id="11941021">let there be don't give up</text>
8053    <text id="11941022">let there be help me...</text>
8054    <text id="11941023">let there be I don't believe it...</text>
8055    <text id="11941024">let there be too high up</text>
8056    <text id="11941025">let there be I want to go home...</text>
8057    <text id="11941026">let there be it's like a dream...</text>
8058    <text id="11941027">let there be seems familiar...</text>
8059    <text id="11941028">let there be beautiful...</text>
8060    <text id="11941029">let there be you don't have the right</
        text>
8061    <text id="11941030">let there be are you ready?</text>
8062    <text id="12030001">ahh, enemy...</text>
8063    <text id="12030002">ahh, weak foe...</text>
8064    <text id="12030003">ahh, strong foe...</text>
8065    <text id="12030004">ahh, monster...</text>
8066    <text id="12030005">ahh, dragon...</text>
8067    <text id="12030006">ahh, boss...</text>
8068    <text id="12030007">ahh, sentry...</text>
8069    <text id="12030008">ahh, group...</text>
8070    <text id="12030009">ahh, pack...</text>
8071    <text id="12030010">ahh, decoy...</text>
8072    <text id="12030011">ahh, undead...</text>
8073    <text id="12030012">ahh, soldier...</text>
8074    <text id="12030013">ahh, knight...</text>
8075    <text id="12030014">ahh, cavalier...</text>
8076    <text id="12030015">ahh, archer...</text>
8077    <text id="12030016">ahh, sniper...</text>
8078    <text id="12030017">ahh, mage...</text>
8079    <text id="12030018">ahh, ordnance...</text>
8080    <text id="12030019">ahh, monarch...</text>
8081    <text id="12030020">ahh, lord...</text>
8082    <text id="12030021">ahh, demi-human...</text>
8083    <text id="12030022">ahh, outsider...</text>
8084    <text id="12030023">ahh, giant...</text>
8085    <text id="12030024">ahh, horse...</text>
8086    <text id="12030025">ahh, dog...</text>
8087    <text id="12030026">ahh, wolf...</text>
8088    <text id="12030027">ahh, rat...</text>
8089    <text id="12030028">ahh, beast...</text>
8090    <text id="12030029">ahh, bird...</text>
8091    <text id="12030030">ahh, raptor...</text>
8092    <text id="12030031">ahh, snake...</text>
8093    <text id="12030032">ahh, crab...</text>
8094    <text id="12030033">ahh, prawn...</text>
8095    <text id="12030034">ahh, octopus...</text>
8096    <text id="12030035">ahh, bug...</text>
8097    <text id="12030036">ahh, scarab...</text>
8098    <text id="12030037">ahh, slug...</text>
8099    <text id="12030038">ahh, wraith...</text>
8100    <text id="12030039">ahh, skeleton...</text>
8101    <text id="12030040">ahh, monstrosity...</text>
8102    <text id="12030041">ahh, ill-omened creature...</text>
8103    <text id="12031001">ahh, Tarnished...</text>
8104    <text id="12031002">ahh, warrior...</text>
8105    <text id="12031003">ahh, swordfighter...</text>
8106    <text id="12031004">ahh, knight...</text>
8107    <text id="12031005">ahh, samurai...</text>
8108    <text id="12031006">ahh, sorcerer...</text>
8109    <text id="12031007">ahh, cleric...</text>
8110    <text id="12031008">ahh, sage...</text>
8111    <text id="12031009">ahh, merchant...</text>
8112    <text id="12031010">ahh, teacher...</text>
8113    <text id="12031011">ahh, master...</text>
8114    <text id="12031012">ahh, friend...</text>
8115    <text id="12031013">ahh, lover...</text>
8116    <text id="12031014">ahh, old dear...</text>
8117    <text id="12031015">ahh, old codger ...</text>
8118    <text id="12031016">ahh, angel...</text>
8119    <text id="12031017">ahh, fat coinpurse...</text>
8120    <text id="12031018">ahh, pauper...</text>
8121    <text id="12031019">ahh, good sort...</text>
8122    <text id="12031020">ahh, wicked sort...</text>
8123    <text id="12031021">ahh, plump sort...</text>
8124    <text id="12031022">ahh, skinny sort...</text>
8125    <text id="12031023">ahh, lovable sort...</text>
8126    <text id="12031024">ahh, pathetic sort...</text>
8127    <text id="12031025">ahh, strange sort...</text>
8128    <text id="12031026">ahh, nimble sort...</text>
8129    <text id="12031027">ahh, laggardly sort...</text>
8130    <text id="12031028">ahh, invisible sort...</text>
8131    <text id="12031029">ahh, unfathomable sort...</text>
8132    <text id="12031030">ahh, giant sort...</text>
8133    <text id="12031031">ahh, sinner...</text>
8134    <text id="12031032">ahh, thief...</text>
8135    <text id="12031033">ahh, liar...</text>
8136    <text id="12031034">ahh, dastard...</text>
8137    <text id="12031035">ahh, traitor...</text>
8138    <text id="12031036">ahh, pair...</text>
8139    <text id="12031037">ahh, trio...</text>
8140    <text id="12031038">ahh, noble...</text>
8141    <text id="12031039">ahh, aristocrat...</text>
8142    <text id="12031040">ahh, hero...</text>
8143    <text id="12031041">ahh, champion...</text>
8144    <text id="12031042">ahh, monarch...</text>
8145    <text id="12031043">ahh, lord...</text>
8146    <text id="12031044">ahh, god...</text>
8147    <text id="12032001">ahh, item...</text>
8148    <text id="12032002">ahh, necessary item...</text>
8149    <text id="12032003">ahh, precious item...</text>
8150    <text id="12032004">ahh, something...</text>
8151    <text id="12032005">ahh, something incredible...</text>
8152    <text id="12032006">ahh, treasure chest...</text>
8153    <text id="12032007">ahh, corpse...</text>
8154    <text id="12032008">ahh, coffin...</text>
8155    <text id="12032009">ahh, trap...</text>
8156    <text id="12032010">ahh, armament...</text>
8157    <text id="12032011">ahh, shield...</text>
8158    <text id="12032012">ahh, bow...</text>
8159    <text id="12032013">ahh, projectile weapon...</text>
8160    <text id="12032014">ahh, armor...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8086

```
<text id="12032015">Ahh, talisman...</text>
<text id="12032016">Ahh, battle art...</text>
<text id="12032017">Ahh, sorcery...</text>
<text id="12032018">Ahh, incantation...</text>
<text id="12032019">Ahh, map...</text>
<text id="12032020">Ahh, material...</text>
<text id="12032021">Ahh, flower...</text>
<text id="12032022">Ahh, grass...</text>
<text id="12032023">Ahh, tree...</text>
<text id="12032024">Ahh, fruit...</text>
<text id="12032025">Ahh, seed...</text>
<text id="12032026">Ahh, mushroom...</text>
<text id="12032027">Ahh, tear...</text>
<text id="12032028">Ahh, crystal...</text>
<text id="12032029">Ahh, butterfly...</text>
<text id="12032030">Ahh, bug...</text>
<text id="12032031">Ahh, dung...</text>
<text id="12032032">Ahh, grace...</text>
<text id="12032033">Ahh, door...</text>
<text id="12032034">Ahh, key...</text>
<text id="12032035">Ahh, ladder...</text>
<text id="12032036">Ahh, lever...</text>
<text id="12032037">Ahh, lift...</text>
<text id="12032038">Ahh, spiritspring...</text>
<text id="12032039">Ahh, warpstone...</text>
<text id="12032040">Ahh, stone astrolabe...</text>
<text id="12032041">Ahh, telescopic view...</text>
<text id="12032042">Ahh, message...</text>
<text id="12032043">Ahh, bloodstain...</text>
<text id="12032044">Ahh, Erdtree...</text>
<text id="12032045">Ahh, Elden Ring...</text>
<text id="12033001">Ahh, close-quarters battle...</text>
<text id="12033002">Ahh, ranged battle...</text>
<text id="12033003">Ahh, horseback battle...</text>
<text id="12033004">Ahh, luring out...</text>
<text id="12033005">Ahh, defeating one-by-one...</text>
<text id="12033006">Ahh, taking on all at once...</text>
<text id="12033007">Ahh, rushing in...</text>
<text id="12033008">Ahh, stealth...</text>
<text id="12033009">Ahh, mimicry...</text>
<text id="12033010">Ahh, confusion...</text>
<text id="12033011">Ahh, pursuit...</text>
<text id="12033012">Ahh, fleeing...</text>
<text id="12033013">Ahh, summoning...</text>
<text id="12033014">Ahh, circling around...</text>
<text id="12033015">Ahh, jumping off...</text>
<text id="12033016">Ahh, dashing through...</text>
<text id="12033017">Ahh, brief respite...</text>
<text id="12034001">Ahh, attacking...</text>
<text id="12034002">Ahh, jump attack...</text>
<text id="12034003">Ahh, running attack...</text>
<text id="12034004">Ahh, critical hit...</text>
<text id="12034005">Ahh, two-handing...</text>
<text id="12034006">Ahh, blocking...</text>
<text id="12034007">Ahh, parrying...</text>
<text id="12034008">Ahh, guard counter...</text>
<text id="12034009">Ahh, sorcery...</text>
<text id="12034010">Ahh, incantation...</text>
<text id="12034011">Ahh, skill...</text>
<text id="12034012">Ahh, summoning...</text>
<text id="12034013">Ahh, throwing...</text>
<text id="12034014">Ahh, healing...</text>
<text id="12034015">Ahh, running...</text>
<text id="12034016">Ahh, rolling...</text>
<text id="12034017">Ahh, backstepping...</text>
<text id="12034018">Ahh, jumping...</text>
<text id="12034019">Ahh, crouching...</text>
<text id="12034020">Ahh, target lock...</text>
<text id="12034021">Ahh, item crafting...</text>
<text id="12034022">Ahh, gesturing...</text>
<text id="12035001">Ahh, morning...</text>
<text id="12035002">Ahh, noon...</text>
<text id="12035003">Ahh, evening...</text>
<text id="12035004">Ahh, night...</text>
<text id="12035005">Ahh, clear sky...</text>
<text id="12035006">Ahh, overcast...</text>
<text id="12035007">Ahh, rain...</text>
<text id="12035008">Ahh, storm...</text>
<text id="12035009">Ahh, mist...</text>
<text id="12035010">Ahh, snow...</text>
<text id="12035011">Ahh, patrolling...</text>
<text id="12035012">Ahh, procession...</text>
<text id="12035013">Ahh, crowd...</text>
<text id="12035014">Ahh, surprise attack...</text>
<text id="12035015">Ahh, ambush...</text>
<text id="12035016">Ahh, pincer attack...</text>
<text id="12035017">Ahh, beating to a pulp...</text>
<text id="12035018">Ahh, battle...</text>
<text id="12035019">Ahh, reinforcements...</text>
<text id="12035020">Ahh, ritual...</text>
<text id="12035021">Ahh, explosion...</text>
<text id="12035022">Ahh, high spot...</text>
<text id="12035023">Ahh, defensible spot...</text>
<text id="12035024">Ahh, climbable spot...</text>
<text id="12035025">Ahh, crossable spot...</text>
<text id="12035026">Ahh, bright spot...</text>
<text id="12035027">Ahh, dark spot...</text>
<text id="12035028">Ahh, open area...</text>
<text id="12035029">Ahh, cramped area...</text>
<text id="12035030">Ahh, hiding place...</text>
<text id="12035031">Ahh, sniping spot...</text>
<text id="12035032">Ahh, recon spot...</text>
<text id="12035033">Ahh, safety...</text>
<text id="12035034">Ahh, danger...</text>
<text id="12035035">Ahh, gorgeous view...</text>
<text id="12035036">Ahh, detour...</text>
<text id="12035037">Ahh, hidden path...</text>
<text id="12035038">Ahh, secret passage...</text>
<text id="12035039">Ahh, shortcut...</text>
<text id="12035040">Ahh, dead end...</text>
<text id="12035041">Ahh, looking away...</text>
<text id="12035042">Ahh, unnoticed...</text>
<text id="12035043">Ahh, out of stamina...</text>
<text id="12036001">Ahh, high road...</text>
<text id="12036002">Ahh, checkpoint...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8161

```
<text id="12032015">ahh, talisman...</text>
<text id="12032016">ahh, skill...</text>
<text id="12032017">ahh, sorcery...</text>
<text id="12032018">ahh, incantation...</text>
<text id="12032019">ahh, map...</text>
<text id="12032020">ahh, material...</text>
<text id="12032021">ahh, flower...</text>
<text id="12032022">ahh, grass...</text>
<text id="12032023">ahh, tree...</text>
<text id="12032024">ahh, fruit...</text>
<text id="12032025">ahh, seed...</text>
<text id="12032026">ahh, mushroom...</text>
<text id="12032027">ahh, tear...</text>
<text id="12032028">ahh, crystal...</text>
<text id="12032029">ahh, butterfly...</text>
<text id="12032030">ahh, bug...</text>
<text id="12032031">ahh, dung...</text>
<text id="12032032">ahh, grace...</text>
<text id="12032033">ahh, door...</text>
<text id="12032034">ahh, key...</text>
<text id="12032035">ahh, ladder...</text>
<text id="12032036">ahh, lever...</text>
<text id="12032037">ahh, lift...</text>
<text id="12032038">ahh, spiritspring...</text>
<text id="12032039">ahh, sending gate...</text>
<text id="12032040">ahh, stone astrolabe...</text>
<text id="12032041">ahh, Birdseye Telescope...</text>
<text id="12032042">ahh, message...</text>
<text id="12032043">ahh, bloodstain...</text>
<text id="12032044">ahh, Erdtree...</text>
<text id="12032045">ahh, Elden Ring...</text>
<text id="12033001">ahh, close-quarters battle...</text>
<text id="12033002">ahh, ranged battle...</text>
<text id="12033003">ahh, horseback battle...</text>
<text id="12033004">ahh, luring out...</text>
<text id="12033005">ahh, defeating one-by-one...</text>
<text id="12033006">ahh, taking on all at once...</text>
<text id="12033007">ahh, rushing in...</text>
<text id="12033008">ahh, stealth...</text>
<text id="12033009">ahh, mimicry...</text>
<text id="12033010">ahh, confusion...</text>
<text id="12033011">ahh, pursuit...</text>
<text id="12033012">ahh, fleeing...</text>
<text id="12033013">ahh, summoning...</text>
<text id="12033014">ahh, circling around...</text>
<text id="12033015">ahh, jumping off...</text>
<text id="12033016">ahh, dashing through...</text>
<text id="12033017">ahh, brief respite...</text>
<text id="12034001">ahh, attacking...</text>
<text id="12034002">ahh, jump attack...</text>
<text id="12034003">ahh, running attack...</text>
<text id="12034004">ahh, critical hit...</text>
<text id="12034005">ahh, two-handing...</text>
<text id="12034006">ahh, blocking...</text>
<text id="12034007">ahh, parrying...</text>
<text id="12034008">ahh, guard counter...</text>
<text id="12034009">ahh, sorcery...</text>
<text id="12034010">ahh, incantation...</text>
<text id="12034011">ahh, skill...</text>
<text id="12034012">ahh, summoning...</text>
<text id="12034013">ahh, throwing...</text>
<text id="12034014">ahh, healing...</text>
<text id="12034015">ahh, running...</text>
<text id="12034016">ahh, rolling...</text>
<text id="12034017">ahh, backstepping...</text>
<text id="12034018">ahh, jumping...</text>
<text id="12034019">ahh, crouching...</text>
<text id="12034020">ahh, target lock...</text>
<text id="12034021">ahh, item crafting...</text>
<text id="12034022">ahh, gesturing...</text>
<text id="12035001">ahh, morning...</text>
<text id="12035002">ahh, noon...</text>
<text id="12035003">ahh, evening...</text>
<text id="12035004">ahh, night...</text>
<text id="12035005">ahh, clear sky...</text>
<text id="12035006">ahh, overcast...</text>
<text id="12035007">ahh, rain...</text>
<text id="12035008">ahh, storm...</text>
<text id="12035009">ahh, mist...</text>
<text id="12035010">ahh, snow...</text>
<text id="12035011">ahh, patrolling...</text>
<text id="12035012">ahh, procession...</text>
<text id="12035013">ahh, crowd...</text>
<text id="12035014">ahh, surprise attack...</text>
<text id="12035015">ahh, ambush...</text>
<text id="12035016">ahh, pincer attack...</text>
<text id="12035017">ahh, beating to a pulp...</text>
<text id="12035018">ahh, battle...</text>
<text id="12035019">ahh, reinforcements...</text>
<text id="12035020">ahh, ritual...</text>
<text id="12035021">ahh, explosion...</text>
<text id="12035022">ahh, high spot...</text>
<text id="12035023">ahh, defensible spot...</text>
<text id="12035024">ahh, climbable spot...</text>
<text id="12035025">ahh, crossable spot...</text>
<text id="12035026">ahh, bright spot...</text>
<text id="12035027">ahh, dark spot...</text>
<text id="12035028">ahh, open area...</text>
<text id="12035029">ahh, cramped area...</text>
<text id="12035030">ahh, hiding place...</text>
<text id="12035031">ahh, sniping spot...</text>
<text id="12035032">ahh, recon spot...</text>
<text id="12035033">ahh, safety...</text>
<text id="12035034">ahh, danger...</text>
<text id="12035035">ahh, gorgeous view...</text>
<text id="12035036">ahh, detour...</text>
<text id="12035037">ahh, hidden path...</text>
<text id="12035038">ahh, secret passage...</text>
<text id="12035039">ahh, shortcut...</text>
<text id="12035040">ahh, dead end...</text>
<text id="12035041">ahh, looking away...</text>
<text id="12035042">ahh, unnoticed...</text>
<text id="12035043">ahh, out of stamina...</text>
<text id="12036001">ahh, high road...</text>
<text id="12036002">ahh, checkpoint...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8201

```
8201    <text id="12036003">Ahh, bridge...</text>
8202    <text id="12036004">Ahh, castle...</text>
8203    <text id="12036005">Ahh, fort...</text>
8204    <text id="12036006">Ahh, city...</text>
8205    <text id="12036007">Ahh, ruins...</text>
8206    <text id="12036008">Ahh, church...</text>
8207    <text id="12036009">Ahh, tower...</text>
8208    <text id="12036010">Ahh, camp site...</text>
8209    <text id="12036011">Ahh, house...</text>
8210    <text id="12036012">Ahh, cemetery...</text>
8211    <text id="12036013">Ahh, underground tomb...</text>
8212    <text id="12036014">Ahh, tunnel...</text>
8213    <text id="12036015">Ahh, cave...</text>
8214    <text id="12036016">Ahh, evergaol...</text>
8215    <text id="12036017">Ahh, great tree...</text>
8216    <text id="12036018">Ahh, cellar...</text>
8217    <text id="12036019">Ahh, surface...</text>
8218    <text id="12036020">Ahh, underground...</text>
8219    <text id="12036021">Ahh, forest...</text>
8220    <text id="12036022">Ahh, river...</text>
8221    <text id="12036023">Ahh, lake...</text>
8222    <text id="12036024">Ahh, bog...</text>
8223    <text id="12036025">Ahh, mountain...</text>
8224    <text id="12036026">Ahh, valley...</text>
8225    <text id="12036027">Ahh, cliff...</text>
8226    <text id="12036028">Ahh, waterside...</text>
8227    <text id="12036029">Ahh, nest...</text>
8228    <text id="12036030">Ahh, hole...</text>
8229    <text id="12037001">Ahh, east...</text>
8230    <text id="12037002">Ahh, west...</text>
8231    <text id="12037003">Ahh, south...</text>
8232    <text id="12037004">Ahh, north...</text>
8233    <text id="12037005">Ahh, ahead...</text>
8234    <text id="12037006">Ahh, behind...</text>
8235    <text id="12037007">Ahh, left...</text>
8236    <text id="12037008">Ahh, right...</text>
8237    <text id="12037009">Ahh, center...</text>
8238    <text id="12037010">Ahh, up...</text>
8239    <text id="12037011">Ahh, down...</text>
8240    <text id="12037012">Ahh, edge...</text>
8241    <text id="12038001">Ahh, head...</text>
8242    <text id="12038002">Ahh, stomach...</text>
8243    <text id="12038003">Ahh, back...</text>
8244    <text id="12038004">Ahh, arms...</text>
8245    <text id="12038005">Ahh, legs...</text>
8246    <text id="12038006">Ahh, rump...</text>
8247    <text id="12038007">Ahh, tail...</text>
8248    <text id="12038008">Ahh, core...</text>
8249    <text id="12038009">Ahh, fingers...</text>
8250    <text id="12039001">Ahh, physical...</text>
8251    <text id="12039002">Ahh, standard...</text>
8252    <text id="12039003">Ahh, striking...</text>
8253    <text id="12039004">Ahh, slashing...</text>
8254    <text id="12039005">Ahh, piercing...</text>
8255    <text id="12039006">Ahh, fire...</text>
8256    <text id="12039007">Ahh, lightning...</text>
8257    <text id="12039008">Ahh, sorcery...</text>
8258    <text id="12039009">Ahh, holy...</text>
8259    <text id="12039010">Ahh, poison...</text>
8260    <text id="12039011">Ahh, toxic...</text>
8261    <text id="12039012">Ahh, plaque...</text>
8262    <text id="12039013">Ahh, hemorrhage...</text>
8263    <text id="12039014">Ahh, frostbite...</text>
8264    <text id="12039015">Ahh, sleep...</text>
8265    <text id="12039016">Ahh, madness...</text>
8266    <text id="12039017">Ahh, death...</text>
8267    <text id="12040001">Ahh, life...</text>
8268    <text id="12040002">Ahh, Death...</text>
8269    <text id="12040003">Ahh, light...</text>
8270    <text id="12040004">Ahh, dark...</text>
8271    <text id="12040005">Ahh, stars...</text>
8272    <text id="12040006">Ahh, fire...</text>
8273    <text id="12040007">Ahh, Order...</text>
8274    <text id="12040008">Ahh, chaos...</text>
8275    <text id="12040009">Ahh, joy...</text>
8276    <text id="12040010">Ahh, wrath...</text>
8277    <text id="12040011">Ahh, suffering...</text>
8278    <text id="12040012">Ahh, sadness...</text>
8279    <text id="12040013">Ahh, comfort...</text>
8280    <text id="12040014">Ahh, bliss...</text>
8281    <text id="12040015">Ahh, misfortune...</text>
8282    <text id="12040016">Ahh, good fortune...</text>
8283    <text id="12040017">Ahh, bad luck...</text>
8284    <text id="12040018">Ahh, hope...</text>
8285    <text id="12040019">Ahh, despair...</text>
8286    <text id="12040020">Ahh, victory...</text>
8287    <text id="12040021">Ahh, defeat...</text>
8288    <text id="12040022">Ahh, research...</text>
8289    <text id="12040023">Ahh, faith...</text>
8290    <text id="12040024">Ahh, abundance...</text>
8291    <text id="12040025">Ahh, rot...</text>
8292    <text id="12040026">Ahh, loyalty...</text>
8293    <text id="12040027">Ahh, injustice...</text>
8294    <text id="12040028">Ahh, secret...</text>
8295    <text id="12040029">Ahh, opportunity...</text>
8296    <text id="12040030">Ahh, pickle...</text>
8297    <text id="12040031">Ahh, clue...</text>
8298    <text id="12040032">Ahh, friendship...</text>
8299    <text id="12040033">Ahh, love...</text>
8300    <text id="12040034">Ahh, bravery...</text>
8301    <text id="12040035">Ahh, vigor...</text>
8302    <text id="12040036">Ahh, fortitude...</text>
8303    <text id="12040037">Ahh, confidence...</text>
8304    <text id="12040038">Ahh, inadvertent...</text>
8305    <text id="12040039">Ahh, unguarded...</text>
8306    <text id="12040040">Ahh, introspection...</text>
8307    <text id="12040041">Ahh, regret...</text>
8308    <text id="12040042">Ahh, giving up...</text>
8309    <text id="12040043">Ahh, futility...</text>
8310    <text id="12040044">Ahh, at the limit...</text>
8311    <text id="12040045">Ahh, betrayal...</text>
8312    <text id="12040046">Ahh, revenge...</text>
8313    <text id="12040047">Ahh, destroy...</text>
8314    <text id="12040048">Ahh, recklessness...</text>
8315    <text id="12040049">Ahh, calmness...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8276

```
8276    <text id="12036003">ahh, bridge...</text>
8277    <text id="12036004">ahh, castle...</text>
8278    <text id="12036005">ahh, fort...</text>
8279    <text id="12036006">ahh, city...</text>
8280    <text id="12036007">ahh, ruins...</text>
8281    <text id="12036008">ahh, church...</text>
8282    <text id="12036009">ahh, tower...</text>
8283    <text id="12036010">ahh, camp site...</text>
8284    <text id="12036011">ahh, house...</text>
8285    <text id="12036012">ahh, cemetery...</text>
8286    <text id="12036013">ahh, underground tomb...</text>
8287    <text id="12036014">ahh, tunnel...</text>
8288    <text id="12036015">ahh, cave...</text>
8289    <text id="12036016">ahh, evergaol...</text>
8290    <text id="12036017">ahh, great tree...</text>
8291    <text id="12036018">ahh, cellar...</text>
8292    <text id="12036019">ahh, surface...</text>
8293    <text id="12036020">ahh, underground...</text>
8294    <text id="12036021">ahh, forest...</text>
8295    <text id="12036022">ahh, river...</text>
8296    <text id="12036023">ahh, lake...</text>
8297    <text id="12036024">ahh, bog...</text>
8298    <text id="12036025">ahh, mountain...</text>
8299    <text id="12036026">ahh, valley...</text>
8300    <text id="12036027">ahh, cliff...</text>
8301    <text id="12036028">ahh, waterside...</text>
8302    <text id="12036029">ahh, nest...</text>
8303    <text id="12036030">ahh, hole...</text>
8304    <text id="12037001">ahh, east...</text>
8305    <text id="12037002">ahh, west...</text>
8306    <text id="12037003">ahh, south...</text>
8307    <text id="12037004">ahh, north...</text>
8308    <text id="12037005">ahh, ahead...</text>
8309    <text id="12037006">ahh, behind...</text>
8310    <text id="12037007">ahh, left...</text>
8311    <text id="12037008">ahh, right...</text>
8312    <text id="12037009">ahh, center...</text>
8313    <text id="12037010">ahh, up...</text>
8314    <text id="12037011">ahh, down...</text>
8315    <text id="12037012">ahh, edge...</text>
8316    <text id="12038001">ahh, head...</text>
8317    <text id="12038002">ahh, stomach...</text>
8318    <text id="12038003">ahh, back...</text>
8319    <text id="12038004">ahh, arms...</text>
8320    <text id="12038005">ahh, legs...</text>
8321    <text id="12038006">ahh, rump...</text>
8322    <text id="12038007">ahh, tail...</text>
8323    <text id="12038008">ahh, core...</text>
8324    <text id="12038009">ahh, fingers...</text>
8325    <text id="12039001">ahh, physical...</text>
8326    <text id="12039002">ahh, standard...</text>
8327    <text id="12039003">ahh, striking...</text>
8328    <text id="12039004">ahh, slashing...</text>
8329    <text id="12039005">ahh, piercing...</text>
8330    <text id="12039006">ahh, fire...</text>
8331    <text id="12039007">ahh, lightning...</text>
8332    <text id="12039008">ahh, magic...</text>
8333    <text id="12039009">ahh, holy...</text>
8334    <text id="12039010">ahh, poison...</text>
8335    <text id="12039011">ahh, toxic...</text>
8336    <text id="12039012">ahh, scarlet rot...</text>
8337    <text id="12039013">ahh, blood loss...</text>
8338    <text id="12039014">ahh, frost...</text>
8339    <text id="12039015">ahh, sleep...</text>
8340    <text id="12039016">ahh, madness...</text>
8341    <text id="12039017">ahh, death...</text>
8342    <text id="12040001">ahh, life...</text>
8343    <text id="12040002">ahh, Death...</text>
8344    <text id="12040003">ahh, light...</text>
8345    <text id="12040004">ahh, dark...</text>
8346    <text id="12040005">ahh, stars...</text>
8347    <text id="12040006">ahh, fire...</text>
8348    <text id="12040007">ahh, Order...</text>
8349    <text id="12040008">ahh, chaos...</text>
8350    <text id="12040009">ahh, joy...</text>
8351    <text id="12040010">ahh, wrath...</text>
8352    <text id="12040011">ahh, suffering...</text>
8353    <text id="12040012">ahh, sadness...</text>
8354    <text id="12040013">ahh, comfort...</text>
8355    <text id="12040014">ahh, bliss...</text>
8356    <text id="12040015">ahh, misfortune...</text>
8357    <text id="12040016">ahh, good fortune...</text>
8358    <text id="12040017">ahh, bad luck...</text>
8359    <text id="12040018">ahh, hope...</text>
8360    <text id="12040019">ahh, despair...</text>
8361    <text id="12040020">ahh, victory...</text>
8362    <text id="12040021">ahh, defeat...</text>
8363    <text id="12040022">ahh, research...</text>
8364    <text id="12040023">ahh, faith...</text>
8365    <text id="12040024">ahh, abundance...</text>
8366    <text id="12040025">ahh, rot...</text>
8367    <text id="12040026">ahh, loyalty...</text>
8368    <text id="12040027">ahh, injustice...</text>
8369    <text id="12040028">ahh, secret...</text>
8370    <text id="12040029">ahh, opportunity...</text>
8371    <text id="12040030">ahh, pickle...</text>
8372    <text id="12040031">ahh, clue...</text>
8373    <text id="12040032">ahh, friendship...</text>
8374    <text id="12040033">ahh, love...</text>
8375    <text id="12040034">ahh, bravery...</text>
8376    <text id="12040035">ahh, vigor...</text>
8377    <text id="12040036">ahh, fortitude...</text>
8378    <text id="12040037">ahh, confidence...</text>
8379    <text id="12040038">ahh, distracted...</text>
8380    <text id="12040039">ahh, unguarded...</text>
8381    <text id="12040040">ahh, introspection...</text>
8382    <text id="12040041">ahh, regret...</text>
8383    <text id="12040042">ahh, resignation...</text>
8384    <text id="12040043">ahh, futility...</text>
8385    <text id="12040044">ahh, on the brink...</text>
8386    <text id="12040045">ahh, betrayal...</text>
8387    <text id="12040046">ahh, revenge...</text>
8388    <text id="12040047">ahh, destruction...</text>
8389    <text id="12040048">ahh, recklessness...</text>
8390    <text id="12040049">ahh, calmness...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8316

```
<text id="12040050">Ahh, vigilance...</text>
<text id="12040051">Ahh, tranquility...</text>
<text id="12040052">Ahh, sound...</text>
<text id="12040053">Ahh, tears...</text>
<text id="12040054">Ahh, sleep...</text>
<text id="12040055">Ahh, depths...</text>
<text id="12040056">Ahh, dregs...</text>
<text id="12040057">Ahh, fear...</text>
<text id="12040058">Ahh, sacrifice...</text>
<text id="12040059">Ahh, ruin...</text>
<text id="12041001">Ahh, good luck...</text>
<text id="12041002">Ahh, look carefully...</text>
<text id="12041003">Ahh, listen carefully...</text>
<text id="12041004">Ahh, think carefully...</text>
<text id="12041005">Ahh, well done...</text>
<text id="12041006">Ahh, I did it!...</text>
<text id="12041007">Ahh, I've failed......</text>
<text id="12041008">Ahh, here!...</text>
<text id="12041009">Ahh, not here!...</text>
<text id="12041010">Ahh, don't you dare!...</text>
<text id="12041011">Ahh, do it!...</text>
<text id="12041012">Ahh, I can't take this......</text>
<text id="12041013">Ahh, don't think...</text>
<text id="12041014">Ahh, so lonely......</text>
<text id="12041015">Ahh, here again......</text>
<text id="12041016">Ahh, just getting started...</text>
<text id="12041017">Ahh, stay calm...</text>
<text id="12041018">Ahh, keep moving...</text>
<text id="12041019">Ahh, turn back...</text>
<text id="12041020">Ahh, give up...</text>
<text id="12041021">Ahh, don't give up...</text>
<text id="12041022">Ahh, help me......</text>
<text id="12041023">Ahh, I don't believe it......</text>
<text id="12041024">Ahh, too high up...</text>
<text id="12041025">Ahh, I want to go home......</text>
<text id="12041026">Ahh, it's like a dream......</text>
<text id="12041027">Ahh, seems familiar......</text>
<text id="12041028">Ahh, beautiful......</text>
<text id="12041029">Ahh, you don't have the right...</text>
<text id="12041030">Ahh, are you ready?...</text>
<text id="12130001">enemy</text>
<text id="12130002">weak foe</text>
<text id="12130003">strong foe</text>
<text id="12130004">monster</text>
<text id="12130005">dragon</text>
<text id="12130006">boss</text>
<text id="12130007">sentry</text>
<text id="12130008">group</text>
<text id="12130009">pack</text>
<text id="12130010">decoy</text>
<text id="12130011">undead</text>
<text id="12130012">soldier</text>
<text id="12130013">knight</text>
<text id="12130014">cavalier</text>
<text id="12130015">archer</text>
<text id="12130016">sniper</text>
<text id="12130017">mage</text>
<text id="12130018">ordnance</text>
<text id="12130019">monarch</text>
<text id="12130020">lord</text>
<text id="12130021">demi-human</text>
<text id="12130022">outsider</text>
<text id="12130023">giant</text>
<text id="12130024">horse</text>
<text id="12130025">dog</text>
<text id="12130026">wolf</text>
<text id="12130027">rat</text>
<text id="12130028">beast</text>
<text id="12130029">bird</text>
<text id="12130030">raptor</text>
<text id="12130031">snake</text>
<text id="12130032">crab</text>
<text id="12130033">prawn</text>
<text id="12130034">octopus</text>
<text id="12130035">bug</text>
<text id="12130036">scarab</text>
<text id="12130037">slug</text>
<text id="12130038">wraith</text>
<text id="12130039">skeleton</text>
<text id="12130040">monstrosity</text>
<text id="12130041">Ill-omened creature</text>
<text id="12131001">Tarnished</text>
<text id="12131002">warrior</text>
<text id="12131003">swordsman</text>
<text id="12131004">knight</text>
<text id="12131005">samurai</text>
<text id="12131006">sorcerer</text>
<text id="12131007">cleric</text>
<text id="12131008">sage</text>
<text id="12131009">merchant</text>
<text id="12131010">teacher</text>
<text id="12131011">master</text>
<text id="12131012">friend</text>
<text id="12131013">lover</text>
<text id="12131014">old dear</text>
<text id="12131015">old codger </text>
<text id="12131016">angel</text>
<text id="12131017">fat coinpurse</text>
<text id="12131018">pauper</text>
<text id="12131019">good sort</text>
<text id="12131020">wicked sort</text>
<text id="12131021">plump sort</text>
<text id="12131022">skinny sort</text>
<text id="12131023">lovable sort</text>
<text id="12131024">pathetic sort</text>
<text id="12131025">strange sort</text>
<text id="12131026">nimble sort</text>
<text id="12131027">laggardly sort</text>
<text id="12131028">invisible sort</text>
<text id="12131029">unfathomable sort</text>
<text id="12131030">giant sort</text>
<text id="12131031">sinner</text>
<text id="12131032">thief</text>
<text id="12131033">liar</text>
<text id="12131034">dastard</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8391

```
<text id="12040050">ahh, vigilance...</text>
<text id="12040051">ahh, tranquility...</text>
<text id="12040052">ahh, sound...</text>
<text id="12040053">ahh, tears...</text>
<text id="12040054">ahh, sleep...</text>
<text id="12040055">ahh, depths...</text>
<text id="12040056">ahh, dregs...</text>
<text id="12040057">ahh, fear...</text>
<text id="12040058">ahh, sacrifice...</text>
<text id="12040059">ahh, ruin...</text>
<text id="12041001">ahh, good luck...</text>
<text id="12041002">ahh, look carefully...</text>
<text id="12041003">ahh, listen carefully...</text>
<text id="12041004">ahh, think carefully...</text>
<text id="12041005">ahh, well done...</text>
<text id="12041006">ahh, I did it!...</text>
<text id="12041007">ahh, I've failed......</text>
<text id="12041008">ahh, here!...</text>
<text id="12041009">ahh, not here!...</text>
<text id="12041010">ahh, don't you dare!...</text>
<text id="12041011">ahh, do it!...</text>
<text id="12041012">ahh, I can't take this......</text>
<text id="12041013">ahh, don't think...</text>
<text id="12041014">ahh, so lonely......</text>
<text id="12041015">ahh, here again......</text>
<text id="12041016">ahh, just getting started...</text>
<text id="12041017">ahh, stay calm...</text>
<text id="12041018">ahh, keep moving...</text>
<text id="12041019">ahh, turn back...</text>
<text id="12041020">ahh, give up...</text>
<text id="12041021">ahh, don't give up...</text>
<text id="12041022">ahh, help me......</text>
<text id="12041023">ahh, I don't believe it......</text>
<text id="12041024">ahh, too high up...</text>
<text id="12041025">ahh, I want to go home......</text>
<text id="12041026">ahh, it's like a dream......</text>
<text id="12041027">ahh, seems familiar......</text>
<text id="12041028">ahh, beautiful......</text>
<text id="12041029">ahh, you don't have the right...</text>
<text id="12041030">ahh, are you ready?...</text>
<text id="12130001">enemy</text>
<text id="12130002">weak foe</text>
<text id="12130003">strong foe</text>
<text id="12130004">monster</text>
<text id="12130005">dragon</text>
<text id="12130006">boss</text>
<text id="12130007">sentry</text>
<text id="12130008">group</text>
<text id="12130009">pack</text>
<text id="12130010">decoy</text>
<text id="12130011">undead</text>
<text id="12130012">soldier</text>
<text id="12130013">knight</text>
<text id="12130014">cavalier</text>
<text id="12130015">archer</text>
<text id="12130016">sniper</text>
<text id="12130017">mage</text>
<text id="12130018">ordnance</text>
<text id="12130019">monarch</text>
<text id="12130020">lord</text>
<text id="12130021">demi-human</text>
<text id="12130022">outsider</text>
<text id="12130023">giant</text>
<text id="12130024">horse</text>
<text id="12130025">dog</text>
<text id="12130026">wolf</text>
<text id="12130027">rat</text>
<text id="12130028">beast</text>
<text id="12130029">bird</text>
<text id="12130030">raptor</text>
<text id="12130031">snake</text>
<text id="12130032">crab</text>
<text id="12130033">prawn</text>
<text id="12130034">octopus</text>
<text id="12130035">bug</text>
<text id="12130036">scarab</text>
<text id="12130037">slug</text>
<text id="12130038">wraith</text>
<text id="12130039">skeleton</text>
<text id="12130040">monstrosity</text>
<text id="12130041">ill-omened creature</text>
<text id="12131001">Tarnished</text>
<text id="12131002">warrior</text>
<text id="12131003">swordfighter</text>
<text id="12131004">knight</text>
<text id="12131005">samurai</text>
<text id="12131006">sorcerer</text>
<text id="12131007">cleric</text>
<text id="12131008">sage</text>
<text id="12131009">merchant</text>
<text id="12131010">teacher</text>
<text id="12131011">master</text>
<text id="12131012">friend</text>
<text id="12131013">lover</text>
<text id="12131014">old dear</text>
<text id="12131015">old codger </text>
<text id="12131016">angel</text>
<text id="12131017">fat coinpurse</text>
<text id="12131018">pauper</text>
<text id="12131019">good sort</text>
<text id="12131020">wicked sort</text>
<text id="12131021">plump sort</text>
<text id="12131022">skinny sort</text>
<text id="12131023">lovable sort</text>
<text id="12131024">pathetic sort</text>
<text id="12131025">strange sort</text>
<text id="12131026">nimble sort</text>
<text id="12131027">laggardly sort</text>
<text id="12131028">invisible sort</text>
<text id="12131029">unfathomable sort</text>
<text id="12131030">giant sort</text>
<text id="12131031">sinner</text>
<text id="12131032">thief</text>
<text id="12131033">liar</text>
<text id="12131034">dastard</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8431

```
<text id="12131035">traitor</text>
<text id="12131036">pair</text>
<text id="12131037">trio</text>
<text id="12131038">noble</text>
<text id="12131039">aristocrat</text>
<text id="12131040">hero</text>
<text id="12131041">champion</text>
<text id="12131042">monarch</text>
<text id="12131043">lord</text>
<text id="12131044">god</text>
<text id="12132001">item</text>
<text id="12132002">necessary item</text>
<text id="12132003">precious item</text>
<text id="12132004">something</text>
<text id="12132005">something incredible</text>
<text id="12132006">treasure chest</text>
<text id="12132007">corpse</text>
<text id="12132008">coffin</text>
<text id="12132009">trap</text>
<text id="12132010">armament</text>
<text id="12132011">shield</text>
<text id="12132012">bow</text>
<text id="12132013">projectile weapon</text>
<text id="12132014">armor</text>
<text id="12132015">talisman</text>
<text id="12132016">battle art</text>
<text id="12132017">sorcery</text>
<text id="12132018">incantation</text>
<text id="12132019">map</text>
<text id="12132020">material</text>
<text id="12132021">flower</text>
<text id="12132022">grass</text>
<text id="12132023">tree</text>
<text id="12132024">fruit</text>
<text id="12132025">seed</text>
<text id="12132026">mushroom</text>
<text id="12132027">tear</text>
<text id="12132028">crystal</text>
<text id="12132029">butterfly</text>
<text id="12132030">bug</text>
<text id="12132031">dung</text>
<text id="12132032">grace</text>
<text id="12132033">door</text>
<text id="12132034">key</text>
<text id="12132035">ladder</text>
<text id="12132036">lever</text>
<text id="12132037">lift</text>
<text id="12132038">spiritspring</text>
<text id="12132039">warpstone</text>
<text id="12132040">stone astrolabe</text>
<text id="12132041">telescopic view</text>
<text id="12132042">message</text>
<text id="12132043">bloodstain</text>
<text id="12132044">Erdtree</text>
<text id="12132045">Elden Ring</text>
<text id="12133001">close-quarters battle</text>
<text id="12133002">ranged battle</text>
<text id="12133003">horseback battle</text>
<text id="12133004">luring out</text>
<text id="12133005">defeating one-by-one</text>
<text id="12133006">taking on all at once</text>
<text id="12133007">rushing in</text>
<text id="12133008">stealth</text>
<text id="12133009">mimicry</text>
<text id="12133010">confusion</text>
<text id="12133011">pursuit</text>
<text id="12133012">fleeing</text>
<text id="12133013">summoning</text>
<text id="12133014">circling around</text>
<text id="12133015">jumping off</text>
<text id="12133016">dashing through</text>
<text id="12133017">brief respite</text>
<text id="12134001">attacking</text>
<text id="12134002">jump attack</text>
<text id="12134003">running attack</text>
<text id="12134004">critical hit</text>
<text id="12134005">two-handing</text>
<text id="12134006">blocking</text>
<text id="12134007">parrying</text>
<text id="12134008">guard counter</text>
<text id="12134009">sorcery</text>
<text id="12134010">incantation</text>
<text id="12134011">skill</text>
<text id="12134012">summoning</text>
<text id="12134013">throwing</text>
<text id="12134014">healing</text>
<text id="12134015">running</text>
<text id="12134016">rolling</text>
<text id="12134017">backstepping</text>
<text id="12134018">jumping</text>
<text id="12134019">crouching</text>
<text id="12134020">target lock</text>
<text id="12134021">item crafting</text>
<text id="12134022">gesturing</text>
<text id="12135001">morning</text>
<text id="12135002">noon</text>
<text id="12135003">evening</text>
<text id="12135004">night</text>
<text id="12135005">clear sky</text>
<text id="12135006">overcast</text>
<text id="12135007">rain</text>
<text id="12135008">storm</text>
<text id="12135009">mist</text>
<text id="12135010">snow</text>
<text id="12135011">patrolling</text>
<text id="12135012">procession</text>
<text id="12135013">crowd</text>
<text id="12135014">surprise attack</text>
<text id="12135015">ambush</text>
<text id="12135016">pincer attack</text>
<text id="12135017">beating to a pulp</text>
<text id="12135018">battle</text>
<text id="12135019">reinforcements</text>
<text id="12135020">ritual</text>
<text id="12135021">explosion</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8506

```
<text id="12131035">traitor</text>
<text id="12131036">pair</text>
<text id="12131037">trio</text>
<text id="12131038">noble</text>
<text id="12131039">aristocrat</text>
<text id="12131040">hero</text>
<text id="12131041">champion</text>
<text id="12131042">monarch</text>
<text id="12131043">lord</text>
<text id="12131044">god</text>
<text id="12132001">item</text>
<text id="12132002">necessary item</text>
<text id="12132003">precious item</text>
<text id="12132004">something</text>
<text id="12132005">something incredible</text>
<text id="12132006">treasure chest</text>
<text id="12132007">corpse</text>
<text id="12132008">coffin</text>
<text id="12132009">trap</text>
<text id="12132010">armament</text>
<text id="12132011">shield</text>
<text id="12132012">bow</text>
<text id="12132013">projectile weapon</text>
<text id="12132014">armor</text>
<text id="12132015">talisman</text>
<text id="12132016">skill</text>
<text id="12132017">sorcery</text>
<text id="12132018">incantation</text>
<text id="12132019">map</text>
<text id="12132020">material</text>
<text id="12132021">flower</text>
<text id="12132022">grass</text>
<text id="12132023">tree</text>
<text id="12132024">fruit</text>
<text id="12132025">seed</text>
<text id="12132026">mushroom</text>
<text id="12132027">tear</text>
<text id="12132028">crystal</text>
<text id="12132029">butterfly</text>
<text id="12132030">bug</text>
<text id="12132031">dung</text>
<text id="12132032">grace</text>
<text id="12132033">door</text>
<text id="12132034">key</text>
<text id="12132035">ladder</text>
<text id="12132036">lever</text>
<text id="12132037">lift</text>
<text id="12132038">spiritspring</text>
<text id="12132039">sending gate</text>
<text id="12132040">stone astrolabe</text>
<text id="12132041">Birdseye Telescope</text>
<text id="12132042">message</text>
<text id="12132043">bloodstain</text>
<text id="12132044">Erdtree</text>
<text id="12132045">Elden Ring</text>
<text id="12133001">close-quarters battle</text>
<text id="12133002">ranged battle</text>
<text id="12133003">horseback battle</text>
<text id="12133004">luring out</text>
<text id="12133005">defeating one-by-one</text>
<text id="12133006">taking on all at once</text>
<text id="12133007">rushing in</text>
<text id="12133008">stealth</text>
<text id="12133009">mimicry</text>
<text id="12133010">confusion</text>
<text id="12133011">pursuit</text>
<text id="12133012">fleeing</text>
<text id="12133013">summoning</text>
<text id="12133014">circling around</text>
<text id="12133015">jumping off</text>
<text id="12133016">dashing through</text>
<text id="12133017">brief respite</text>
<text id="12134001">attacking</text>
<text id="12134002">jump attack</text>
<text id="12134003">running attack</text>
<text id="12134004">critical hit</text>
<text id="12134005">two-handing</text>
<text id="12134006">blocking</text>
<text id="12134007">parrying</text>
<text id="12134008">guard counter</text>
<text id="12134009">sorcery</text>
<text id="12134010">incantation</text>
<text id="12134011">skill</text>
<text id="12134012">summoning</text>
<text id="12134013">throwing</text>
<text id="12134014">healing</text>
<text id="12134015">running</text>
<text id="12134016">rolling</text>
<text id="12134017">backstepping</text>
<text id="12134018">jumping</text>
<text id="12134019">crouching</text>
<text id="12134020">target lock</text>
<text id="12134021">item crafting</text>
<text id="12134022">gesturing</text>
<text id="12135001">morning</text>
<text id="12135002">noon</text>
<text id="12135003">evening</text>
<text id="12135004">night</text>
<text id="12135005">clear sky</text>
<text id="12135006">overcast</text>
<text id="12135007">rain</text>
<text id="12135008">storm</text>
<text id="12135009">mist</text>
<text id="12135010">snow</text>
<text id="12135011">patrolling</text>
<text id="12135012">procession</text>
<text id="12135013">crowd</text>
<text id="12135014">surprise attack</text>
<text id="12135015">ambush</text>
<text id="12135016">pincer attack</text>
<text id="12135017">beating to a pulp</text>
<text id="12135018">battle</text>
<text id="12135019">reinforcements</text>
<text id="12135020">ritual</text>
<text id="12135021">explosion</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8546

```
<text id="12135022">high spot</text>
<text id="12135023">defensible spot</text>
<text id="12135024">climbable spot</text>
<text id="12135025">crossable spot</text>
<text id="12135026">bright spot</text>
<text id="12135027">dark spot</text>
<text id="12135028">open area</text>
<text id="12135029">cramped area</text>
<text id="12135030">hiding place</text>
<text id="12135031">sniping spot</text>
<text id="12135032">recon spot</text>
<text id="12135033">safety</text>
<text id="12135034">danger</text>
<text id="12135035">gorgeous view</text>
<text id="12135036">detour</text>
<text id="12135037">hidden path</text>
<text id="12135038">secret passage</text>
<text id="12135039">shortcut</text>
<text id="12135040">dead end</text>
<text id="12135041">looking away</text>
<text id="12135042">unnoticed</text>
<text id="12135043">out of stamina</text>
<text id="12136001">high road</text>
<text id="12136002">checkpoint</text>
<text id="12136003">bridge</text>
<text id="12136004">castle</text>
<text id="12136005">fort</text>
<text id="12136006">city</text>
<text id="12136007">ruins</text>
<text id="12136008">church</text>
<text id="12136009">tower</text>
<text id="12136010">camp site</text>
<text id="12136011">house</text>
<text id="12136012">cemetery</text>
<text id="12136013">underground tomb</text>
<text id="12136014">tunnel</text>
<text id="12136015">cave</text>
<text id="12136016">evergaol</text>
<text id="12136017">great tree</text>
<text id="12136018">cellar</text>
<text id="12136019">surface</text>
<text id="12136020">underground</text>
<text id="12136021">forest</text>
<text id="12136022">river</text>
<text id="12136023">lake</text>
<text id="12136024">bog</text>
<text id="12136025">mountain</text>
<text id="12136026">valley</text>
<text id="12136027">cliff</text>
<text id="12136028">waterside</text>
<text id="12136029">nest</text>
<text id="12136030">hole</text>
<text id="12137001">east</text>
<text id="12137002">west</text>
<text id="12137003">south</text>
<text id="12137004">north</text>
<text id="12137005">ahead</text>
<text id="12137006">behind</text>
<text id="12137007">left</text>
<text id="12137008">right</text>
<text id="12137009">center</text>
<text id="12137010">up</text>
<text id="12137011">down</text>
<text id="12137012">edge</text>
<text id="12138001">head</text>
<text id="12138002">stomach</text>
<text id="12138003">back</text>
<text id="12138004">arms</text>
<text id="12138005">legs</text>
<text id="12138006">rump</text>
<text id="12138007">tail</text>
<text id="12138008">core</text>
<text id="12138009">fingers</text>
<text id="12139001">physical</text>
<text id="12139002">standard</text>
<text id="12139003">striking</text>
<text id="12139004">slashing</text>
<text id="12139005">piercing</text>
<text id="12139006">fire</text>
<text id="12139007">lightning</text>
<text id="12139008">sorcery</text>
<text id="12139009">holy</text>
<text id="12139010">poison</text>
<text id="12139011">toxic</text>
<text id="12139012">plague</text>
<text id="12139013">hemorrhage</text>
<text id="12139014">frostbite</text>
<text id="12139015">sleep</text>
<text id="12139016">madness</text>
<text id="12139017">death</text>
<text id="12140001">life</text>
<text id="12140002">Death</text>
<text id="12140003">light</text>
<text id="12140004">dark</text>
<text id="12140005">stars</text>
<text id="12140006">fire</text>
<text id="12140007">Order</text>
<text id="12140008">chaos</text>
<text id="12140009">joy</text>
<text id="12140010">wrath</text>
<text id="12140011">suffering</text>
<text id="12140012">sadness</text>
<text id="12140013">comfort</text>
<text id="12140014">bliss</text>
<text id="12140015">misfortune</text>
<text id="12140016">good fortune</text>
<text id="12140017">bad luck</text>
<text id="12140018">hope</text>
<text id="12140019">despair</text>
<text id="12140020">victory</text>
<text id="12140021">defeat</text>
<text id="12140022">research</text>
<text id="12140023">faith</text>
<text id="12140024">abundance</text>
<text id="12140025">rot</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8621

```
<text id="12135022">high spot</text>
<text id="12135023">defensible spot</text>
<text id="12135024">climbable spot</text>
<text id="12135025">crossable spot</text>
<text id="12135026">bright spot</text>
<text id="12135027">dark spot</text>
<text id="12135028">open area</text>
<text id="12135029">cramped area</text>
<text id="12135030">hiding place</text>
<text id="12135031">sniping spot</text>
<text id="12135032">recon spot</text>
<text id="12135033">safety</text>
<text id="12135034">danger</text>
<text id="12135035">gorgeous view</text>
<text id="12135036">detour</text>
<text id="12135037">hidden path</text>
<text id="12135038">secret passage</text>
<text id="12135039">shortcut</text>
<text id="12135040">dead end</text>
<text id="12135041">looking away</text>
<text id="12135042">unnoticed</text>
<text id="12135043">out of stamina</text>
<text id="12136001">high road</text>
<text id="12136002">checkpoint</text>
<text id="12136003">bridge</text>
<text id="12136004">castle</text>
<text id="12136005">fort</text>
<text id="12136006">city</text>
<text id="12136007">ruins</text>
<text id="12136008">church</text>
<text id="12136009">tower</text>
<text id="12136010">camp site</text>
<text id="12136011">house</text>
<text id="12136012">cemetery</text>
<text id="12136013">underground tomb</text>
<text id="12136014">tunnel</text>
<text id="12136015">cave</text>
<text id="12136016">evergaol</text>
<text id="12136017">great tree</text>
<text id="12136018">cellar</text>
<text id="12136019">surface</text>
<text id="12136020">underground</text>
<text id="12136021">forest</text>
<text id="12136022">river</text>
<text id="12136023">lake</text>
<text id="12136024">bog</text>
<text id="12136025">mountain</text>
<text id="12136026">valley</text>
<text id="12136027">cliff</text>
<text id="12136028">waterside</text>
<text id="12136029">nest</text>
<text id="12136030">hole</text>
<text id="12137001">east</text>
<text id="12137002">west</text>
<text id="12137003">south</text>
<text id="12137004">north</text>
<text id="12137005">ahead</text>
<text id="12137006">behind</text>
<text id="12137007">left</text>
<text id="12137008">right</text>
<text id="12137009">center</text>
<text id="12137010">up</text>
<text id="12137011">down</text>
<text id="12137012">edge</text>
<text id="12138001">head</text>
<text id="12138002">stomach</text>
<text id="12138003">back</text>
<text id="12138004">arms</text>
<text id="12138005">legs</text>
<text id="12138006">rump</text>
<text id="12138007">tail</text>
<text id="12138008">core</text>
<text id="12138009">fingers</text>
<text id="12139001">physical</text>
<text id="12139002">standard</text>
<text id="12139003">striking</text>
<text id="12139004">slashing</text>
<text id="12139005">piercing</text>
<text id="12139006">fire</text>
<text id="12139007">lightning</text>
<text id="12139008">magic</text>
<text id="12139009">holy</text>
<text id="12139010">poison</text>
<text id="12139011">toxic</text>
<text id="12139012">scarlet rot</text>
<text id="12139013">blood loss</text>
<text id="12139014">frost</text>
<text id="12139015">sleep</text>
<text id="12139016">madness</text>
<text id="12139017">death</text>
<text id="12140001">life</text>
<text id="12140002">Death</text>
<text id="12140003">light</text>
<text id="12140004">dark</text>
<text id="12140005">stars</text>
<text id="12140006">fire</text>
<text id="12140007">Order</text>
<text id="12140008">chaos</text>
<text id="12140009">joy</text>
<text id="12140010">wrath</text>
<text id="12140011">suffering</text>
<text id="12140012">sadness</text>
<text id="12140013">comfort</text>
<text id="12140014">bliss</text>
<text id="12140015">misfortune</text>
<text id="12140016">good fortune</text>
<text id="12140017">bad luck</text>
<text id="12140018">hope</text>
<text id="12140019">despair</text>
<text id="12140020">victory</text>
<text id="12140021">defeat</text>
<text id="12140022">research</text>
<text id="12140023">faith</text>
<text id="12140024">abundance</text>
<text id="12140025">rot</text>
```

```
8661 |   <text id="12140026">loyalty</text>
8662 |   <text id="12140027">injustice</text>
8663 |   <text id="12140028">secret</text>
8664 |   <text id="12140029">opportunity</text>
8665 |   <text id="12140030">pickle</text>
8666 |   <text id="12140031">clue</text>
8667 |   <text id="12140032">friendship</text>
8668 |   <text id="12140033">love</text>
8669 |   <text id="12140034">bravery</text>
8670 |   <text id="12140035">vigor</text>
8671 |   <text id="12140036">fortitude</text>
8672 |   <text id="12140037">confidence</text>
8673 |   <text id="12140038">inadvertent</text>
8674 |   <text id="12140039">unguarded</text>
8675 |   <text id="12140040">introspection</text>
8676 |   <text id="12140041">regret</text>
8677 |   <text id="12140042">giving up</text>
8678 |   <text id="12140043">futility</text>
8679 |   <text id="12140044">at the limit</text>
8680 |   <text id="12140045">betrayal</text>
8681 |   <text id="12140046">revenge</text>
8682 |   <text id="12140047">destroy</text>
8683 |   <text id="12140048">recklessness</text>
8684 |   <text id="12140049">calmness</text>
8685 |   <text id="12140050">vigilance</text>
8686 |   <text id="12140051">tranquility</text>
8687 |   <text id="12140052">sound</text>
8688 |   <text id="12140053">tears</text>
8689 |   <text id="12140054">sleep</text>
8690 |   <text id="12140055">depths</text>
8691 |   <text id="12140056">dregs</text>
8692 |   <text id="12140057">fear</text>
8693 |   <text id="12140058">sacrifice</text>
8694 |   <text id="12140059">ruin</text>
8695 |   <text id="12141001">good luck</text>
8696 |   <text id="12141002">look carefully</text>
8697 |   <text id="12141003">listen carefully</text>
8698 |   <text id="12141004">think carefully</text>
8699 |   <text id="12141005">well done</text>
8700 |   <text id="12141006">I did it!</text>
8701 |   <text id="12141007">I've failed...</text>
8702 |   <text id="12141008">here!</text>
8703 |   <text id="12141009">not here!</text>
8704 |   <text id="12141010">don't you dare!</text>
8705 |   <text id="12141011">do it!</text>
8706 |   <text id="12141012">I can't take this...</text>
8707 |   <text id="12141013">don't think</text>
8708 |   <text id="12141014">so lonely...</text>
8709 |   <text id="12141015">here again...</text>
8710 |   <text id="12141016">just getting started</text>
8711 |   <text id="12141017">stay calm</text>
8712 |   <text id="12141018">keep moving</text>
8713 |   <text id="12141019">turn back</text>
8714 |   <text id="12141020">give up</text>
8715 |   <text id="12141021">don't give up</text>
8716 |   <text id="12141022">help me...</text>
8717 |   <text id="12141023">I don't believe it...</text>
8718 |   <text id="12141024">too high up</text>
8719 |   <text id="12141025">I want to go home...</text>
8720 |   <text id="12141026">it's like a dream...</text>
8721 |   <text id="12141027">seems familiar...</text>
8722 |   <text id="12141028">beautiful...</text>
8723 |   <text id="12141029">you don't have the right</text>
8724 |   <text id="12141030">are you ready?</text>
8725 |   <text id="12230001">enemy!</text>
8726 |   <text id="12230002">weak foe!</text>
8727 |   <text id="12230003">strong foe!</text>
8728 |   <text id="12230004">monster!</text>
8729 |   <text id="12230005">dragon!</text>
8730 |   <text id="12230006">boss!</text>
8731 |   <text id="12230007">sentry!</text>
8732 |   <text id="12230008">group!</text>
8733 |   <text id="12230009">pack!</text>
8734 |   <text id="12230010">decoy!</text>
8735 |   <text id="12230011">undead!</text>
8736 |   <text id="12230012">soldier!</text>
8737 |   <text id="12230013">knight!</text>
8738 |   <text id="12230014">cavalier!</text>
8739 |   <text id="12230015">archer!</text>
8740 |   <text id="12230016">sniper!</text>
8741 |   <text id="12230017">mage!</text>
8742 |   <text id="12230018">ordnance!</text>
8743 |   <text id="12230019">monarch!</text>
8744 |   <text id="12230020">lord!</text>
8745 |   <text id="12230021">demi-human!</text>
8746 |   <text id="12230022">outsider!</text>
8747 |   <text id="12230023">giant!</text>
8748 |   <text id="12230024">horse!</text>
8749 |   <text id="12230025">dog!</text>
8750 |   <text id="12230026">wolf!</text>
8751 |   <text id="12230027">rat!</text>
8752 |   <text id="12230028">beast!</text>
8753 |   <text id="12230029">bird!</text>
8754 |   <text id="12230030">raptor!</text>
8755 |   <text id="12230031">snake!</text>
8756 |   <text id="12230032">crab!</text>
8757 |   <text id="12230033">prawn!</text>
8758 |   <text id="12230034">octopus!</text>
8759 |   <text id="12230035">bug!</text>
8760 |   <text id="12230036">scarab!</text>
8761 |   <text id="12230037">slug!</text>
8762 |   <text id="12230038">wraith!</text>
8763 |   <text id="12230039">skeleton!</text>
8764 |   <text id="12230040">monstrosity!</text>
8765 |   <text id="12230041">Ill-omened creature!</text>
8766 |   <text id="12231001">Tarnished!</text>
8767 |   <text id="12231002">warrior!</text>
8768 |   <text id="12231003">swordsman!</text>
8769 |   <text id="12231004">knight!</text>
8770 |   <text id="12231005">samurai!</text>
8771 |   <text id="12231006">sorcerer!</text>
8772 |   <text id="12231007">cleric!</text>
8773 |   <text id="12231008">sage!</text>
8774 |   <text id="12231009">merchant!</text>
8775 |   <text id="12231010">teacher!</text>
```

```
8736 |   <text id="12140026">loyalty</text>
8737 |   <text id="12140027">injustice</text>
8738 |   <text id="12140028">secret</text>
8739 |   <text id="12140029">opportunity</text>
8740 |   <text id="12140030">pickle</text>
8741 |   <text id="12140031">clue</text>
8742 |   <text id="12140032">friendship</text>
8743 |   <text id="12140033">love</text>
8744 |   <text id="12140034">bravery</text>
8745 |   <text id="12140035">vigor</text>
8746 |   <text id="12140036">fortitude</text>
8747 |   <text id="12140037">confidence</text>
8748 |   <text id="12140038">distracted</text>
8749 |   <text id="12140039">unguarded</text>
8750 |   <text id="12140040">introspection</text>
8751 |   <text id="12140041">regret</text>
8752 |   <text id="12140042">resignation</text>
8753 |   <text id="12140043">futility</text>
8754 |   <text id="12140044">on the brink</text>
8755 |   <text id="12140045">betrayal</text>
8756 |   <text id="12140046">revenge</text>
8757 |   <text id="12140047">destruction</text>
8758 |   <text id="12140048">recklessness</text>
8759 |   <text id="12140049">calmness</text>
8760 |   <text id="12140050">vigilance</text>
8761 |   <text id="12140051">tranquility</text>
8762 |   <text id="12140052">sound</text>
8763 |   <text id="12140053">tears</text>
8764 |   <text id="12140054">sleep</text>
8765 |   <text id="12140055">depths</text>
8766 |   <text id="12140056">dregs</text>
8767 |   <text id="12140057">fear</text>
8768 |   <text id="12140058">sacrifice</text>
8769 |   <text id="12140059">ruin</text>
8770 |   <text id="12141001">good luck</text>
8771 |   <text id="12141002">look carefully</text>
8772 |   <text id="12141003">listen carefully</text>
8773 |   <text id="12141004">think carefully</text>
8774 |   <text id="12141005">well done</text>
8775 |   <text id="12141006">I did it!</text>
8776 |   <text id="12141007">I've failed...</text>
8777 |   <text id="12141008">here!</text>
8778 |   <text id="12141009">not here!</text>
8779 |   <text id="12141010">don't you dare!</text>
8780 |   <text id="12141011">do it!</text>
8781 |   <text id="12141012">I can't take this...</text>
8782 |   <text id="12141013">don't think</text>
8783 |   <text id="12141014">so lonely...</text>
8784 |   <text id="12141015">here again...</text>
8785 |   <text id="12141016">just getting started</text>
8786 |   <text id="12141017">stay calm</text>
8787 |   <text id="12141018">keep moving</text>
8788 |   <text id="12141019">turn back</text>
8789 |   <text id="12141020">give up</text>
8790 |   <text id="12141021">don't give up</text>
8791 |   <text id="12141022">help me...</text>
8792 |   <text id="12141023">I don't believe it...</text>
8793 |   <text id="12141024">too high up</text>
8794 |   <text id="12141025">I want to go home...</text>
8795 |   <text id="12141026">it's like a dream...</text>
8796 |   <text id="12141027">seems familiar...</text>
8797 |   <text id="12141028">beautiful...</text>
8798 |   <text id="12141029">you don't have the right</text>
8799 |   <text id="12141030">are you ready?</text>
8800 |   <text id="12230001">enemy!</text>
8801 |   <text id="12230002">weak foe!</text>
8802 |   <text id="12230003">strong foe!</text>
8803 |   <text id="12230004">monster!</text>
8804 |   <text id="12230005">dragon!</text>
8805 |   <text id="12230006">boss!</text>
8806 |   <text id="12230007">sentry!</text>
8807 |   <text id="12230008">group!</text>
8808 |   <text id="12230009">pack!</text>
8809 |   <text id="12230010">decoy!</text>
8810 |   <text id="12230011">undead!</text>
8811 |   <text id="12230012">soldier!</text>
8812 |   <text id="12230013">knight!</text>
8813 |   <text id="12230014">cavalier!</text>
8814 |   <text id="12230015">archer!</text>
8815 |   <text id="12230016">sniper!</text>
8816 |   <text id="12230017">mage!</text>
8817 |   <text id="12230018">ordnance!</text>
8818 |   <text id="12230019">monarch!</text>
8819 |   <text id="12230020">lord!</text>
8820 |   <text id="12230021">demi-human!</text>
8821 |   <text id="12230022">outsider!</text>
8822 |   <text id="12230023">giant!</text>
8823 |   <text id="12230024">horse!</text>
8824 |   <text id="12230025">dog!</text>
8825 |   <text id="12230026">wolf!</text>
8826 |   <text id="12230027">rat!</text>
8827 |   <text id="12230028">beast!</text>
8828 |   <text id="12230029">bird!</text>
8829 |   <text id="12230030">raptor!</text>
8830 |   <text id="12230031">snake!</text>
8831 |   <text id="12230032">crab!</text>
8832 |   <text id="12230033">prawn!</text>
8833 |   <text id="12230034">octopus!</text>
8834 |   <text id="12230035">bug!</text>
8835 |   <text id="12230036">scarab!</text>
8836 |   <text id="12230037">slug!</text>
8837 |   <text id="12230038">wraith!</text>
8838 |   <text id="12230039">skeleton!</text>
8839 |   <text id="12230040">monstrosity!</text>
8840 |   <text id="12230041">ill-omened creature!</text>
8841 |   <text id="12231001">Tarnished!</text>
8842 |   <text id="12231002">warrior!</text>
8843 |   <text id="12231003">swordfighter!</text>
8844 |   <text id="12231004">knight!</text>
8845 |   <text id="12231005">samurai!</text>
8846 |   <text id="12231006">sorcerer!</text>
8847 |   <text id="12231007">cleric!</text>
8848 |   <text id="12231008">sage!</text>
8849 |   <text id="12231009">merchant!</text>
8850 |   <text id="12231010">teacher!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8776

```
<text id="12231011">master!</text>
<text id="12231012">friend!</text>
<text id="12231013">lover!</text>
<text id="12231014">old dear!</text>
<text id="12231015">old codger !</text>
<text id="12231016">angel!</text>
<text id="12231017">fat coinpurse!</text>
<text id="12231018">pauper!</text>
<text id="12231019">good sort!</text>
<text id="12231020">wicked sort!</text>
<text id="12231021">plump sort!</text>
<text id="12231022">skinny sort!</text>
<text id="12231023">lovable sort!</text>
<text id="12231024">pathetic sort!</text>
<text id="12231025">strange sort!</text>
<text id="12231026">nimble sort!</text>
<text id="12231027">laggardly sort!</text>
<text id="12231028">invisible sort!</text>
<text id="12231029">unfathomable sort!</text>
<text id="12231030">giant sort!</text>
<text id="12231031">sinner!</text>
<text id="12231032">thief!</text>
<text id="12231033">liar!</text>
<text id="12231034">dastard!</text>
<text id="12231035">traitor!</text>
<text id="12231036">pair!</text>
<text id="12231037">trio!</text>
<text id="12231038">noble!</text>
<text id="12231039">aristocrat!</text>
<text id="12231040">hero!</text>
<text id="12231041">champion!</text>
<text id="12231042">monarch!</text>
<text id="12231043">lord!</text>
<text id="12231044">god!</text>
<text id="12232001">item!</text>
<text id="12232002">necessary item!</text>
<text id="12232003">precious item!</text>
<text id="12232004">something!</text>
<text id="12232005">something incredible!</text>
<text id="12232006">treasure chest!</text>
<text id="12232007">corpse!</text>
<text id="12232008">coffin!</text>
<text id="12232009">trap!</text>
<text id="12232010">armament!</text>
<text id="12232011">shield!</text>
<text id="12232012">bow!</text>
<text id="12232013">projectile weapon!</text>
<text id="12232014">armor!</text>
<text id="12232015">talisman!</text>
<text id="12232016">battle art!</text>
<text id="12232017">sorcery!</text>
<text id="12232018">incantation!</text>
<text id="12232019">map!</text>
<text id="12232020">material!</text>
<text id="12232021">flower!</text>
<text id="12232022">grass!</text>
<text id="12232023">tree!</text>
<text id="12232024">fruit!</text>
<text id="12232025">seed!</text>
<text id="12232026">mushroom!</text>
<text id="12232027">tear!</text>
<text id="12232028">crystal!</text>
<text id="12232029">butterfly!</text>
<text id="12232030">bug!</text>
<text id="12232031">dung!</text>
<text id="12232032">grace!</text>
<text id="12232033">door!</text>
<text id="12232034">key!</text>
<text id="12232035">ladder!</text>
<text id="12232036">lever!</text>
<text id="12232037">lift!</text>
<text id="12232038">spiritspring!</text>
<text id="12232039">warpstone!</text>
<text id="12232040">stone astrolabe!</text>
<text id="12232041">telescopic view!</text>
<text id="12232042">message!</text>
<text id="12232043">bloodstain!</text>
<text id="12232044">Erdtree!</text>
<text id="12232045">Elden Ring!</text>
<text id="12233001">close-quarters battle!</text>
<text id="12233002">ranged battle!</text>
<text id="12233003">horseback battle!</text>
<text id="12233004">luring out!</text>
<text id="12233005">defeating one-by-one!</text>
<text id="12233006">taking on all at once!</text>
<text id="12233007">rushing in!</text>
<text id="12233008">stealth!</text>
<text id="12233009">mimicry!</text>
<text id="12233010">confusion!</text>
<text id="12233011">pursuit!</text>
<text id="12233012">fleeing!</text>
<text id="12233013">summoning!</text>
<text id="12233014">circling around!</text>
<text id="12233015">jumping off!</text>
<text id="12233016">dashing through!</text>
<text id="12233017">brief respite!</text>
<text id="12234001">attacking!</text>
<text id="12234002">jump attack!</text>
<text id="12234003">running attack!</text>
<text id="12234004">critical hit!</text>
<text id="12234005">two-handing!</text>
<text id="12234006">blocking!</text>
<text id="12234007">parrying!</text>
<text id="12234008">guard counter!</text>
<text id="12234009">sorcery!</text>
<text id="12234010">incantation!</text>
<text id="12234011">skill!</text>
<text id="12234012">summoning!</text>
<text id="12234013">throwing!</text>
<text id="12234014">healing!</text>
<text id="12234015">running!</text>
<text id="12234016">rolling!</text>
<text id="12234017">backstepping!</text>
<text id="12234018">jumping!</text>
<text id="12234019">crouching!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8851

```
<text id="12231011">master!</text>
<text id="12231012">friend!</text>
<text id="12231013">lover!</text>
<text id="12231014">old dear!</text>
<text id="12231015">old codger !</text>
<text id="12231016">angel!</text>
<text id="12231017">fat coinpurse!</text>
<text id="12231018">pauper!</text>
<text id="12231019">good sort!</text>
<text id="12231020">wicked sort!</text>
<text id="12231021">plump sort!</text>
<text id="12231022">skinny sort!</text>
<text id="12231023">lovable sort!</text>
<text id="12231024">pathetic sort!</text>
<text id="12231025">strange sort!</text>
<text id="12231026">nimble sort!</text>
<text id="12231027">laggardly sort!</text>
<text id="12231028">invisible sort!</text>
<text id="12231029">unfathomable sort!</text>
<text id="12231030">giant sort!</text>
<text id="12231031">sinner!</text>
<text id="12231032">thief!</text>
<text id="12231033">liar!</text>
<text id="12231034">dastard!</text>
<text id="12231035">traitor!</text>
<text id="12231036">pair!</text>
<text id="12231037">trio!</text>
<text id="12231038">noble!</text>
<text id="12231039">aristocrat!</text>
<text id="12231040">hero!</text>
<text id="12231041">champion!</text>
<text id="12231042">monarch!</text>
<text id="12231043">lord!</text>
<text id="12231044">god!</text>
<text id="12232001">item!</text>
<text id="12232002">necessary item!</text>
<text id="12232003">precious item!</text>
<text id="12232004">something!</text>
<text id="12232005">something incredible!</text>
<text id="12232006">treasure chest!</text>
<text id="12232007">corpse!</text>
<text id="12232008">coffin!</text>
<text id="12232009">trap!</text>
<text id="12232010">armament!</text>
<text id="12232011">shield!</text>
<text id="12232012">bow!</text>
<text id="12232013">projectile weapon!</text>
<text id="12232014">armor!</text>
<text id="12232015">talisman!</text>
<text id="12232016">skill!</text>
<text id="12232017">sorcery!</text>
<text id="12232018">incantation!</text>
<text id="12232019">map!</text>
<text id="12232020">material!</text>
<text id="12232021">flower!</text>
<text id="12232022">grass!</text>
<text id="12232023">tree!</text>
<text id="12232024">fruit!</text>
<text id="12232025">seed!</text>
<text id="12232026">mushroom!</text>
<text id="12232027">tear!</text>
<text id="12232028">crystal!</text>
<text id="12232029">butterfly!</text>
<text id="12232030">bug!</text>
<text id="12232031">dung!</text>
<text id="12232032">grace!</text>
<text id="12232033">door!</text>
<text id="12232034">key!</text>
<text id="12232035">ladder!</text>
<text id="12232036">lever!</text>
<text id="12232037">lift!</text>
<text id="12232038">spiritspring!</text>
<text id="12232039">sending gate!</text>
<text id="12232040">stone astrolabe!</text>
<text id="12232041">Birdseye Telescope!</text>
<text id="12232042">message!</text>
<text id="12232043">bloodstain!</text>
<text id="12232044">Erdtree!</text>
<text id="12232045">Elden Ring!</text>
<text id="12233001">close-quarters battle!</text>
<text id="12233002">ranged battle!</text>
<text id="12233003">horseback battle!</text>
<text id="12233004">luring out!</text>
<text id="12233005">defeating one-by-one!</text>
<text id="12233006">taking on all at once!</text>
<text id="12233007">rushing in!</text>
<text id="12233008">stealth!</text>
<text id="12233009">mimicry!</text>
<text id="12233010">confusion!</text>
<text id="12233011">pursuit!</text>
<text id="12233012">fleeing!</text>
<text id="12233013">summoning!</text>
<text id="12233014">circling around!</text>
<text id="12233015">jumping off!</text>
<text id="12233016">dashing through!</text>
<text id="12233017">brief respite!</text>
<text id="12234001">attacking!</text>
<text id="12234002">jump attack!</text>
<text id="12234003">running attack!</text>
<text id="12234004">critical hit!</text>
<text id="12234005">two-handing!</text>
<text id="12234006">blocking!</text>
<text id="12234007">parrying!</text>
<text id="12234008">guard counter!</text>
<text id="12234009">sorcery!</text>
<text id="12234010">incantation!</text>
<text id="12234011">skill!</text>
<text id="12234012">summoning!</text>
<text id="12234013">throwing!</text>
<text id="12234014">healing!</text>
<text id="12234015">running!</text>
<text id="12234016">rolling!</text>
<text id="12234017">backstepping!</text>
<text id="12234018">jumping!</text>
<text id="12234019">crouching!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8891

```
<text id="12234020">target lock!</text>
<text id="12234021">item crafting!</text>
<text id="12234022">gesturing!</text>
<text id="12235001">morning!</text>
<text id="12235002">noon!</text>
<text id="12235003">evening!</text>
<text id="12235004">night!</text>
<text id="12235005">clear sky!</text>
<text id="12235006">overcast!</text>
<text id="12235007">rain!</text>
<text id="12235008">storm!</text>
<text id="12235009">mist!</text>
<text id="12235010">snow!</text>
<text id="12235011">patrolling!</text>
<text id="12235012">procession!</text>
<text id="12235013">crowd!</text>
<text id="12235014">surprise attack!</text>
<text id="12235015">ambush!</text>
<text id="12235016">pincer attack!</text>
<text id="12235017">beating to a pulp!</text>
<text id="12235018">battle!</text>
<text id="12235019">reinforcements!</text>
<text id="12235020">ritual!</text>
<text id="12235021">explosion!</text>
<text id="12235022">high spot!</text>
<text id="12235023">defensible spot!</text>
<text id="12235024">climbable spot!</text>
<text id="12235025">crossable spot!</text>
<text id="12235026">bright spot!</text>
<text id="12235027">dark spot!</text>
<text id="12235028">open area!</text>
<text id="12235029">cramped area!</text>
<text id="12235030">hiding place!</text>
<text id="12235031">sniping spot!</text>
<text id="12235032">recon spot!</text>
<text id="12235033">safety!</text>
<text id="12235034">danger!</text>
<text id="12235035">gorgeous view!</text>
<text id="12235036">detour!</text>
<text id="12235037">hidden path!</text>
<text id="12235038">secret passage!</text>
<text id="12235039">shortcut!</text>
<text id="12235040">dead end!</text>
<text id="12235041">looking away!</text>
<text id="12235042">unnoticed!</text>
<text id="12235043">out of stamina!</text>
<text id="12236001">high road!</text>
<text id="12236002">checkpoint!</text>
<text id="12236003">bridge!</text>
<text id="12236004">castle!</text>
<text id="12236005">fort!</text>
<text id="12236006">city!</text>
<text id="12236007">ruins!</text>
<text id="12236008">church!</text>
<text id="12236009">tower!</text>
<text id="12236010">camp site!</text>
<text id="12236011">house!</text>
<text id="12236012">cemetery!</text>
<text id="12236013">underground tomb!</text>
<text id="12236014">tunnel!</text>
<text id="12236015">cave!</text>
<text id="12236016">evergaol!</text>
<text id="12236017">great tree!</text>
<text id="12236018">cellar!</text>
<text id="12236019">surface!</text>
<text id="12236020">underground!</text>
<text id="12236021">forest!</text>
<text id="12236022">river!</text>
<text id="12236023">lake!</text>
<text id="12236024">bog!</text>
<text id="12236025">mountain!</text>
<text id="12236026">valley!</text>
<text id="12236027">cliff!</text>
<text id="12236028">waterside!</text>
<text id="12236029">nest!</text>
<text id="12236030">hole!</text>
<text id="12237001">east!</text>
<text id="12237002">west!</text>
<text id="12237003">south!</text>
<text id="12237004">north!</text>
<text id="12237005">ahead!</text>
<text id="12237006">behind!</text>
<text id="12237007">left!</text>
<text id="12237008">right!</text>
<text id="12237009">center!</text>
<text id="12237010">up!</text>
<text id="12237011">down!</text>
<text id="12237012">edge!</text>
<text id="12238001">head!</text>
<text id="12238002">stomach!</text>
<text id="12238003">back!</text>
<text id="12238004">arms!</text>
<text id="12238005">legs!</text>
<text id="12238006">rump!</text>
<text id="12238007">tail!</text>
<text id="12238008">core!</text>
<text id="12238009">fingers!</text>
<text id="12239001">physical!</text>
<text id="12239002">standard!</text>
<text id="12239003">striking!</text>
<text id="12239004">slashing!</text>
<text id="12239005">piercing!</text>
<text id="12239006">fire!</text>
<text id="12239007">lightning!</text>
<text id="12239008">sorcery!</text>
<text id="12239009">holy!</text>
<text id="12239010">poison!</text>
<text id="12239011">toxic!</text>
<text id="12239012">plague!</text>
<text id="12239013">hemorrhage!</text>
<text id="12239014">frostbite!</text>
<text id="12239015">sleep!</text>
<text id="12239016">madness!</text>
<text id="12239017">death!</text>
<text id="12240001">life!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 8966

```
<text id="12234020">target lock!</text>
<text id="12234021">item crafting!</text>
<text id="12234022">gesturing!</text>
<text id="12235001">morning!</text>
<text id="12235002">noon!</text>
<text id="12235003">evening!</text>
<text id="12235004">night!</text>
<text id="12235005">clear sky!</text>
<text id="12235006">overcast!</text>
<text id="12235007">rain!</text>
<text id="12235008">storm!</text>
<text id="12235009">mist!</text>
<text id="12235010">snow!</text>
<text id="12235011">patrolling!</text>
<text id="12235012">procession!</text>
<text id="12235013">crowd!</text>
<text id="12235014">surprise attack!</text>
<text id="12235015">ambush!</text>
<text id="12235016">pincer attack!</text>
<text id="12235017">beating to a pulp!</text>
<text id="12235018">battle!</text>
<text id="12235019">reinforcements!</text>
<text id="12235020">ritual!</text>
<text id="12235021">explosion!</text>
<text id="12235022">high spot!</text>
<text id="12235023">defensible spot!</text>
<text id="12235024">climbable spot!</text>
<text id="12235025">crossable spot!</text>
<text id="12235026">bright spot!</text>
<text id="12235027">dark spot!</text>
<text id="12235028">open area!</text>
<text id="12235029">cramped area!</text>
<text id="12235030">hiding place!</text>
<text id="12235031">sniping spot!</text>
<text id="12235032">recon spot!</text>
<text id="12235033">safety!</text>
<text id="12235034">danger!</text>
<text id="12235035">gorgeous view!</text>
<text id="12235036">detour!</text>
<text id="12235037">hidden path!</text>
<text id="12235038">secret passage!</text>
<text id="12235039">shortcut!</text>
<text id="12235040">dead end!</text>
<text id="12235041">looking away!</text>
<text id="12235042">unnoticed!</text>
<text id="12235043">out of stamina!</text>
<text id="12236001">high road!</text>
<text id="12236002">checkpoint!</text>
<text id="12236003">bridge!</text>
<text id="12236004">castle!</text>
<text id="12236005">fort!</text>
<text id="12236006">city!</text>
<text id="12236007">ruins!</text>
<text id="12236008">church!</text>
<text id="12236009">tower!</text>
<text id="12236010">camp site!</text>
<text id="12236011">house!</text>
<text id="12236012">cemetery!</text>
<text id="12236013">underground tomb!</text>
<text id="12236014">tunnel!</text>
<text id="12236015">cave!</text>
<text id="12236016">evergaol!</text>
<text id="12236017">great tree!</text>
<text id="12236018">cellar!</text>
<text id="12236019">surface!</text>
<text id="12236020">underground!</text>
<text id="12236021">forest!</text>
<text id="12236022">river!</text>
<text id="12236023">lake!</text>
<text id="12236024">bog!</text>
<text id="12236025">mountain!</text>
<text id="12236026">valley!</text>
<text id="12236027">cliff!</text>
<text id="12236028">waterside!</text>
<text id="12236029">nest!</text>
<text id="12236030">hole!</text>
<text id="12237001">east!</text>
<text id="12237002">west!</text>
<text id="12237003">south!</text>
<text id="12237004">north!</text>
<text id="12237005">ahead!</text>
<text id="12237006">behind!</text>
<text id="12237007">left!</text>
<text id="12237008">right!</text>
<text id="12237009">center!</text>
<text id="12237010">up!</text>
<text id="12237011">down!</text>
<text id="12237012">edge!</text>
<text id="12238001">head!</text>
<text id="12238002">stomach!</text>
<text id="12238003">back!</text>
<text id="12238004">arms!</text>
<text id="12238005">legs!</text>
<text id="12238006">rump!</text>
<text id="12238007">tail!</text>
<text id="12238008">core!</text>
<text id="12238009">fingers!</text>
<text id="12239001">physical!</text>
<text id="12239002">standard!</text>
<text id="12239003">striking!</text>
<text id="12239004">slashing!</text>
<text id="12239005">piercing!</text>
<text id="12239006">fire!</text>
<text id="12239007">lightning!</text>
<text id="12239008">magic!</text>
<text id="12239009">holy!</text>
<text id="12239010">poison!</text>
<text id="12239011">toxic!</text>
<text id="12239012">scarlet rot!</text>
<text id="12239013">blood loss!</text>
<text id="12239014">frost!</text>
<text id="12239015">sleep!</text>
<text id="12239016">madness!</text>
<text id="12239017">death!</text>
<text id="12240001">life!</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9006

```
<text id="12240002">Death!</text>
<text id="12240003">light!</text>
<text id="12240004">dark!</text>
<text id="12240005">stars!</text>
<text id="12240006">fire!</text>
<text id="12240007">Order!</text>
<text id="12240008">chaos!</text>
<text id="12240009">joy!</text>
<text id="12240010">wrath!</text>
<text id="12240011">suffering!</text>
<text id="12240012">sadness!</text>
<text id="12240013">comfort!</text>
<text id="12240014">bliss!</text>
<text id="12240015">misfortune!</text>
<text id="12240016">good fortune!</text>
<text id="12240017">bad luck!</text>
<text id="12240018">hope!</text>
<text id="12240019">despair!</text>
<text id="12240020">victory!</text>
<text id="12240021">defeat!</text>
<text id="12240022">research!</text>
<text id="12240023">faith!</text>
<text id="12240024">abundance!</text>
<text id="12240025">rot!</text>
<text id="12240026">loyalty!</text>
<text id="12240027">injustice!</text>
<text id="12240028">secret!</text>
<text id="12240029">opportunity!</text>
<text id="12240030">pickle!</text>
<text id="12240031">clue!</text>
<text id="12240032">friendship!</text>
<text id="12240033">love!</text>
<text id="12240034">bravery!</text>
<text id="12240035">vigor!</text>
<text id="12240036">fortitude!</text>
<text id="12240037">confidence!</text>
<text id="12240038">inadvertent!</text>
<text id="12240039">unguarded!</text>
<text id="12240040">introspection!</text>
<text id="12240041">regret!</text>
<text id="12240042">giving up!</text>
<text id="12240043">futility!</text>
<text id="12240044">at the limit!</text>
<text id="12240045">betrayal!</text>
<text id="12240046">revenge!</text>
<text id="12240047">destroy!</text>
<text id="12240048">recklessness!</text>
<text id="12240049">calmness!</text>
<text id="12240050">vigilance!</text>
<text id="12240051">tranquility!</text>
<text id="12240052">sound!</text>
<text id="12240053">tears!</text>
<text id="12240054">sleep!</text>
<text id="12240055">depths!</text>
<text id="12240056">dregs!</text>
<text id="12240057">fear!</text>
<text id="12240058">sacrifice!</text>
<text id="12240059">ruin!</text>
<text id="12241001">good luck!</text>
<text id="12241002">look carefully!</text>
<text id="12241003">listen carefully!</text>
<text id="12241004">think carefully!</text>
<text id="12241005">well done!</text>
<text id="12241006">I did it!!</text>
<text id="12241007">I've failed...!</text>
<text id="12241008">here!!</text>
<text id="12241009">not here!!</text>
<text id="12241010">don't you dare!!</text>
<text id="12241011">do it!!</text>
<text id="12241012">I can't take this...!</text>
<text id="12241013">don't think!</text>
<text id="12241014">so lonely...!</text>
<text id="12241015">here again...!</text>
<text id="12241016">just getting started!</text>
<text id="12241017">stay calm!</text>
<text id="12241018">keep moving!</text>
<text id="12241019">turn back!</text>
<text id="12241020">give up!</text>
<text id="12241021">don't give up!</text>
<text id="12241022">help me...!</text>
<text id="12241023">I don't believe it...!</text>
<text id="12241024">too high up!</text>
<text id="12241025">I want to go home...!</text>
<text id="12241026">it's like a dream...!</text>
<text id="12241027">seems familiar...!</text>
<text id="12241028">beautiful...!</text>
<text id="12241029">you don't have the right!</text>
<text id="12241030">are you ready?!</text>
<text id="12330001">enemy?</text>
<text id="12330002">weak foe?</text>
<text id="12330003">strong foe?</text>
<text id="12330004">monster?</text>
<text id="12330005">dragon?</text>
<text id="12330006">boss?</text>
<text id="12330007">sentry?</text>
<text id="12330008">group?</text>
<text id="12330009">pack?</text>
<text id="12330010">decoy?</text>
<text id="12330011">undead?</text>
<text id="12330012">soldier?</text>
<text id="12330013">knight?</text>
<text id="12330014">cavalier?</text>
<text id="12330015">archer?</text>
<text id="12330016">sniper?</text>
<text id="12330017">mage?</text>
<text id="12330018">ordnance?</text>
<text id="12330019">monarch?</text>
<text id="12330020">lord?</text>
<text id="12330021">demi-human?</text>
<text id="12330022">outsider?</text>
<text id="12330023">giant?</text>
<text id="12330024">horse?</text>
<text id="12330025">dog?</text>
<text id="12330026">wolf?</text>
<text id="12330027">rat?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9081

```
<text id="12240002">Death!</text>
<text id="12240003">light!</text>
<text id="12240004">dark!</text>
<text id="12240005">stars!</text>
<text id="12240006">fire!</text>
<text id="12240007">Order!</text>
<text id="12240008">chaos!</text>
<text id="12240009">joy!</text>
<text id="12240010">wrath!</text>
<text id="12240011">suffering!</text>
<text id="12240012">sadness!</text>
<text id="12240013">comfort!</text>
<text id="12240014">bliss!</text>
<text id="12240015">misfortune!</text>
<text id="12240016">good fortune!</text>
<text id="12240017">bad luck!</text>
<text id="12240018">hope!</text>
<text id="12240019">despair!</text>
<text id="12240020">victory!</text>
<text id="12240021">defeat!</text>
<text id="12240022">research!</text>
<text id="12240023">faith!</text>
<text id="12240024">abundance!</text>
<text id="12240025">rot!</text>
<text id="12240026">loyalty!</text>
<text id="12240027">injustice!</text>
<text id="12240028">secret!</text>
<text id="12240029">opportunity!</text>
<text id="12240030">pickle!</text>
<text id="12240031">clue!</text>
<text id="12240032">friendship!</text>
<text id="12240033">love!</text>
<text id="12240034">bravery!</text>
<text id="12240035">vigor!</text>
<text id="12240036">fortitude!</text>
<text id="12240037">confidence!</text>
<text id="12240038">distracted!</text>
<text id="12240039">unguarded!</text>
<text id="12240040">introspection!</text>
<text id="12240041">regret!</text>
<text id="12240042">resignation!</text>
<text id="12240043">futility!</text>
<text id="12240044">on the brink!</text>
<text id="12240045">betrayal!</text>
<text id="12240046">revenge!</text>
<text id="12240047">destruction!</text>
<text id="12240048">recklessness!</text>
<text id="12240049">calmness!</text>
<text id="12240050">vigilance!</text>
<text id="12240051">tranquility!</text>
<text id="12240052">sound!</text>
<text id="12240053">tears!</text>
<text id="12240054">sleep!</text>
<text id="12240055">depths!</text>
<text id="12240056">dregs!</text>
<text id="12240057">fear!</text>
<text id="12240058">sacrifice!</text>
<text id="12240059">ruin!</text>
<text id="12241001">good luck!</text>
<text id="12241002">look carefully!</text>
<text id="12241003">listen carefully!</text>
<text id="12241004">think carefully!</text>
<text id="12241005">well done!</text>
<text id="12241006">I did it!!</text>
<text id="12241007">I've failed...!</text>
<text id="12241008">here!!</text>
<text id="12241009">not here!!</text>
<text id="12241010">don't you dare!!</text>
<text id="12241011">do it!!</text>
<text id="12241012">I can't take this...!</text>
<text id="12241013">don't think!</text>
<text id="12241014">so lonely...!</text>
<text id="12241015">here again...!</text>
<text id="12241016">just getting started!</text>
<text id="12241017">stay calm!</text>
<text id="12241018">keep moving!</text>
<text id="12241019">turn back!</text>
<text id="12241020">give up!</text>
<text id="12241021">don't give up!</text>
<text id="12241022">help me...!</text>
<text id="12241023">I don't believe it...!</text>
<text id="12241024">too high up!</text>
<text id="12241025">I want to go home...!</text>
<text id="12241026">it's like a dream...!</text>
<text id="12241027">seems familiar...!</text>
<text id="12241028">beautiful...!</text>
<text id="12241029">you don't have the right!</text>
<text id="12241030">are you ready?!</text>
<text id="12330001">enemy?</text>
<text id="12330002">weak foe?</text>
<text id="12330003">strong foe?</text>
<text id="12330004">monster?</text>
<text id="12330005">dragon?</text>
<text id="12330006">boss?</text>
<text id="12330007">sentry?</text>
<text id="12330008">group?</text>
<text id="12330009">pack?</text>
<text id="12330010">decoy?</text>
<text id="12330011">undead?</text>
<text id="12330012">soldier?</text>
<text id="12330013">knight?</text>
<text id="12330014">cavalier?</text>
<text id="12330015">archer?</text>
<text id="12330016">sniper?</text>
<text id="12330017">mage?</text>
<text id="12330018">ordnance?</text>
<text id="12330019">monarch?</text>
<text id="12330020">lord?</text>
<text id="12330021">demi-human?</text>
<text id="12330022">outsider?</text>
<text id="12330023">giant?</text>
<text id="12330024">horse?</text>
<text id="12330025">dog?</text>
<text id="12330026">wolf?</text>
<text id="12330027">rat?</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9121

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9196

```
9121 |   <text id="12330028">beast?</text>
9122 |   <text id="12330029">bird?</text>
9123 |   <text id="12330030">raptor?</text>
9124 |   <text id="12330031">snake?</text>
9125 |   <text id="12330032">crab?</text>
9126 |   <text id="12330033">prawn?</text>
9127 |   <text id="12330034">octopus?</text>
9128 |   <text id="12330035">bug?</text>
9129 |   <text id="12330036">scarab?</text>
9130 |   <text id="12330037">slug?</text>
9131 |   <text id="12330038">wraith?</text>
9132 |   <text id="12330039">skeleton?</text>
9133 |   <text id="12330040">monstrosity?</text>
9134 |   <text id="12330041">Ill-omened creature?</text>
9135 |   <text id="12331001">Tarnished?</text>
9136 |   <text id="12331002">warrior?</text>
9137 |   <text id="12331003">swordsman?</text>
9138 |   <text id="12331004">knight?</text>
9139 |   <text id="12331005">samurai?</text>
9140 |   <text id="12331006">sorcerer?</text>
9141 |   <text id="12331007">cleric?</text>
9142 |   <text id="12331008">sage?</text>
9143 |   <text id="12331009">merchant?</text>
9144 |   <text id="12331010">teacher?</text>
9145 |   <text id="12331011">master?</text>
9146 |   <text id="12331012">friend?</text>
9147 |   <text id="12331013">lover?</text>
9148 |   <text id="12331014">old dear?</text>
9149 |   <text id="12331015">old codger ?</text>
9150 |   <text id="12331016">angel?</text>
9151 |   <text id="12331017">fat coinpurse?</text>
9152 |   <text id="12331018">pauper?</text>
9153 |   <text id="12331019">good sort?</text>
9154 |   <text id="12331020">wicked sort?</text>
9155 |   <text id="12331021">plump sort?</text>
9156 |   <text id="12331022">skinny sort?</text>
9157 |   <text id="12331023">lovable sort?</text>
9158 |   <text id="12331024">pathetic sort?</text>
9159 |   <text id="12331025">strange sort?</text>
9160 |   <text id="12331026">nimble sort?</text>
9161 |   <text id="12331027">laggardly sort?</text>
9162 |   <text id="12331028">invisible sort?</text>
9163 |   <text id="12331029">unfathomable sort?</text>
9164 |   <text id="12331030">giant sort?</text>
9165 |   <text id="12331031">sinner?</text>
9166 |   <text id="12331032">thief?</text>
9167 |   <text id="12331033">liar?</text>
9168 |   <text id="12331034">dastard?</text>
9169 |   <text id="12331035">traitor?</text>
9170 |   <text id="12331036">pair?</text>
9171 |   <text id="12331037">trio?</text>
9172 |   <text id="12331038">noble?</text>
9173 |   <text id="12331039">aristocrat?</text>
9174 |   <text id="12331040">hero?</text>
9175 |   <text id="12331041">champion?</text>
9176 |   <text id="12331042">monarch?</text>
9177 |   <text id="12331043">lord?</text>
9178 |   <text id="12331044">god?</text>
9179 |   <text id="12332001">item?</text>
9180 |   <text id="12332002">necessary item?</text>
9181 |   <text id="12332003">precious item?</text>
9182 |   <text id="12332004">something?</text>
9183 |   <text id="12332005">something incredible?</text>
9184 |   <text id="12332006">treasure chest?</text>
9185 |   <text id="12332007">corpse?</text>
9186 |   <text id="12332008">coffin?</text>
9187 |   <text id="12332009">trap?</text>
9188 |   <text id="12332010">armament?</text>
9189 |   <text id="12332011">shield?</text>
9190 |   <text id="12332012">bow?</text>
9191 |   <text id="12332013">projectile weapon?</text>
9192 |   <text id="12332014">armor?</text>
9193 |   <text id="12332015">talisman?</text>
9194 |   <text id="12332016">battle art?</text>
9195 |   <text id="12332017">sorcery?</text>
9196 |   <text id="12332018">incantation?</text>
9197 |   <text id="12332019">map?</text>
9198 |   <text id="12332020">material?</text>
9199 |   <text id="12332021">flower?</text>
9200 |   <text id="12332022">grass?</text>
9201 |   <text id="12332023">tree?</text>
9202 |   <text id="12332024">fruit?</text>
9203 |   <text id="12332025">seed?</text>
9204 |   <text id="12332026">mushroom?</text>
9205 |   <text id="12332027">tear?</text>
9206 |   <text id="12332028">crystal?</text>
9207 |   <text id="12332029">butterfly?</text>
9208 |   <text id="12332030">bug?</text>
9209 |   <text id="12332031">dung?</text>
9210 |   <text id="12332032">grace?</text>
9211 |   <text id="12332033">door?</text>
9212 |   <text id="12332034">key?</text>
9213 |   <text id="12332035">ladder?</text>
9214 |   <text id="12332036">lever?</text>
9215 |   <text id="12332037">lift?</text>
9216 |   <text id="12332038">spiritspring?</text>
9217 |   <text id="12332039">warpstone?</text>
9218 |   <text id="12332040">stone astrolabe?</text>
9219 |   <text id="12332041">telescopic view?</text>
9220 |   <text id="12332042">message?</text>
9221 |   <text id="12332043">bloodstain?</text>
9222 |   <text id="12332044">Erdtree?</text>
9223 |   <text id="12332045">Elden Ring?</text>
9224 |   <text id="12333001">close-quarters battle?</text>
9225 |   <text id="12333002">ranged battle?</text>
9226 |   <text id="12333003">horseback battle?</text>
9227 |   <text id="12333004">luring out?</text>
9228 |   <text id="12333005">defeating one-by-one?</text>
9229 |   <text id="12333006">taking on all at once?</text>
9230 |   <text id="12333007">rushing in?</text>
9231 |   <text id="12333008">stealth?</text>
9232 |   <text id="12333009">mimicry?</text>
9233 |   <text id="12333010">confusion?</text>
9234 |   <text id="12333011">pursuit?</text>
9235 |   <text id="12333012">fleeing?</text>
```

```
9196 |   <text id="12330028">beast?</text>
9197 |   <text id="12330029">bird?</text>
9198 |   <text id="12330030">raptor?</text>
9199 |   <text id="12330031">snake?</text>
9200 |   <text id="12330032">crab?</text>
9201 |   <text id="12330033">prawn?</text>
9202 |   <text id="12330034">octopus?</text>
9203 |   <text id="12330035">bug?</text>
9204 |   <text id="12330036">scarab?</text>
9205 |   <text id="12330037">slug?</text>
9206 |   <text id="12330038">wraith?</text>
9207 |   <text id="12330039">skeleton?</text>
9208 |   <text id="12330040">monstrosity?</text>
9209 |   <text id="12330041">ill-omened creature?</text>
9210 |   <text id="12331001">Tarnished?</text>
9211 |   <text id="12331002">warrior?</text>
9212 |   <text id="12331003">swordfighter?</text>
9213 |   <text id="12331004">knight?</text>
9214 |   <text id="12331005">samurai?</text>
9215 |   <text id="12331006">sorcerer?</text>
9216 |   <text id="12331007">cleric?</text>
9217 |   <text id="12331008">sage?</text>
9218 |   <text id="12331009">merchant?</text>
9219 |   <text id="12331010">teacher?</text>
9220 |   <text id="12331011">master?</text>
9221 |   <text id="12331012">friend?</text>
9222 |   <text id="12331013">lover?</text>
9223 |   <text id="12331014">old dear?</text>
9224 |   <text id="12331015">old codger ?</text>
9225 |   <text id="12331016">angel?</text>
9226 |   <text id="12331017">fat coinpurse?</text>
9227 |   <text id="12331018">pauper?</text>
9228 |   <text id="12331019">good sort?</text>
9229 |   <text id="12331020">wicked sort?</text>
9230 |   <text id="12331021">plump sort?</text>
9231 |   <text id="12331022">skinny sort?</text>
9232 |   <text id="12331023">lovable sort?</text>
9233 |   <text id="12331024">pathetic sort?</text>
9234 |   <text id="12331025">strange sort?</text>
9235 |   <text id="12331026">nimble sort?</text>
9236 |   <text id="12331027">laggardly sort?</text>
9237 |   <text id="12331028">invisible sort?</text>
9238 |   <text id="12331029">unfathomable sort?</text>
9239 |   <text id="12331030">giant sort?</text>
9240 |   <text id="12331031">sinner?</text>
9241 |   <text id="12331032">thief?</text>
9242 |   <text id="12331033">liar?</text>
9243 |   <text id="12331034">dastard?</text>
9244 |   <text id="12331035">traitor?</text>
9245 |   <text id="12331036">pair?</text>
9246 |   <text id="12331037">trio?</text>
9247 |   <text id="12331038">noble?</text>
9248 |   <text id="12331039">aristocrat?</text>
9249 |   <text id="12331040">hero?</text>
9250 |   <text id="12331041">champion?</text>
9251 |   <text id="12331042">monarch?</text>
9252 |   <text id="12331043">lord?</text>
9253 |   <text id="12331044">god?</text>
9254 |   <text id="12332001">item?</text>
9255 |   <text id="12332002">necessary item?</text>
9256 |   <text id="12332003">precious item?</text>
9257 |   <text id="12332004">something?</text>
9258 |   <text id="12332005">something incredible?</text>
9259 |   <text id="12332006">treasure chest?</text>
9260 |   <text id="12332007">corpse?</text>
9261 |   <text id="12332008">coffin?</text>
9262 |   <text id="12332009">trap?</text>
9263 |   <text id="12332010">armament?</text>
9264 |   <text id="12332011">shield?</text>
9265 |   <text id="12332012">bow?</text>
9266 |   <text id="12332013">projectile weapon?</text>
9267 |   <text id="12332014">armor?</text>
9268 |   <text id="12332015">talisman?</text>
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<text id="12341026">it's like a dream...?</text>
<text id="12341027">seems familiar...?</text>
<text id="12341028">beautiful...?</text>
<text id="12341029">you don't have the right?</text>
<text id="12341030">are you ready??</text>
<text id="12430001">enemy...</text>
<text id="12430002">weak foe...</text>
<text id="12430003">strong foe...</text>
```

```
9466    <text id="12430004">monster...</text>
9467    <text id="12430005">dragon...</text>
9468    <text id="12430006">boss...</text>
9469    <text id="12430007">sentry...</text>
9470    <text id="12430008">group...</text>
9471    <text id="12430009">pack...</text>
9472    <text id="12430010">decoy...</text>
9473    <text id="12430011">undead...</text>
9474    <text id="12430012">soldier...</text>
9475    <text id="12430013">knight...</text>
9476    <text id="12430014">cavalier...</text>
9477    <text id="12430015">archer...</text>
9478    <text id="12430016">sniper...</text>
9479    <text id="12430017">mage...</text>
9480    <text id="12430018">ordnance...</text>
9481    <text id="12430019">monarch...</text>
9482    <text id="12430020">lord...</text>
9483    <text id="12430021">demi-human...</text>
9484    <text id="12430022">outsider...</text>
9485    <text id="12430023">giant...</text>
9486    <text id="12430024">horse...</text>
9487    <text id="12430025">dog...</text>
9488    <text id="12430026">wolf...</text>
9489    <text id="12430027">rat...</text>
9490    <text id="12430028">beast...</text>
9491    <text id="12430029">bird...</text>
9492    <text id="12430030">raptor...</text>
9493    <text id="12430031">snake...</text>
9494    <text id="12430032">crab...</text>
9495    <text id="12430033">prawn...</text>
9496    <text id="12430034">octopus...</text>
9497    <text id="12430035">bug...</text>
9498    <text id="12430036">scarab...</text>
9499    <text id="12430037">slug...</text>
9500    <text id="12430038">wraith...</text>
9501    <text id="12430039">skeleton...</text>
9502    <text id="12430040">monstrosity...</text>
9503    <text id="12430041">Ill-omened creature...</text>
9504    <text id="12431001">Tarnished...</text>
9505    <text id="12431002">warrior...</text>
9506    <text id="12431003">swordsman...</text>
9507    <text id="12431004">knight...</text>
9508    <text id="12431005">samurai...</text>
9509    <text id="12431006">sorcerer...</text>
9510    <text id="12431007">cleric...</text>
9511    <text id="12431008">sage...</text>
9512    <text id="12431009">merchant...</text>
9513    <text id="12431010">teacher...</text>
9514    <text id="12431011">master...</text>
9515    <text id="12431012">friend...</text>
9516    <text id="12431013">lover...</text>
9517    <text id="12431014">old dear...</text>
9518    <text id="12431015">old codger ...</text>
9519    <text id="12431016">angel...</text>
9520    <text id="12431017">fat coinpurse...</text>
9521    <text id="12431018">pauper...</text>
9522    <text id="12431019">good sort...</text>
9523    <text id="12431020">wicked sort...</text>
9524    <text id="12431021">plump sort...</text>
9525    <text id="12431022">skinny sort...</text>
9526    <text id="12431023">lovable sort...</text>
9527    <text id="12431024">pathetic sort...</text>
9528    <text id="12431025">strange sort...</text>
9529    <text id="12431026">nimble sort...</text>
9530    <text id="12431027">laggardly sort...</text>
9531    <text id="12431028">invisible sort...</text>
9532    <text id="12431029">unfathomable sort...</text>
9533    <text id="12431030">giant sort...</text>
9534    <text id="12431031">sinner...</text>
9535    <text id="12431032">thief...</text>
9536    <text id="12431033">liar...</text>
9537    <text id="12431034">dastard...</text>
9538    <text id="12431035">traitor...</text>
9539    <text id="12431036">pair...</text>
9540    <text id="12431037">trio...</text>
9541    <text id="12431038">noble...</text>
9542    <text id="12431039">aristocrat...</text>
9543    <text id="12431040">hero...</text>
9544    <text id="12431041">champion...</text>
9545    <text id="12431042">monarch...</text>
9546    <text id="12431043">lord...</text>
9547    <text id="12431044">god...</text>
9548    <text id="12432001">item...</text>
9549    <text id="12432002">necessary item...</text>
9550    <text id="12432003">precious item...</text>
9551    <text id="12432004">something...</text>
9552    <text id="12432005">something incredible...</text>
9553    <text id="12432006">treasure chest...</text>
9554    <text id="12432007">corpse...</text>
9555    <text id="12432008">coffin...</text>
9556    <text id="12432009">trap...</text>
9557    <text id="12432010">armament...</text>
9558    <text id="12432011">shield...</text>
9559    <text id="12432012">bow...</text>
9560    <text id="12432013">projectile weapon...</text>
9561    <text id="12432014">armor...</text>
9562    <text id="12432015">talisman...</text>
9563    <text id="12432016">battle art...</text>
9564    <text id="12432017">sorcery...</text>
9565    <text id="12432018">incantation...</text>
9566    <text id="12432019">map...</text>
9567    <text id="12432020">material...</text>
9568    <text id="12432021">flower...</text>
9569    <text id="12432022">grass...</text>
9570    <text id="12432023">tree...</text>
9571    <text id="12432024">fruit...</text>
9572    <text id="12432025">seed...</text>
9573    <text id="12432026">mushroom...</text>
9574    <text id="12432027">tear...</text>
9575    <text id="12432028">crystal...</text>
9576    <text id="12432029">butterfly...</text>
9577    <text id="12432030">bug...</text>
9578    <text id="12432031">dung...</text>
9579    <text id="12432032">grace...</text>
9580    <text id="12432033">door...</text>
```

```
9541    <text id="12430004">monster...</text>
9542    <text id="12430005">dragon...</text>
9543    <text id="12430006">boss...</text>
9544    <text id="12430007">sentry...</text>
9545    <text id="12430008">group...</text>
9546    <text id="12430009">pack...</text>
9547    <text id="12430010">decoy...</text>
9548    <text id="12430011">undead...</text>
9549    <text id="12430012">soldier...</text>
9550    <text id="12430013">knight...</text>
9551    <text id="12430014">cavalier...</text>
9552    <text id="12430015">archer...</text>
9553    <text id="12430016">sniper...</text>
9554    <text id="12430017">mage...</text>
9555    <text id="12430018">ordnance...</text>
9556    <text id="12430019">monarch...</text>
9557    <text id="12430020">lord...</text>
9558    <text id="12430021">demi-human...</text>
9559    <text id="12430022">outsider...</text>
9560    <text id="12430023">giant...</text>
9561    <text id="12430024">horse...</text>
9562    <text id="12430025">dog...</text>
9563    <text id="12430026">wolf...</text>
9564    <text id="12430027">rat...</text>
9565    <text id="12430028">beast...</text>
9566    <text id="12430029">bird...</text>
9567    <text id="12430030">raptor...</text>
9568    <text id="12430031">snake...</text>
9569    <text id="12430032">crab...</text>
9570    <text id="12430033">prawn...</text>
9571    <text id="12430034">octopus...</text>
9572    <text id="12430035">bug...</text>
9573    <text id="12430036">scarab...</text>
9574    <text id="12430037">slug...</text>
9575    <text id="12430038">wraith...</text>
9576    <text id="12430039">skeleton...</text>
9577    <text id="12430040">monstrosity...</text>
9578    <text id="12430041">ill-omened creature...</text>
9579    <text id="12431001">Tarnished...</text>
9580    <text id="12431002">warrior...</text>
9581    <text id="12431003">swordfighter...</text>
9582    <text id="12431004">knight...</text>
9583    <text id="12431005">samurai...</text>
9584    <text id="12431006">sorcerer...</text>
9585    <text id="12431007">cleric...</text>
9586    <text id="12431008">sage...</text>
9587    <text id="12431009">merchant...</text>
9588    <text id="12431010">teacher...</text>
9589    <text id="12431011">master...</text>
9590    <text id="12431012">friend...</text>
9591    <text id="12431013">lover...</text>
9592    <text id="12431014">old dear...</text>
9593    <text id="12431015">old codger ...</text>
9594    <text id="12431016">angel...</text>
9595    <text id="12431017">fat coinpurse...</text>
9596    <text id="12431018">pauper...</text>
9597    <text id="12431019">good sort...</text>
9598    <text id="12431020">wicked sort...</text>
9599    <text id="12431021">plump sort...</text>
9600    <text id="12431022">skinny sort...</text>
9601    <text id="12431023">lovable sort...</text>
9602    <text id="12431024">pathetic sort...</text>
9603    <text id="12431025">strange sort...</text>
9604    <text id="12431026">nimble sort...</text>
9605    <text id="12431027">laggardly sort...</text>
9606    <text id="12431028">invisible sort...</text>
9607    <text id="12431029">unfathomable sort...</text>
9608    <text id="12431030">giant sort...</text>
9609    <text id="12431031">sinner...</text>
9610    <text id="12431032">thief...</text>
9611    <text id="12431033">liar...</text>
9612    <text id="12431034">dastard...</text>
9613    <text id="12431035">traitor...</text>
9614    <text id="12431036">pair...</text>
9615    <text id="12431037">trio...</text>
9616    <text id="12431038">noble...</text>
9617    <text id="12431039">aristocrat...</text>
9618    <text id="12431040">hero...</text>
9619    <text id="12431041">champion...</text>
9620    <text id="12431042">monarch...</text>
9621    <text id="12431043">lord...</text>
9622    <text id="12431044">god...</text>
9623    <text id="12432001">item...</text>
9624    <text id="12432002">necessary item...</text>
9625    <text id="12432003">precious item...</text>
9626    <text id="12432004">something...</text>
9627    <text id="12432005">something incredible...</text>
9628    <text id="12432006">treasure chest...</text>
9629    <text id="12432007">corpse...</text>
9630    <text id="12432008">coffin...</text>
9631    <text id="12432009">trap...</text>
9632    <text id="12432010">armament...</text>
9633    <text id="12432011">shield...</text>
9634    <text id="12432012">bow...</text>
9635    <text id="12432013">projectile weapon...</text>
9636    <text id="12432014">armor...</text>
9637    <text id="12432015">talisman...</text>
9638    <text id="12432016">skill...</text>
9639    <text id="12432017">sorcery...</text>
9640    <text id="12432018">incantation...</text>
9641    <text id="12432019">map...</text>
9642    <text id="12432020">material...</text>
9643    <text id="12432021">flower...</text>
9644    <text id="12432022">grass...</text>
9645    <text id="12432023">tree...</text>
9646    <text id="12432024">fruit...</text>
9647    <text id="12432025">seed...</text>
9648    <text id="12432026">mushroom...</text>
9649    <text id="12432027">tear...</text>
9650    <text id="12432028">crystal...</text>
9651    <text id="12432029">butterfly...</text>
9652    <text id="12432030">bug...</text>
9653    <text id="12432031">dung...</text>
9654    <text id="12432032">grace...</text>
9655    <text id="12432033">door...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9581

```
<text id="12432034">key...</text>
<text id="12432035">ladder...</text>
<text id="12432036">lever...</text>
<text id="12432037">lift...</text>
<text id="12432038">spiritspring...</text>
<text id="12432039">warpstone...</text>
<text id="12432040">stone astrolabe...</text>
<text id="12432041">telescopic view...</text>
<text id="12432042">message...</text>
<text id="12432043">bloodstain...</text>
<text id="12432044">Erdtree...</text>
<text id="12432045">Elden Ring...</text>
<text id="12433001">close-quarters battle...</text>
<text id="12433002">ranged battle...</text>
<text id="12433003">horseback battle...</text>
<text id="12433004">luring out...</text>
<text id="12433005">defeating one-by-one...</text>
<text id="12433006">taking on all at once...</text>
<text id="12433007">rushing in...</text>
<text id="12433008">stealth...</text>
<text id="12433009">mimicry...</text>
<text id="12433010">confusion...</text>
<text id="12433011">pursuit...</text>
<text id="12433012">fleeing...</text>
<text id="12433013">summoning...</text>
<text id="12433014">circling around...</text>
<text id="12433015">jumping off...</text>
<text id="12433016">dashing through...</text>
<text id="12433017">brief respite...</text>
<text id="12434001">attacking...</text>
<text id="12434002">jump attack...</text>
<text id="12434003">running attack...</text>
<text id="12434004">critical hit...</text>
<text id="12434005">two-handing...</text>
<text id="12434006">blocking...</text>
<text id="12434007">parrying...</text>
<text id="12434008">guard counter...</text>
<text id="12434009">sorcery...</text>
<text id="12434010">incantation...</text>
<text id="12434011">skill...</text>
<text id="12434012">summoning...</text>
<text id="12434013">throwing...</text>
<text id="12434014">healing...</text>
<text id="12434015">running...</text>
<text id="12434016">rolling...</text>
<text id="12434017">backstepping...</text>
<text id="12434018">jumping...</text>
<text id="12434019">crouching...</text>
<text id="12434020">target lock...</text>
<text id="12434021">item crafting...</text>
<text id="12434022">gesturing...</text>
<text id="12435001">morning...</text>
<text id="12435002">noon...</text>
<text id="12435003">evening...</text>
<text id="12435004">night...</text>
<text id="12435005">clear sky...</text>
<text id="12435006">overcast...</text>
<text id="12435007">rain...</text>
<text id="12435008">storm...</text>
<text id="12435009">mist...</text>
<text id="12435010">snow...</text>
<text id="12435011">patrolling...</text>
<text id="12435012">procession...</text>
<text id="12435013">crowd...</text>
<text id="12435014">surprise attack...</text>
<text id="12435015">ambush...</text>
<text id="12435016">pincer attack...</text>
<text id="12435017">beating to a pulp...</text>
<text id="12435018">battle...</text>
<text id="12435019">reinforcements...</text>
<text id="12435020">ritual...</text>
<text id="12435021">explosion...</text>
<text id="12435022">high spot...</text>
<text id="12435023">defensible spot...</text>
<text id="12435024">climbable spot...</text>
<text id="12435025">crossable spot...</text>
<text id="12435026">bright spot...</text>
<text id="12435027">dark spot...</text>
<text id="12435028">open area...</text>
<text id="12435029">cramped area...</text>
<text id="12435030">hiding place...</text>
<text id="12435031">sniping spot...</text>
<text id="12435032">recon spot...</text>
<text id="12435033">safety...</text>
<text id="12435034">danger...</text>
<text id="12435035">gorgeous view...</text>
<text id="12435036">detour...</text>
<text id="12435037">hidden path...</text>
<text id="12435038">secret passage...</text>
<text id="12435039">shortcut...</text>
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<text id="12435041">looking away...</text>
<text id="12435042">unnoticed...</text>
<text id="12435043">out of stamina...</text>
<text id="12436001">high road...</text>
<text id="12436002">checkpoint...</text>
<text id="12436003">bridge...</text>
<text id="12436004">castle...</text>
<text id="12436005">fort...</text>
<text id="12436006">city...</text>
<text id="12436007">ruins...</text>
<text id="12436008">church...</text>
<text id="12436009">tower...</text>
<text id="12436010">camp site...</text>
<text id="12436011">house...</text>
<text id="12436012">cemetery...</text>
<text id="12436013">underground tomb...</text>
<text id="12436014">tunnel...</text>
<text id="12436015">cave...</text>
<text id="12436016">evergaol...</text>
<text id="12436017">great tree...</text>
<text id="12436018">cellar...</text>
<text id="12436019">surface...</text>
<text id="12436020">underground...</text>
<text id="12436021">forest...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9656

```
<text id="12432034">key...</text>
<text id="12432035">ladder...</text>
<text id="12432036">lever...</text>
<text id="12432037">lift...</text>
<text id="12432038">spiritspring...</text>
<text id="12432039">sending gate...</text>
<text id="12432040">stone astrolabe...</text>
<text id="12432041">Birdseye Telescope...</text>
<text id="12432042">message...</text>
<text id="12432043">bloodstain...</text>
<text id="12432044">Erdtree...</text>
<text id="12432045">Elden Ring...</text>
<text id="12433001">close-quarters battle...</text>
<text id="12433002">ranged battle...</text>
<text id="12433003">horseback battle...</text>
<text id="12433004">luring out...</text>
<text id="12433005">defeating one-by-one...</text>
<text id="12433006">taking on all at once...</text>
<text id="12433007">rushing in...</text>
<text id="12433008">stealth...</text>
<text id="12433009">mimicry...</text>
<text id="12433010">confusion...</text>
<text id="12433011">pursuit...</text>
<text id="12433012">fleeing...</text>
<text id="12433013">summoning...</text>
<text id="12433014">circling around...</text>
<text id="12433015">jumping off...</text>
<text id="12433016">dashing through...</text>
<text id="12433017">brief respite...</text>
<text id="12434001">attacking...</text>
<text id="12434002">jump attack...</text>
<text id="12434003">running attack...</text>
<text id="12434004">critical hit...</text>
<text id="12434005">two-handing...</text>
<text id="12434006">blocking...</text>
<text id="12434007">parrying...</text>
<text id="12434008">guard counter...</text>
<text id="12434009">sorcery...</text>
<text id="12434010">incantation...</text>
<text id="12434011">skill...</text>
<text id="12434012">summoning...</text>
<text id="12434013">throwing...</text>
<text id="12434014">healing...</text>
<text id="12434015">running...</text>
<text id="12434016">rolling...</text>
<text id="12434017">backstepping...</text>
<text id="12434018">jumping...</text>
<text id="12434019">crouching...</text>
<text id="12434020">target lock...</text>
<text id="12434021">item crafting...</text>
<text id="12434022">gesturing...</text>
<text id="12435001">morning...</text>
<text id="12435002">noon...</text>
<text id="12435003">evening...</text>
<text id="12435004">night...</text>
<text id="12435005">clear sky...</text>
<text id="12435006">overcast...</text>
<text id="12435007">rain...</text>
<text id="12435008">storm...</text>
<text id="12435009">mist...</text>
<text id="12435010">snow...</text>
<text id="12435011">patrolling...</text>
<text id="12435012">procession...</text>
<text id="12435013">crowd...</text>
<text id="12435014">surprise attack...</text>
<text id="12435015">ambush...</text>
<text id="12435016">pincer attack...</text>
<text id="12435017">beating to a pulp...</text>
<text id="12435018">battle...</text>
<text id="12435019">reinforcements...</text>
<text id="12435020">ritual...</text>
<text id="12435021">explosion...</text>
<text id="12435022">high spot...</text>
<text id="12435023">defensible spot...</text>
<text id="12435024">climbable spot...</text>
<text id="12435025">crossable spot...</text>
<text id="12435026">bright spot...</text>
<text id="12435027">dark spot...</text>
<text id="12435028">open area...</text>
<text id="12435029">cramped area...</text>
<text id="12435030">hiding place...</text>
<text id="12435031">sniping spot...</text>
<text id="12435032">recon spot...</text>
<text id="12435033">safety...</text>
<text id="12435034">danger...</text>
<text id="12435035">gorgeous view...</text>
<text id="12435036">detour...</text>
<text id="12435037">hidden path...</text>
<text id="12435038">secret passage...</text>
<text id="12435039">shortcut...</text>
<text id="12435040">dead end...</text>
<text id="12435041">looking away...</text>
<text id="12435042">unnoticed...</text>
<text id="12435043">out of stamina...</text>
<text id="12436001">high road...</text>
<text id="12436002">checkpoint...</text>
<text id="12436003">bridge...</text>
<text id="12436004">castle...</text>
<text id="12436005">fort...</text>
<text id="12436006">city...</text>
<text id="12436007">ruins...</text>
<text id="12436008">church...</text>
<text id="12436009">tower...</text>
<text id="12436010">camp site...</text>
<text id="12436011">house...</text>
<text id="12436012">cemetery...</text>
<text id="12436013">underground tomb...</text>
<text id="12436014">tunnel...</text>
<text id="12436015">cave...</text>
<text id="12436016">evergaol...</text>
<text id="12436017">great tree...</text>
<text id="12436018">cellar...</text>
<text id="12436019">surface...</text>
<text id="12436020">underground...</text>
<text id="12436021">forest...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9696

```
<text id="12436022">river...</text>
<text id="12436023">lake...</text>
<text id="12436024">bog...</text>
<text id="12436025">mountain...</text>
<text id="12436026">valley...</text>
<text id="12436027">cliff...</text>
<text id="12436028">waterside...</text>
<text id="12436029">nest...</text>
<text id="12436030">hole...</text>
<text id="12437001">east...</text>
<text id="12437002">west...</text>
<text id="12437003">south...</text>
<text id="12437004">north...</text>
<text id="12437005">ahead...</text>
<text id="12437006">behind...</text>
<text id="12437007">left...</text>
<text id="12437008">right...</text>
<text id="12437009">center...</text>
<text id="12437010">up...</text>
<text id="12437011">down...</text>
<text id="12437012">edge...</text>
<text id="12438001">head...</text>
<text id="12438002">stomach...</text>
<text id="12438003">back...</text>
<text id="12438004">arms...</text>
<text id="12438005">legs...</text>
<text id="12438006">rump...</text>
<text id="12438007">tail...</text>
<text id="12438008">core...</text>
<text id="12438009">fingers...</text>
<text id="12439001">physical...</text>
<text id="12439002">standard...</text>
<text id="12439003">striking...</text>
<text id="12439004">slashing...</text>
<text id="12439005">piercing...</text>
<text id="12439006">fire...</text>
<text id="12439007">lightning...</text>
<text id="12439008">sorcery...</text>
<text id="12439009">holy...</text>
<text id="12439010">poison...</text>
<text id="12439011">toxic...</text>
<text id="12439012">plaque...</text>
<text id="12439013">hemorrhage...</text>
<text id="12439014">frostbite...</text>
<text id="12439015">sleep...</text>
<text id="12439016">madness...</text>
<text id="12439017">death...</text>
<text id="12440001">life...</text>
<text id="12440002">Death...</text>
<text id="12440003">light...</text>
<text id="12440004">dark...</text>
<text id="12440005">stars...</text>
<text id="12440006">fire...</text>
<text id="12440007">Order...</text>
<text id="12440008">chaos...</text>
<text id="12440009">joy...</text>
<text id="12440010">wrath...</text>
<text id="12440011">suffering...</text>
<text id="12440012">sadness...</text>
<text id="12440013">comfort...</text>
<text id="12440014">bliss...</text>
<text id="12440015">misfortune...</text>
<text id="12440016">good fortune...</text>
<text id="12440017">bad luck...</text>
<text id="12440018">hope...</text>
<text id="12440019">despair...</text>
<text id="12440020">victory...</text>
<text id="12440021">defeat...</text>
<text id="12440022">research...</text>
<text id="12440023">faith...</text>
<text id="12440024">abundance...</text>
<text id="12440025">rot...</text>
<text id="12440026">loyalty...</text>
<text id="12440027">injustice...</text>
<text id="12440028">secret...</text>
<text id="12440029">opportunity...</text>
<text id="12440030">pickle...</text>
<text id="12440031">clue...</text>
<text id="12440032">friendship...</text>
<text id="12440033">love...</text>
<text id="12440034">bravery...</text>
<text id="12440035">vigor...</text>
<text id="12440036">fortitude...</text>
<text id="12440037">confidence...</text>
<text id="12440038">inadvertent...</text>
<text id="12440039">unguarded...</text>
<text id="12440040">introspection...</text>
<text id="12440041">regret...</text>
<text id="12440042">giving up...</text>
<text id="12440043">futility...</text>
<text id="12440044">at the limit...</text>
<text id="12440045">betrayal...</text>
<text id="12440046">revenge...</text>
<text id="12440047">destroy...</text>
<text id="12440048">recklessness...</text>
<text id="12440049">calmness...</text>
<text id="12440050">vigilance...</text>
<text id="12440051">tranquility...</text>
<text id="12440052">sound...</text>
<text id="12440053">tears...</text>
<text id="12440054">sleep...</text>
<text id="12440055">depths...</text>
<text id="12440056">dregs...</text>
<text id="12440057">fear...</text>
<text id="12440058">sacrifice...</text>
<text id="12440059">ruin...</text>
<text id="12441001">good luck...</text>
<text id="12441002">look carefully...</text>
<text id="12441003">listen carefully...</text>
<text id="12441004">think carefully...</text>
<text id="12441005">well done...</text>
<text id="12441006">I did it!...</text>
<text id="12441007">I've failed.....</text>
<text id="12441008">here!...</text>
<text id="12441009">not here!...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9771

```
<text id="12436022">river...</text>
<text id="12436023">lake...</text>
<text id="12436024">bog...</text>
<text id="12436025">mountain...</text>
<text id="12436026">valley...</text>
<text id="12436027">cliff...</text>
<text id="12436028">waterside...</text>
<text id="12436029">nest...</text>
<text id="12436030">hole...</text>
<text id="12437001">east...</text>
<text id="12437002">west...</text>
<text id="12437003">south...</text>
<text id="12437004">north...</text>
<text id="12437005">ahead...</text>
<text id="12437006">behind...</text>
<text id="12437007">left...</text>
<text id="12437008">right...</text>
<text id="12437009">center...</text>
<text id="12437010">up...</text>
<text id="12437011">down...</text>
<text id="12437012">edge...</text>
<text id="12438001">head...</text>
<text id="12438002">stomach...</text>
<text id="12438003">back...</text>
<text id="12438004">arms...</text>
<text id="12438005">legs...</text>
<text id="12438006">rump...</text>
<text id="12438007">tail...</text>
<text id="12438008">core...</text>
<text id="12438009">fingers...</text>
<text id="12439001">physical...</text>
<text id="12439002">standard...</text>
<text id="12439003">striking...</text>
<text id="12439004">slashing...</text>
<text id="12439005">piercing...</text>
<text id="12439006">fire...</text>
<text id="12439007">lightning...</text>
<text id="12439008">magic...</text>
<text id="12439009">holy...</text>
<text id="12439010">poison...</text>
<text id="12439011">toxic...</text>
<text id="12439012">scarlet rot...</text>
<text id="12439013">blood loss...</text>
<text id="12439014">frost...</text>
<text id="12439015">sleep...</text>
<text id="12439016">madness...</text>
<text id="12439017">death...</text>
<text id="12440001">life...</text>
<text id="12440002">Death...</text>
<text id="12440003">light...</text>
<text id="12440004">dark...</text>
<text id="12440005">stars...</text>
<text id="12440006">fire...</text>
<text id="12440007">Order...</text>
<text id="12440008">chaos...</text>
<text id="12440009">joy...</text>
<text id="12440010">wrath...</text>
<text id="12440011">suffering...</text>
<text id="12440012">sadness...</text>
<text id="12440013">comfort...</text>
<text id="12440014">bliss...</text>
<text id="12440015">misfortune...</text>
<text id="12440016">good fortune...</text>
<text id="12440017">bad luck...</text>
<text id="12440018">hope...</text>
<text id="12440019">despair...</text>
<text id="12440020">victory...</text>
<text id="12440021">defeat...</text>
<text id="12440022">research...</text>
<text id="12440023">faith...</text>
<text id="12440024">abundance...</text>
<text id="12440025">rot...</text>
<text id="12440026">loyalty...</text>
<text id="12440027">injustice...</text>
<text id="12440028">secret...</text>
<text id="12440029">opportunity...</text>
<text id="12440030">pickle...</text>
<text id="12440031">clue...</text>
<text id="12440032">friendship...</text>
<text id="12440033">love...</text>
<text id="12440034">bravery...</text>
<text id="12440035">vigor...</text>
<text id="12440036">fortitude...</text>
<text id="12440037">confidence...</text>
<text id="12440038">distracted...</text>
<text id="12440039">unguarded...</text>
<text id="12440040">introspection...</text>
<text id="12440041">regret...</text>
<text id="12440042">resignation...</text>
<text id="12440043">futility...</text>
<text id="12440044">on the brink...</text>
<text id="12440045">betrayal...</text>
<text id="12440046">revenge...</text>
<text id="12440047">destruction...</text>
<text id="12440048">recklessness...</text>
<text id="12440049">calmness...</text>
<text id="12440050">vigilance...</text>
<text id="12440051">tranquility...</text>
<text id="12440052">sound...</text>
<text id="12440053">tears...</text>
<text id="12440054">sleep...</text>
<text id="12440055">depths...</text>
<text id="12440056">dregs...</text>
<text id="12440057">fear...</text>
<text id="12440058">sacrifice...</text>
<text id="12440059">ruin...</text>
<text id="12441001">good luck...</text>
<text id="12441002">look carefully...</text>
<text id="12441003">listen carefully...</text>
<text id="12441004">think carefully...</text>
<text id="12441005">well done...</text>
<text id="12441006">I did it!...</text>
<text id="12441007">I've failed.....</text>
<text id="12441008">here!...</text>
<text id="12441009">not here!...</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9811

```
9811 |   <text id="12441010">don't you dare!...</text>
9812 |   <text id="12441011">do it!...</text>
9813 |   <text id="12441012">I can't take this......</text>
9814 |   <text id="12441013">don't think...</text>
9815 |   <text id="12441014">so lonely......</text>
9816 |   <text id="12441015">here again......</text>
9817 |   <text id="12441016">just getting started...</text>
9818 |   <text id="12441017">stay calm...</text>
9819 |   <text id="12441018">keep moving...</text>
9820 |   <text id="12441019">turn back...</text>
9821 |   <text id="12441020">give up...</text>
9822 |   <text id="12441021">don't give up...</text>
9823 |   <text id="12441022">help me......</text>
9824 |   <text id="12441023">I don't believe it......</text>
9825 |   <text id="12441024">too high up...</text>
9826 |   <text id="12441025">I want to go home......</text>
9827 |   <text id="12441026">it's like a dream......</text>
9828 |   <text id="12441027">seems familiar......</text>
9829 |   <text id="12441028">beautiful......</text>
9830 |   <text id="12441029">you don't have the right...</text>
9831 |   <text id="12441030">are you ready?...</text>
9832 |   </entries>
9833 |   </fmg>
9834 |
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-msgbnd-dcx/BloodMsg.fmg.txt, Top line: 9886

```
9886 |   <text id="12441010">don't you dare!...</text>
9887 |   <text id="12441011">do it!...</text>
9888 |   <text id="12441012">I can't take this......</text>
9889 |   <text id="12441013">don't think...</text>
9890 |   <text id="12441014">so lonely......</text>
9891 |   <text id="12441015">here again......</text>
9892 |   <text id="12441016">just getting started...</text>
9893 |   <text id="12441017">stay calm...</text>
9894 |   <text id="12441018">keep moving...</text>
9895 |   <text id="12441019">turn back...</text>
9896 |   <text id="12441020">give up...</text>
9897 |   <text id="12441021">don't give up...</text>
9898 |   <text id="12441022">help me......</text>
9899 |   <text id="12441023">I don't believe it......</text>
9900 |   <text id="12441024">too high up...</text>
9901 |   <text id="12441025">I want to go home......</text>
9902 |   <text id="12441026">it's like a dream......</text>
9903 |   <text id="12441027">seems familiar......</text>
9904 |   <text id="12441028">beautiful......</text>
9905 |   <text id="12441029">you don't have the right...</text>
9906 |   <text id="12441030">are you ready?...</text>
9907 |   </entries>
9908 |   </fmg>
9909 |
```