

```
0001 <?xml version="1.0" encoding="utf-8"?>
0002 <fmq>
0003 <compression>None</compression>
0004 <version>DarkSouls3</version>
0005 <bigendian>False</bigendian>
0006 <entries>
0007 <text id="2120000">Summon this cooperato?</text>
0008 <text id="2120100">Summon this adversary?</text>
0009 <text id="2120200">Hunters from other worlds will be
automatically summoned to rescue
0010 you if you are invaded by Bloody Fingers</text>
0011 <text id="2120201">Hunters will no longer be summoned
automatically</text>
0012 <text id="2120202">%null%</text>
0013 <text id="2120203">%null%</text>
0014 <text id="2120204">%null%</text>
0015 <text id="2120205">%null%</text>
0016 <text id="2120206">%null%</text>
0017 <text id="2120207">%null%</text>
0018 <text id="2120208">%null%</text>
0019 <text id="2120209">%null%</text>
0020 <text id="2120210">You will now respond to calls for rescue
from other worlds</text>
0021 <text id="2120211">You are no longer responding to calls for
rescue from other worlds</text>
0022 <text id="2121000">Cancel summon sign?</text>
0023 <text id="2200000">Your summon sign disappeared</text>
0024 <text id="2200200">Invasion canceled</text>
0025 <text id="2200300">Finger Remedy effects wore off</text>
0026 <text id="2210000">Failed to create summon sign</text>
0027 <text id="2300000">Summoning cooperato...</text>
0028 <text id="2300001">%null%</text>
0029 <text id="2300002">%null%</text>
0030 <text id="2300003">%null%</text>
0031 <text id="2300004">%null%</text>
0032 <text id="2300005">%null%</text>
0033 <text id="2300006">%null%</text>
0034 <text id="2300007">%null%</text>
0035 <text id="2300008">%null%</text>
0036 <text id="2300009">%null%</text>
0037 <text id="2300010">Summoning cooperato...</text>
0038 <text id="2300100">Summoning adversary...</text>
0039 <text id="2301000">You are being summoned to another
world...</text>
0040 <text id="2301100">You are being summoned to another
world...</text>
0041 <text id="2301200">Invading another world...</text>
0042 <text id="2301201">%null%</text>
0043 <text id="2301202">%null%</text>
0044 <text id="2301203">%null%</text>
0045 <text id="2301204">%null%</text>
0046 <text id="2301205">%null%</text>
0047 <text id="2301206">%null%</text>
0048 <text id="2301207">%null%</text>
0049 <text id="2301208">%null%</text>
0050 <text id="2301209">%null%</text>
0051 <text id="2301210">Invading another world...</text>
0052 <text id="2301304">You are being summoned to another
world...</text>
0053 <text id="2302000">Summoning another cooperato...</text>
0054 <text id="2302001">%null%</text>
0055 <text id="2302002">%null%</text>
0056 <text id="2302003">%null%</text>
0057 <text id="2302004">%null%</text>
0058 <text id="2302005">%null%</text>
0059 <text id="2302006">%null%</text>
0060 <text id="2302007">%null%</text>
0061 <text id="2302008">%null%</text>
0062 <text id="2302009">%null%</text>
0063 <text id="2302010">Summoning another cooperato...</text>
0064 <text id="2302100">Summoning another adversary...</text>
0065 <text id="2311000">Being summoned to another world as a
cooperato...</text>
0066 <text id="2311100">Being summoned to another world as an
adversary...</text>
0067 <text id="2311200">Invading another world...</text>
0068 <text id="2311201">%null%</text>
0069 <text id="2311202">%null%</text>
0070 <text id="2311203">%null%</text>
0071 <text id="2311204">%null%</text>
0072 <text id="2311205">%null%</text>
0073 <text id="2311206">%null%</text>
0074 <text id="2311207">%null%</text>
0075 <text id="2311208">%null%</text>
0076 <text id="2311209">%null%</text>
0077 <text id="2311210">Invading another world...</text>
0078 <text id="2311304">Being summoned to another world as a
hunter...</text>
0079 <text id="2331200">Attempting to invade another world...</
text>
0080 <text id="2331201">Searching for world to be summoned to as
an ally...</text>
0081 <text id="2331202">Requesting the summons of a Broken Finger
Stalker</text>
0082 <text id="2331203">%null%</text>
0083 <text id="2331204">%null%</text>
0084 <text id="2331205">%null%</text>
0085 <text id="2331206">%null%</text>
0086 <text id="2331207">%null%</text>
0087 <text id="2331208">%null%</text>
0088 <text id="2331209">%null%</text>
0089 <text id="2331210">Attempting to invade another world...</
text>
0090 <text id="2331300">Sending coop sign to summoning pool</text>
0091 <text id="2331301">Sending hostile sign to summoning pool</
text>
```

```
0001 <?xml version="1.0" encoding="utf-8"?>
0002 <fmq>
0003 <compression>None</compression>
0004 <version>DarkSouls3</version>
0005 <bigendian>False</bigendian>
0006 <entries>
0007 <text id="2120000">Summon this cooperato?</text>
0008 <text id="2120100">Summon this adversary?</text>
0009 <text id="2120200">Hunters from other worlds will be
automatically summoned to rescue
0010 you when your world is invaded</text>
0011 <text id="2120201">Hunters will no longer be summoned
automatically</text>
0012 <text id="2120202">%null%</text>
0013 <text id="2120203">%null%</text>
0014 <text id="2120204">%null%</text>
0015 <text id="2120205">%null%</text>
0016 <text id="2120206">%null%</text>
0017 <text id="2120207">%null%</text>
0018 <text id="2120208">%null%</text>
0019 <text id="2120209">%null%</text>
0020 <text id="2120210">You will now respond to calls for rescue
from other worlds</text>
0021 <text id="2120211">You are no longer responding to calls for
rescue from other worlds</text>
0022 <text id="2121000">Cancel summon sign?</text>
0023 <text id="2200000">Your summon sign disappeared</text>
0024 <text id="2200200">Invasion canceled</text>
0025 <text id="2200300">Finger Remedy effects wore off</text>
0026 <text id="2210000">Failed to create summon sign</text>
0027 <text id="2300000">Summoning cooperato...</text>
0028 <text id="2300001">%null%</text>
0029 <text id="2300002">%null%</text>
0030 <text id="2300003">%null%</text>
0031 <text id="2300004">%null%</text>
0032 <text id="2300005">%null%</text>
0033 <text id="2300006">%null%</text>
0034 <text id="2300007">%null%</text>
0035 <text id="2300008">%null%</text>
0036 <text id="2300009">%null%</text>
0037 <text id="2300010">Summoning cooperato...</text>
0038 <text id="2300100">Summoning adversary...</text>
0039 <text id="2301000">You are being summoned to another
world...</text>
0040 <text id="2301100">You are being summoned to another
world...</text>
0041 <text id="2301200">Invading another world...</text>
0042 <text id="2301201">%null%</text>
0043 <text id="2301202">%null%</text>
0044 <text id="2301203">%null%</text>
0045 <text id="2301204">%null%</text>
0046 <text id="2301205">%null%</text>
0047 <text id="2301206">%null%</text>
0048 <text id="2301207">%null%</text>
0049 <text id="2301208">%null%</text>
0050 <text id="2301209">%null%</text>
0051 <text id="2301210">Invading another world...</text>
0052 <text id="2301304">You are being summoned to another
world...</text>
0053 <text id="2302000">Summoning another cooperato...</text>
0054 <text id="2302001">%null%</text>
0055 <text id="2302002">%null%</text>
0056 <text id="2302003">%null%</text>
0057 <text id="2302004">%null%</text>
0058 <text id="2302005">%null%</text>
0059 <text id="2302006">%null%</text>
0060 <text id="2302007">%null%</text>
0061 <text id="2302008">%null%</text>
0062 <text id="2302009">%null%</text>
0063 <text id="2302010">Summoning another cooperato...</text>
0064 <text id="2302100">Summoning another adversary...</text>
0065 <text id="2311000">Being summoned to another world as a
cooperato...</text>
0066 <text id="2311100">Being summoned to another world as an
adversary...</text>
0067 <text id="2311200">Invading another world...</text>
0068 <text id="2311201">%null%</text>
0069 <text id="2311202">%null%</text>
0070 <text id="2311203">%null%</text>
0071 <text id="2311204">%null%</text>
0072 <text id="2311205">%null%</text>
0073 <text id="2311206">%null%</text>
0074 <text id="2311207">%null%</text>
0075 <text id="2311208">%null%</text>
0076 <text id="2311209">%null%</text>
0077 <text id="2311210">Invading another world...</text>
0078 <text id="2311304">Being summoned to another world as a
hunter...</text>
0079 <text id="2311413">All combatants have assembled</text>
0080 <text id="2331200">Attempting to invade another world...
(Bounds: Nearby only)</text>
0081 <text id="2331201">Attempting to invade another world...
(Bounds: Near/far)</text>
0082 <text id="2331202">Requesting the summons of a Broken Finger
Stalker</text>
0083 <text id="2331203">%null%</text>
0084 <text id="2331204">%null%</text>
0085 <text id="2331205">%null%</text>
0086 <text id="2331206">%null%</text>
0087 <text id="2331207">%null%</text>
0088 <text id="2331208">%null%</text>
0089 <text id="2331209">%null%</text>
0090 <text id="2331210">Attempting to invade another world...
(Bounds: Nearby only)</text>
0091 <text id="2331211">Attempting to invade another world...
(Bounds: Near/far)</text>
0092 <text id="2331300">Sending co-op sign to summoning pools
(Range: Nearby only)</text>
0093 <text id="2331301">Sending hostile sign to summoning pools
(Range: Nearby only)</text>
0094 <text id="2331302">%null%</text>
0095 <text id="2331303">%null%</text>
0096 <text id="2331304">%null%</text>
0097 <text id="2331305">Sending co-op sign to summoning pools
```

```
0092 <text id="2410000">Could not summon cooperator.
0093 Cooperator was unable to join session.</text>
0094 <text id="2410100">Could not summon adversary.
0095 Adversary was unable to join session.</text>
0096 <text id="2411000">Summoning aborted.
0097 Unable to join session.</text>
0098 <text id="2411100">Summoning aborted.
0099 Unable to join session.</text>
0100 <text id="2411200">Could not invade.
0101 Unable to join session.</text>
0102 <text id="2411201">%null%</text>
0103 <text id="2411202">%null%</text>
0104 <text id="2411203">%null%</text>
0105 <text id="2411204">%null%</text>
0106 <text id="2411205">%null%</text>
0107 <text id="2411206">%null%</text>
0108 <text id="2411207">%null%</text>
0109 <text id="2411208">%null%</text>
0110 <text id="2411209">%null%</text>
0111 <text id="2411210">Could not invade.
0112 Unable to join session.</text>
0113 <text id="2411304">Summoning aborted.
0114 Unable to join session.</text>
0115 <text id="2450000">Summoning of cooperator aborted.
0116 Cooperator died in their world.</text>
0117 <text id="2450100">Summoning of adversary aborted.
0118 Adversary died in their world.</text>
0119 <text id="2460000">Unable to summon cooperator due to
0120 time out</text>
0121 <text id="2460100">Unable to summon adversary due to
0122 time out</text>
0123 <text id="2461000">Summoning aborted due to
0124 time out</text>
0125 <text id="2461100">Summoning aborted due to
0126 time out</text>
0127 <text id="2461200">Invasion aborted due to
0128 time out</text>
0129 <text id="2461201">%null%</text>
0130 <text id="2461202">%null%</text>
0131 <text id="2461203">%null%</text>
0132 <text id="2461204">%null%</text>
0133 <text id="2461205">%null%</text>
0134 <text id="2461206">%null%</text>
0135 <text id="2461207">%null%</text>
0136 <text id="2461208">%null%</text>
0137 <text id="2461209">%null%</text>
0138 <text id="2461210">Invasion aborted due to
0139 time out</text>
0140 <text id="2461304">Summoning aborted due to
0141 time out</text>
0142 <text id="2490000">Unable to summon cooperator</text>
0143 <text id="2490100">Unable to summon adversary</text>
0144 <text id="2491000">Unable to be summoned</text>
0145 <text id="2491100">Unable to be summoned</text>
0146 <text id="2491200">Unable to invade</text>
0147 <text id="2491201">%null%</text>
0148 <text id="2491202">%null%</text>
0149 <text id="2491203">%null%</text>
0150 <text id="2491204">%null%</text>
0151 <text id="2491205">%null%</text>
0152 <text id="2491206">%null%</text>
0153 <text id="2491207">%null%</text>
0154 <text id="2491208">%null%</text>
0155 <text id="2491209">%null%</text>
0156 <text id="2491210">Unable to invade</text>
0157 <text id="2491304">Unable to be summoned</text>
0158 <text id="2510000">Could not summon cooperator.
0159 Failed to create session.</text>
0160 <text id="2510100">Could not summon adversary.
0161 Failed to create session.</text>
0162 <text id="2521000">Unable to be summoned.
0163 Failed to join session.</text>
0164 <text id="2521100">Unable to be summoned.
0165 Failed to join session.</text>
0166 <text id="2521200">Could not invade.
0167 Failed to join session.</text>
0168 <text id="2521201">%null%</text>
0169 <text id="2521202">%null%</text>
0170 <text id="2521203">%null%</text>
0171 <text id="2521204">%null%</text>
0172 <text id="2521205">%null%</text>
0173 <text id="2521206">%null%</text>
0174 <text id="2521207">%null%</text>
0175 <text id="2521208">%null%</text>
0176 <text id="2521209">%null%</text>
0177 <text id="2521210">Could not invade.
0178 Failed to join session.</text>
0179 <text id="2521304">Unable to be summoned.
0180 Failed to join session.</text>
0181 <text id="2600000">Furled Finger &lt;?joinName?&gt; summoned
as a cooperator</text>
0182 <text id="2600001">%null%</text>
0183 <text id="2600002">%null%</text>
0184 <text id="2600003">%null%</text>
0185 <text id="2600004">%null%</text>
0186 <text id="2600005">%null%</text>
0187 <text id="2600006">%null%</text>
0188 <text id="2600007">%null%</text>
0189 <text id="2600008">%null%</text>
0190 <text id="2600009">%null%</text>
0191 <text id="2600010">&lt;?joinName?&gt; summoned as a
cooperator</text>
0192 <text id="2600100">Duelist &lt;?joinName?&gt; summoned as an
adversary</text>
```

```
0098 (Range: Near/far)</text>
<text id="2331306">Sending hostile sign to summoning pools
(Range: Near/far)</text>
0099 <text id="2341413">Please wait until all combatants are
assembled.
0100 (Remaining combatant(s): &lt;?matchRemainingCount?&gt; )</
text>
0101 <text id="2351413">Please wait until all combatants are
assembled.
0102 (Remaining allies: &lt;?matchRemainingMyCount?&gt;; remaining
foes: &lt;?matchRemainingEnemyCount?&gt;)</text>
0103 <text id="2410000">Could not summon cooperator.
0104 Cooperator was unable to join session.</text>
0105 <text id="2410100">Could not summon adversary.
0106 Adversary was unable to join session.</text>
0107 <text id="2411000">Summoning aborted.
0108 Unable to join session.</text>
0109 <text id="2411100">Summoning aborted.
0110 Unable to join session.</text>
0111 <text id="2411200">Could not invade.
0112 Unable to join session.</text>
0113 <text id="2411201">%null%</text>
0114 <text id="2411202">%null%</text>
0115 <text id="2411203">%null%</text>
0116 <text id="2411204">%null%</text>
0117 <text id="2411205">%null%</text>
0118 <text id="2411206">%null%</text>
0119 <text id="2411207">%null%</text>
0120 <text id="2411208">%null%</text>
0121 <text id="2411209">%null%</text>
0122 <text id="2411210">Could not invade.
0123 Unable to join session.</text>
0124 <text id="2411304">Summoning aborted.
0125 Unable to join session.</text>
0126 <text id="2450000">Summoning of cooperator aborted.
0127 Cooperator died in their world.</text>
0128 <text id="2450100">Summoning of adversary aborted.
0129 Adversary died in their world.</text>
0130 <text id="2460000">Unable to summon cooperator due to
0131 time out</text>
0132 <text id="2460100">Unable to summon adversary due to
0133 time out</text>
0134 <text id="2461000">Summoning aborted due to
0135 time out</text>
0136 <text id="2461100">Summoning aborted due to
0137 time out</text>
0138 <text id="2461200">Invasion aborted due to
0139 time out</text>
0140 <text id="2461201">%null%</text>
0141 <text id="2461202">%null%</text>
0142 <text id="2461203">%null%</text>
0143 <text id="2461204">%null%</text>
0144 <text id="2461205">%null%</text>
0145 <text id="2461206">%null%</text>
0146 <text id="2461207">%null%</text>
0147 <text id="2461208">%null%</text>
0148 <text id="2461209">%null%</text>
0149 <text id="2461210">Invasion aborted due to
0150 time out</text>
0151 <text id="2461304">Summoning aborted due to
0152 time out</text>
0153 <text id="2490000">Unable to summon cooperator</text>
0154 <text id="2490100">Unable to summon adversary</text>
0155 <text id="2491000">Unable to be summoned</text>
0156 <text id="2491100">Unable to be summoned</text>
0157 <text id="2491200">Unable to invade</text>
0158 <text id="2491201">%null%</text>
0159 <text id="2491202">%null%</text>
0160 <text id="2491203">%null%</text>
0161 <text id="2491204">%null%</text>
0162 <text id="2491205">%null%</text>
0163 <text id="2491206">%null%</text>
0164 <text id="2491207">%null%</text>
0165 <text id="2491208">%null%</text>
0166 <text id="2491209">%null%</text>
0167 <text id="2491210">Unable to invade</text>
0168 <text id="2491304">Unable to be summoned</text>
0169 <text id="2510000">Could not summon cooperator.
0170 Failed to create session.</text>
0171 <text id="2510100">Could not summon adversary.
0172 Failed to create session.</text>
0173 <text id="2521000">Unable to be summoned.
0174 Failed to join session.</text>
0175 <text id="2521100">Unable to be summoned.
0176 Failed to join session.</text>
0177 <text id="2521200">Could not invade.
0178 Failed to join session.</text>
0179 <text id="2521201">%null%</text>
0180 <text id="2521202">%null%</text>
0181 <text id="2521203">%null%</text>
0182 <text id="2521204">%null%</text>
0183 <text id="2521205">%null%</text>
0184 <text id="2521206">%null%</text>
0185 <text id="2521207">%null%</text>
0186 <text id="2521208">%null%</text>
0187 <text id="2521209">%null%</text>
0188 <text id="2521210">Could not invade.
0189 Failed to join session.</text>
0190 <text id="2521304">Unable to be summoned.
0191 Failed to join session.</text>
0192 <text id="2600000">Furled Finger &lt;?joinName?&gt; summoned
as a cooperator</text>
0193 <text id="2600001">%null%</text>
0194 <text id="2600002">%null%</text>
0195 <text id="2600003">%null%</text>
0196 <text id="2600004">%null%</text>
0197 <text id="2600005">%null%</text>
0198 <text id="2600006">%null%</text>
0199 <text id="2600007">%null%</text>
0200 <text id="2600008">%null%</text>
0201 <text id="2600009">%null%</text>
0202 <text id="2600010">&lt;?joinName?&gt; summoned as a
cooperator</text>
0203 <text id="2600100">Duelist &lt;?joinName?&gt; summoned as an
adversary</text>
```

```
0193 <text id="2600200">Invaded by Bloody Finger &lt;?joinName?
    &gt;!</text>
0194 <text id="2600201">%null%</text>
0195 <text id="2600202">%null%</text>
0196 <text id="2600203">%null%</text>
0197 <text id="2600204">%null%</text>
0198 <text id="2600205">%null%</text>
0199 <text id="2600206">%null%</text>
0200 <text id="2600207">%null%</text>
0201 <text id="2600208">%null%</text>
0202 <text id="2600209">%null%</text>
0203 <text id="2600210">Invaded by Recusant &lt;?joinName?&gt;!</
    text>
0204 <text id="2600211">%null%</text>
0205 <text id="2600212">%null%</text>
0206 <text id="2600213">%null%</text>
0207 <text id="2600214">%null%</text>
0208 <text id="2600215">%null%</text>
0209 <text id="2600216">%null%</text>
0210 <text id="2600217">%null%</text>
0211 <text id="2600218">%null%</text>
0212 <text id="2600219">%null%</text>
0213 <text id="2600220">Invaded by &lt;?joinName?&gt;!</text>
0214 <text id="2600221">%null%</text>
0215 <text id="2600222">%null%</text>
0216 <text id="2600223">%null%</text>
0217 <text id="2600224">%null%</text>
0218 <text id="2600225">%null%</text>
0219 <text id="2600226">%null%</text>
0220 <text id="2600227">%null%</text>
0221 <text id="2600228">%null%</text>
0222 <text id="2600229">%null%</text>
0223 <text id="2600230">Invaded by &lt;?joinName?&gt;!</text>
0224 <text id="2600231">%null%</text>
0225 <text id="2600232">%null%</text>
0226 <text id="2600233">%null%</text>
0227 <text id="2600234">%null%</text>
0228 <text id="2600235">%null%</text>
0229 <text id="2600236">%null%</text>
0230 <text id="2600237">%null%</text>
0231 <text id="2600238">%null%</text>
0232 <text id="2600239">%null%</text>
0233 <text id="2600240">Invaded by &lt;?joinName?&gt;!</text>
0234 <text id="2600304">Hunter &lt;?joinName?&gt; summoned</text>
0235 <text id="2601000">Summoned as a Furled Finger cooperator.
0236 Help &lt;?hostName?&gt;; Host of Fingers,
0237 defeat the area boss!</text>
0238 <text id="2601100">Summoned as a duelist adversary.
0239 Defeat &lt;?hostName?&gt;; Host of Fingers!</text>
0240 <text id="2601200">Invading another world.
0241 Defeat &lt;?hostName?&gt;; Host of Fingers!</text>
0242 <text id="2601201">%null%</text>
0243 <text id="2601202">%null%</text>
0244 <text id="2601203">%null%</text>
0245 <text id="2601204">%null%</text>
0246 <text id="2601205">%null%</text>
0247 <text id="2601206">%null%</text>
0248 <text id="2601207">%null%</text>
0249 <text id="2601208">%null%</text>
0250 <text id="2601209">%null%</text>
0251 <text id="2601210">Invading another world.
0252 Defeat &lt;?hostName?&gt;; Host of Fingers!</text>
0253 <text id="2601304">Summoned to the world of &lt;?hostName?
    &gt;;
0254 Host of Fingers, as a helpful hunter.
0255 Help them defeat Bloody Finger &lt;?joinName?&gt;!</text>
0256 <text id="2601409">Invading another world.
0257 Defeat, Host of Fingers!</text>
0258 <text id="2601410">Invading another world.
0259 Defeat, Host of Fingers!</text>
0260 <text id="2601411">Invading another world.
0261 Defeat, Host of Fingers!</text>
0262 <text id="2601412">Invading another world.
0263 Defeat, Host of Fingers!</text>
0264 <text id="2601413">Invading another world.
0265 Defeat, Host of Fingers!</text>
0266 <text id="2601414">Invading another world.
0267 Defeat, Host of Fingers!</text>
0268 <text id="2601415">Invading another world.
0269 Defeat, Host of Fingers!</text>
0270 <text id="2601416">Invading another world.
0271 Defeat, Host of Fingers!</text>
0272 <text id="2601417">Invading another world.
0273 Defeat, Host of Fingers!</text>
0274 <text id="2601418">Invading another world.
0275 Defeat, Host of Fingers!</text>
0276 <text id="2601419">Invading another world.
0277 Defeat, Host of Fingers!</text>
0278 <text id="2601420">Summoned to assist Sorceress Sellen.
0279 Defeat Witch-Hunter Jerren!</text>
0280 <text id="2601421">Summoned to assist Millicent.
0281 Defeat the sisters!</text>
0282 <text id="2601422">%null%</text>
0283 <text id="2601423">%null%</text>
0284 <text id="2602000">Furled Finger &lt;?joinName?&gt; summoned
    as a cooperator</text>
0285 <text id="2602001">%null%</text>
0286 <text id="2602002">%null%</text>
0287 <text id="2602003">%null%</text>
0288 <text id="2602004">%null%</text>
0289 <text id="2602005">%null%</text>
0290 <text id="2602006">%null%</text>
0291 <text id="2602007">%null%</text>
0292 <text id="2602008">%null%</text>
0293 <text id="2602009">%null%</text>
0294 <text id="2602010">&lt;?joinName?&gt; summoned as a
    cooperator</text>
0295 <text id="2602100">Duelist &lt;?joinName?&gt; summoned as an
    adversary</text>
0296 <text id="2602200">Invaded by Bloody Finger &lt;?joinName?
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0204 <text id="2600200">Invaded by Bloody Finger &lt;?joinName?
    &gt;!</text>
0205 <text id="2600201">%null%</text>
0206 <text id="2600202">%null%</text>
0207 <text id="2600203">%null%</text>
0208 <text id="2600204">%null%</text>
0209 <text id="2600205">%null%</text>
0210 <text id="2600206">%null%</text>
0211 <text id="2600207">%null%</text>
0212 <text id="2600208">%null%</text>
0213 <text id="2600209">%null%</text>
0214 <text id="2600210">Invaded by Recusant &lt;?joinName?&gt;!</
    text>
0215 <text id="2600211">%null%</text>
0216 <text id="2600212">%null%</text>
0217 <text id="2600213">%null%</text>
0218 <text id="2600214">%null%</text>
0219 <text id="2600215">%null%</text>
0220 <text id="2600216">%null%</text>
0221 <text id="2600217">%null%</text>
0222 <text id="2600218">%null%</text>
0223 <text id="2600219">%null%</text>
0224 <text id="2600220">Invaded by &lt;?joinName?&gt;!</text>
0225 <text id="2600221">%null%</text>
0226 <text id="2600222">%null%</text>
0227 <text id="2600223">%null%</text>
0228 <text id="2600224">%null%</text>
0229 <text id="2600225">%null%</text>
0230 <text id="2600226">%null%</text>
0231 <text id="2600227">%null%</text>
0232 <text id="2600228">%null%</text>
0233 <text id="2600229">%null%</text>
0234 <text id="2600230">Invaded by &lt;?joinName?&gt;!</text>
0235 <text id="2600231">%null%</text>
0236 <text id="2600232">%null%</text>
0237 <text id="2600233">%null%</text>
0238 <text id="2600234">%null%</text>
0239 <text id="2600235">%null%</text>
0240 <text id="2600236">%null%</text>
0241 <text id="2600237">%null%</text>
0242 <text id="2600238">%null%</text>
0243 <text id="2600239">%null%</text>
0244 <text id="2600240">Invaded by &lt;?joinName?&gt;!</text>
0245 <text id="2600304">Hunter &lt;?joinName?&gt; summoned</text>
0246 <text id="2601000">Summoned as a Furled Finger cooperator.
0247 Help &lt;?hostName?&gt;; Host of Fingers,
0248 defeat the area boss!</text>
0249 <text id="2601100">Summoned as a duelist adversary.
0250 Defeat &lt;?hostName?&gt;; Host of Fingers!</text>
0251 <text id="2601200">Invading another world.
0252 Defeat &lt;?hostName?&gt;; Host of Fingers!</text>
0253 <text id="2601201">%null%</text>
0254 <text id="2601202">%null%</text>
0255 <text id="2601203">%null%</text>
0256 <text id="2601204">%null%</text>
0257 <text id="2601205">%null%</text>
0258 <text id="2601206">%null%</text>
0259 <text id="2601207">%null%</text>
0260 <text id="2601208">%null%</text>
0261 <text id="2601209">%null%</text>
0262 <text id="2601210">Invading another world.
0263 Defeat &lt;?hostName?&gt;; Host of Fingers!</text>
0264 <text id="2601304">Summoned to the world of &lt;?hostName?
    &gt;;
0265 Host of Fingers, as a hunter.
0266 Help them defeat Bloody Finger &lt;?joinName?&gt;!</text>
0267 <text id="2601409">Summoned to another world.</text>
0268 <text id="2601410">Invading another world.
0269 Defeat &lt;?hostName?&gt;!</text>
0270 <text id="2601411">Invading another world.
0271 Defeat &lt;?hostName?&gt;!</text>
0272 <text id="2601412">Invading another world.
0273 Defeat White Mask Varré!</text>
0274 <text id="2601413">Invading another world.
0275 Defeat Old Knight Istvan!</text>
0276 <text id="2601414">Invading another world.
0277 Defeat Raleigh the Idle!</text>
0278 <text id="2601415">Invading another world.
0279 Defeat Juno Hoslow, Knight of Blood!</text>
0280 <text id="2601416">Invading another world.
0281 Defeat Vargram the Raging Wolf and Errant Sorcerer Wilhelm!</
    text>
0282 <text id="2601417">Invading another world.
0283 Defeat Great Horned Tragoth!</text>
0284 <text id="2601418">Summoned to another world.
0285 Defeat Bloody Finger Ravenmount Assassin!</text>
0286 <text id="2601419">Summoned to another world.
0287 Defeat Sorceress Sellen!</text>
0288 <text id="2601420">Summoned to another world.
0289 Defeat Witch-Hunter Jerren!</text>
0290 <text id="2601421">Summoned to another world.
0291 Defeat Millicent's sisters!</text>
0292 <text id="2601422">Summoned to another world.
0293 Defeat Millicent!</text>
0294 <text id="2601423">You have been ambushed!
0295 Defeat Ensha of the Royal Remains!</text>
0296 <text id="2601424">Invading another world.
0297 Defeat Magnus the Beast Claw!</text>
0298 <text id="2602000">Furled Finger &lt;?joinName?&gt; summoned
    as a cooperator</text>
0299 <text id="2602001">%null%</text>
0300 <text id="2602002">%null%</text>
0301 <text id="2602003">%null%</text>
0302 <text id="2602004">%null%</text>
0303 <text id="2602005">%null%</text>
0304 <text id="2602006">%null%</text>
0305 <text id="2602007">%null%</text>
0306 <text id="2602008">%null%</text>
0307 <text id="2602009">%null%</text>
0308 <text id="2602010">&lt;?joinName?&gt; summoned as a
    cooperator</text>
0309 <text id="2602100">Duelist &lt;?joinName?&gt; summoned as an
    adversary</text>
0310 <text id="2602200">Invaded by Bloody Finger &lt;?joinName?
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&gt;!
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&gt;!has
invaded</text>
<text id="2602251">%null%</text>
<text id="2602252">%null%</text>
<text id="2602253">%null%</text>
<text id="2602254">%null%</text>
<text id="2602255">%null%</text>
<text id="2602256">%null%</text>
<text id="2602257">%null%</text>
<text id="2602258">%null%</text>
<text id="2602259">%null%</text>
<text id="2602260">Recusant &lt;?joinName?&gt; has invaded</text>
<text id="2602261">%null%</text>
<text id="2602262">%null%</text>
<text id="2602263">%null%</text>
<text id="2602264">%null%</text>
<text id="2602265">%null%</text>
<text id="2602266">%null%</text>
<text id="2602267">%null%</text>
<text id="2602268">%null%</text>
<text id="2602269">%null%</text>
<text id="2602270">&lt;?joinName?&gt; has invaded</text>
<text id="2602271">%null%</text>
<text id="2602272">%null%</text>
<text id="2602273">%null%</text>
<text id="2602274">%null%</text>
<text id="2602275">%null%</text>
<text id="2602276">%null%</text>
<text id="2602277">%null%</text>
<text id="2602278">%null%</text>
<text id="2602279">%null%</text>
<text id="2602280">&lt;?joinName?&gt; has invaded</text>
<text id="2602281">%null%</text>
<text id="2602282">%null%</text>
<text id="2602283">%null%</text>
<text id="2602284">%null%</text>
<text id="2602285">%null%</text>
<text id="2602286">%null%</text>
<text id="2602287">%null%</text>
<text id="2602288">%null%</text>
<text id="2602289">%null%</text>
<text id="2602290">&lt;?joinName?&gt; has invaded</text>
<text id="2602304">Hunter &lt;?joinName?&gt; summoned</text>
<text id="2602354">Hunter &lt;?joinName?&gt; summoned</text>
<text id="2610304">With their objective accomplished,
Hunter &lt;?leaveName?&gt; returned to their world</text>
<text id="2611000">Objective accomplished.
Returning to your world.</text>
<text id="2611001">%null%</text>
<text id="2611002">%null%</text>
<text id="2611003">%null%</text>
<text id="2611004">%null%</text>
<text id="2611005">%null%</text>
<text id="2611006">%null%</text>
<text id="2611007">%null%</text>
<text id="2611008">%null%</text>
<text id="2611009">%null%</text>
<text id="2611010">The Host of Fingers accomplished their
objective in a distant location.
Returning to your world.</text>
<text id="2611100">Host of Fingers defeated.
Returning to your world.</text>
<text id="2611200">Host of Fingers defeated.
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0407 Returning to your world.</text>
0408 <text id="2611201">%null%</text>
0409 <text id="2611202">%null%</text>
0410 <text id="2611203">%null%</text>
0411 <text id="2611204">%null%</text>
0412 <text id="2611205">%null%</text>
0413 <text id="2611206">%null%</text>
0414 <text id="2611207">%null%</text>
0415 <text id="2611208">%null%</text>
0416 <text id="2611209">%null%</text>
0417 <text id="2611210">Host of Fingers defeated.
0418 Returning to your world.</text>
0419 <text id="2611304">Bloody Finger defeated.
0420 Returning to your world.</text>
0421 <text id="2611409">Host of Fingers defeated.
0422 Returning to your world.</text>
0423 <text id="2611410">Host of Fingers defeated.
0424 Returning to your world.</text>
0425 <text id="2611411">Host of Fingers defeated.
0426 Returning to your world.</text>
0427 <text id="2611412">Host of Fingers defeated.
0428 Returning to your world.</text>
0429 <text id="2611413">Host of Fingers defeated.
0430 Returning to your world.</text>
0431 <text id="2611414">Host of Fingers defeated.
0432 Returning to your world.</text>
0433 <text id="2611415">Host of Fingers defeated.
0434 Returning to your world.</text>
0435 <text id="2611416">Host of Fingers defeated.
0436
0437 Returning to your world.</text>
0438 <text id="2611417">Host of Fingers defeated.
0439 Returning to your world.</text>
0440 <text id="2611418">Host of Fingers defeated.
0441
0442 Returning to your world.</text>
0443 <text id="2611419">Host of Fingers defeated.
0444 Returning to your world.</text>
0445 <text id="2611420">Witch-Hunter Jerren defeated.
0446 Returning to your world...</text>
0447 <text id="2611421">Sisters defeated.
0448 Returning to your world...</text>
0449 <text id="2611422">Host of Fingers defeated.
0450 Returning to your world.</text>
0451 <text id="2611423">%null%</text>
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0421 Returning to your world.</text>
0422 <text id="2611201">%null%</text>
0423 <text id="2611202">%null%</text>
0424 <text id="2611203">%null%</text>
0425 <text id="2611204">%null%</text>
0426 <text id="2611205">%null%</text>
0427 <text id="2611206">%null%</text>
0428 <text id="2611207">%null%</text>
0429 <text id="2611208">%null%</text>
0430 <text id="2611209">%null%</text>
0431 <text id="2611210">Host of Fingers defeated.
0432 Returning to your world.</text>
0433 <text id="2611304">Invader defeated.
0434 Returning to your world.</text>
0435 <text id="2611409">Objective accomplished.
0436 Returning to your world.</text>
0437 <text id="2611410">Objective accomplished.
0438 Returning to your world.</text>
0439 <text id="2611411">Objective accomplished.
0440 Returning to your world.</text>
0441 <text id="2611412">White Mask Varré defeated.
0442 Returning to your world.</text>
0443 <text id="2611413">Old Knight Istvan defeated.
0444 Returning to your world.</text>
0445 <text id="2611414">Raleigh the Idle defeated.
0446 Returning to your world.</text>
0447 <text id="2611415">Juno Hoslow, Knight of Blood defeated.
0448 Returning to your world.</text>
0449 <text id="2611416">Vargram the Raging Wolf and Errant
Sorcerer Wilhelm defeated.
0450 Returning to your world.</text>
0451 <text id="2611417">Great Horned Tragoth defeated.
0452 Returning to your world.</text>
0453 <text id="2611418">Bloody Finger Ravenmount Assassin
defeated.
0454 Returning to your world.</text>
0455 <text id="2611419">Sorceress Sellen defeated.
0456 Returning to your world.</text>
0457 <text id="2611420">Witch-Hunter Jerren defeated.

0458 Returning to your world.</text>
0459 <text id="2611421">Millicent's sisters defeated.
0460 Returning to your world.</text>
0461 <text id="2611422">Millicent defeated.
0462 Returning to your world.</text>
0463 <text id="2611423">Defeated Ensha of the Royal Remains.</
text>
0464 <text id="2611424">Magnus the Beast Claw defeated.
0465 Returning to your world.</text>
0466 <text id="2612304">With their objective accomplished,
0467 Hunter &lt;?leaveName?&gt; returned to their world</text>
0468 <text id="2620000">Furled Finger &lt;?deadName?&gt; has
died</text>
0469 <text id="2620001">%null%</text>
0470 <text id="2620002">%null%</text>
0471 <text id="2620003">%null%</text>
0472 <text id="2620004">%null%</text>
0473 <text id="2620005">%null%</text>
0474 <text id="2620006">%null%</text>
0475 <text id="2620007">%null%</text>
0476 <text id="2620008">%null%</text>
0477 <text id="2620009">%null%</text>
0478 <text id="2620010">&lt;?deadName?&gt; has died</text>
0479 <text id="2620100">Duelist &lt;?deadName?&gt; has died</text>
0480 <text id="2620200">Bloody Finger &lt;?deadName?&gt; has
died</text>
0481 <text id="2620201">%null%</text>
0482 <text id="2620202">%null%</text>
0483 <text id="2620203">%null%</text>
0484 <text id="2620204">%null%</text>
0485 <text id="2620205">%null%</text>
0486 <text id="2620206">%null%</text>
0487 <text id="2620207">%null%</text>
0488 <text id="2620208">%null%</text>
0489 <text id="2620209">%null%</text>
0490 <text id="2620210">Recusant &lt;?deadName?&gt; has died</
text>
0491 <text id="2620211">%null%</text>
0492 <text id="2620212">%null%</text>
0493 <text id="2620213">%null%</text>
0494 <text id="2620214">%null%</text>
0495 <text id="2620215">%null%</text>
0496 <text id="2620216">%null%</text>
0497 <text id="2620217">%null%</text>
0498 <text id="2620218">%null%</text>
0499 <text id="2620219">%null%</text>
0500 <text id="2620220">&lt;?deadName?&gt; has died</text>
0501 <text id="2620221">%null%</text>
0502 <text id="2620222">%null%</text>
0503 <text id="2620223">%null%</text>
0504 <text id="2620224">%null%</text>
0505 <text id="2620225">%null%</text>
0506 <text id="2620226">%null%</text>
0507 <text id="2620227">%null%</text>
0508 <text id="2620228">%null%</text>
0509 <text id="2620229">%null%</text>
0510 <text id="2620230">&lt;?deadName?&gt; has died</text>
0511 <text id="2620231">%null%</text>
0512 <text id="2620232">%null%</text>
0513 <text id="2620233">%null%</text>
0514 <text id="2620234">%null%</text>
0515 <text id="2620235">%null%</text>
0516 <text id="2620236">%null%</text>
0517 <text id="2620237">%null%</text>
0518 <text id="2620238">%null%</text>
0519 <text id="2620239">%null%</text>
0520 <text id="2620240">&lt;?deadName?&gt; has died</text>
0521 <text id="2620304">Hunter &lt;?deadName?&gt; has died</text>
0522 <text id="2620430">&lt;?roleName?&gt; &lt;?deadName?&gt; has
been defeated </text>
0523 <text id="2621000">You died. Returning to your world.</text>
0524 <text id="2621100">You died. Returning to your world.</text>

```

```
0525 <text id="2621200">You died. Returning to your world.</text>
0526 <text id="2621201">%null%</text>
0527 <text id="2621202">%null%</text>
0528 <text id="2621203">%null%</text>
0529 <text id="2621204">%null%</text>
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0531 <text id="2621206">%null%</text>
0532 <text id="2621207">%null%</text>
0533 <text id="2621208">%null%</text>
0534 <text id="2621209">%null%</text>
0535 <text id="2621210">You died. Returning to your world.</text>
0536 <text id="2621304">You died. Returning to your world.</text>
0537 <text id="2621409">You died. Returning to your world.</text>
0538 <text id="2621410">You died. Returning to your world.</text>
0539 <text id="2621411">You died. Returning to your world.</text>
0540 <text id="2621412">You died. Returning to your world.</text>
0541 <text id="2621413">You died. Returning to your world.</text>
0542 <text id="2621414">You died. Returning to your world.</text>
0543 <text id="2621415">You died. Returning to your world.</text>
0544 <text id="2621416">You died. Returning to your world.</text>
0545 <text id="2621417">You died. Returning to your world.</text>
0546 <text id="2621418">You died. Returning to your world.</text>
0547 <text id="2621419">You died. Returning to your world.</text>
0548 <text id="2621420">You died. Returning to your world.</text>
0549 <text id="2621421">You died. Returning to your world.</text>
0550 <text id="2621422">You died. Returning to your world.</text>
0551 <text id="2621423">You died.</text>
```

```
0552 <text id="2621424">You died. Returning to your world.</text>
0553 <text id="2621425">%null%</text>
0554 <text id="2621426">%null%</text>
0555 <text id="2621427">%null%</text>
0556 <text id="2621428">%null%</text>
0557 <text id="2621429">%null%</text>
0558 <text id="2621430">You have been defeated.
0559 You will revive and return to combat.</text>
0560 <text id="2622000">Furled Finger &lt;?deadName?&gt; has
died</text>
0561 <text id="2622001">%null%</text>
0562 <text id="2622002">%null%</text>
0563 <text id="2622003">%null%</text>
0564 <text id="2622004">%null%</text>
0565 <text id="2622005">%null%</text>
0566 <text id="2622006">%null%</text>
0567 <text id="2622007">%null%</text>
0568 <text id="2622008">%null%</text>
0569 <text id="2622009">%null%</text>
0570 <text id="2622010">&lt;?deadName?&gt; has died</text>
0571 <text id="2622100">Duelist &lt;?deadName?&gt; has died</text>
0572 <text id="2622200">Bloody Finger &lt;?deadName?&gt; has
died</text>
0573 <text id="2622201">%null%</text>
0574 <text id="2622202">%null%</text>
0575 <text id="2622203">%null%</text>
0576 <text id="2622204">%null%</text>
0577 <text id="2622205">%null%</text>
0578 <text id="2622206">%null%</text>
0579 <text id="2622207">%null%</text>
0580 <text id="2622208">%null%</text>
0581 <text id="2622209">%null%</text>
0582 <text id="2622210">Recusant &lt;?deadName?&gt; has died</
text>
0583 <text id="2622211">%null%</text>
0584 <text id="2622212">%null%</text>
0585 <text id="2622213">%null%</text>
0586 <text id="2622214">%null%</text>
0587 <text id="2622215">%null%</text>
0588 <text id="2622216">%null%</text>
0589 <text id="2622217">%null%</text>
0590 <text id="2622218">%null%</text>
0591 <text id="2622219">%null%</text>
0592 <text id="2622220">&lt;?deadName?&gt; has died</text>
0593 <text id="2622221">%null%</text>
0594 <text id="2622222">%null%</text>
0595 <text id="2622223">%null%</text>
0596 <text id="2622224">%null%</text>
0597 <text id="2622225">%null%</text>
0598 <text id="2622226">%null%</text>
0599 <text id="2622227">%null%</text>
0600 <text id="2622228">%null%</text>
0601 <text id="2622229">%null%</text>
0602 <text id="2622230">&lt;?deadName?&gt; has died</text>
0603 <text id="2622231">%null%</text>
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0610 <text id="2622238">%null%</text>
0611 <text id="2622239">%null%</text>
0612 <text id="2622240">&lt;?deadName?&gt; has died</text>
0613 <text id="2622304">Hunter &lt;?deadName?&gt; has died</text>
0614 <text id="2630000">Furled Finger &lt;?leaveName?&gt; has
returned to their world</text>
0615 <text id="2630001">%null%</text>
0616 <text id="2630002">%null%</text>
0617 <text id="2630003">%null%</text>
0618 <text id="2630004">%null%</text>
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0621 <text id="2630007">%null%</text>
0622 <text id="2630008">%null%</text>
0623 <text id="2630009">%null%</text>
0624 <text id="2630010">&lt;?leaveName?&gt; has returned to their
world</text>
0625 <text id="2630100">Duelist &lt;?leaveName?&gt; has returned
to their world</text>
0626 <text id="2630200">Bloody Finger &lt;?leaveName?&gt; has
returned to their world</text>
0627 <text id="2630201">%null%</text>
0628 <text id="2630202">%null%</text>
0629 <text id="2630203">%null%</text>
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0631 <text id="2630205">%null%</text>
0632 <text id="2630206">%null%</text>
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to their world</text>
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0638 <text id="2630212">%null%/text>
0639 <text id="2630213">%null%/text>
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0647 <text id="2630221">%null%/text>
0648 <text id="2630222">%null%/text>
0649 <text id="2630223">%null%/text>
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0654 <text id="2630228">%null%/text>
0655 <text id="2630229">%null%/text>
0656 <text id="2630230">&lt;?leaveName?&gt; has returned to their
world</text>
0657 <text id="2630231">%null%/text>
0658 <text id="2630232">%null%/text>
0659 <text id="2630233">%null%/text>
0660 <text id="2630234">%null%/text>
0661 <text id="2630235">%null%/text>
0662 <text id="2630236">%null%/text>
0663 <text id="2630237">%null%/text>
0664 <text id="2630238">%null%/text>
0665 <text id="2630239">%null%/text>
0666 <text id="2630240">&lt;?leaveName?&gt; has returned to their
world</text>
0667 <text id="2630304">Hunter &lt;?leaveName?&gt; has returned to
their world</text>
0668 <text id="2631000">Returning to your world</text>
0669 <text id="2631100">Returning to your world</text>
0670 <text id="2631200">Returning to your world</text>
0671 <text id="2631201">%null%/text>
0672 <text id="2631202">%null%/text>
0673 <text id="2631203">%null%/text>
0674 <text id="2631204">%null%/text>
0675 <text id="2631205">%null%/text>
0676 <text id="2631206">%null%/text>
0677 <text id="2631207">%null%/text>
0678 <text id="2631208">%null%/text>
0679 <text id="2631209">%null%/text>
0680 <text id="2631210">Returning to your world</text>
0681 <text id="2631304">Returning to your world</text>
0682 <text id="2631409">Returning to your world</text>
0683 <text id="2631410">Returning to your world</text>
0684 <text id="2631411">Returning to your world</text>
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0697 <text id="2631424">Returning to your world</text>
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returned to their world</text>
0699 <text id="2632001">%null%/text>
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0705 <text id="2632007">%null%/text>
0706 <text id="2632008">%null%/text>
0707 <text id="2632009">%null%/text>
0708 <text id="2632010">&lt;?leaveName?&gt; has returned to their
world</text>
0709 <text id="2632100">Duelist &lt;?leaveName?&gt; has returned
to their world</text>
0710 <text id="2632200">Bloody Finger &lt;?leaveName?&gt; has
returned to their world</text>
0711 <text id="2632201">%null%/text>
0712 <text id="2632202">%null%/text>
0713 <text id="2632203">%null%/text>
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0717 <text id="2632207">%null%/text>
0718 <text id="2632208">%null%/text>
0719 <text id="2632209">%null%/text>
0720 <text id="2632210">Recusant &lt;?leaveName?&gt; has returned
to their world</text>
0721 <text id="2632211">%null%/text>
0722 <text id="2632212">%null%/text>
0723 <text id="2632213">%null%/text>
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0725 <text id="2632215">%null%/text>
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0727 <text id="2632217">%null%/text>
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0732 <text id="2632222">%null%/text>
0733 <text id="2632223">%null%/text>
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0735 <text id="2632225">%null%/text>
0736 <text id="2632226">%null%/text>
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0711 <text id="2632228">%null%/text>
0712 <text id="2632229">%null%/text>
0713 <text id="2632230">&lt;?leaveName?&gt; has returned to their
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0714 <text id="2632231">%null%/text>
0715 <text id="2632232">%null%/text>
0716 <text id="2632233">%null%/text>
0717 <text id="2632234">%null%/text>
0718 <text id="2632235">%null%/text>
0719 <text id="2632236">%null%/text>
0720 <text id="2632237">%null%/text>
0721 <text id="2632238">%null%/text>
0722 <text id="2632239">%null%/text>
0723 <text id="2632240">&lt;?leaveName?&gt; has returned to their
world</text>
0724 <text id="2632304">Hunter &lt;?leaveName?&gt; has returned to
their world</text>
0725 <text id="2640000">Furled Finger &lt;?leaveName?&gt; was sent
back to their world</text>
0726 <text id="2640001">%null%/text>
0727 <text id="2640002">%null%/text>
0728 <text id="2640003">%null%/text>
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0732 <text id="2640007">%null%/text>
0733 <text id="2640008">%null%/text>
0734 <text id="2640009">%null%/text>
0735 <text id="2640010">&lt;?leaveName?&gt; was sent back to their
world</text>
0736 <text id="2640304">Hunter &lt;?leaveName?&gt; was sent back
to their world</text>
0737 <text id="2640305">Duelist &lt;?leaveName?&gt; was sent back
to their world</text>
0738 <text id="2641000">Sent home by Host of Fingers.
0739 Returning to your world.</text>
0740 <text id="2641304">Sent home by Host of Fingers.
0741 Returning to your world.</text>
0742 <text id="2641305">Sent home by Host of Fingers.
0743 Returning to your world.</text>
0744 <text id="2642000">Furled Finger &lt;?leaveName?&gt; has been
sent back to their world</text>
0745 <text id="2642001">%null%/text>
0746 <text id="2642002">%null%/text>
0747 <text id="2642003">%null%/text>
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0752 <text id="2642008">%null%/text>
0753 <text id="2642009">%null%/text>
0754 <text id="2642010">&lt;?leaveName?&gt; has been sent back to
their world</text>
0755 <text id="2642304">Hunter &lt;?leaveName?&gt; has been sent
back to their world</text>
0756 <text id="2642305">Duelist &lt;?leaveName?&gt; has been sent
back to their world</text>
0757 <text id="2651000">Host of Fingers has died.
0758
0759 Returning to your world.</text>
0760 <text id="2651304">Host of Fingers has died.
0761 Returning to your world.</text>
0762 <text id="2651420">Host of Fingers has died.
0763 Returning to your world.</text>
0764 <text id="2651421">Host of Fingers has died.
0765 Returning to your world.</text>
0766 <text id="2661000">You may now challenge the area boss</text>
0767 <text id="2661100">Host of Fingers has begun fighting the
area boss.
0768 Returning to your world.</text>
0769 <text id="2661200">Host of Fingers has begun fighting the
area boss.
0770 Returning to your world.</text>
0771 <text id="2661201">%null%/text>
0772 <text id="2661202">%null%/text>
0773 <text id="2661203">%null%/text>
0774 <text id="2661204">%null%/text>
0775 <text id="2661205">Host of Fingers has begun fighting the
area boss.
0776 Returning to your world.</text>
0777 <text id="2661206">%null%/text>
0778 <text id="2661207">%null%/text>
0779 <text id="2661208">%null%/text>
0780 <text id="2661209">%null%/text>
0781 <text id="2661210">The Host of Fingers has accomplished their
objective.
0782 Returning to your world.</text>
0783 <text id="2661211">%null%/text>
0784 <text id="2661212">%null%/text>
0785 <text id="2661213">%null%/text>
0786 <text id="2661214">%null%/text>
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0789 <text id="2661217">%null%/text>
0790 <text id="2661218">%null%/text>
0791 <text id="2661219">%null%/text>
0792 <text id="2661220">The Host of Fingers has accomplished their
objective.
0793 Returning to your world.</text>
0794 <text id="2661221">%null%/text>
0795 <text id="2661222">%null%/text>
0796 <text id="2661223">%null%/text>
0797 <text id="2661224">%null%/text>
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world</text>
0741 <text id="2632231">%null%/text>
0742 <text id="2632232">%null%/text>
0743 <text id="2632233">%null%/text>
0744 <text id="2632234">%null%/text>
0745 <text id="2632235">%null%/text>
0746 <text id="2632236">%null%/text>
0747 <text id="2632237">%null%/text>
0748 <text id="2632238">%null%/text>
0749 <text id="2632239">%null%/text>
0750 <text id="2632240">&lt;?leaveName?&gt; has returned to their
world</text>
0751 <text id="2632304">Hunter &lt;?leaveName?&gt; has returned to
their world</text>
0752 <text id="2640000">Furled Finger &lt;?leaveName?&gt; was sent
back to their world</text>
0753 <text id="2640001">%null%/text>
0754 <text id="2640002">%null%/text>
0755 <text id="2640003">%null%/text>
0756 <text id="2640004">%null%/text>
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0761 <text id="2640009">%null%/text>
0762 <text id="2640010">&lt;?leaveName?&gt; was sent back to their
world</text>
0763 <text id="2640304">Hunter &lt;?leaveName?&gt; was sent back
to their world</text>
0764 <text id="2640305">Duelist &lt;?leaveName?&gt; was sent back
to their world</text>
0765 <text id="2641000">Sent home by the Host of Fingers.
0766 Returning to your world.</text>
0767 <text id="2641304">Sent home by the Host of Fingers.
0768 Returning to your world.</text>
0769 <text id="2641305">Sent home by the Host of Fingers.
0770 Returning to your world.</text>
0771 <text id="2642000">Furled Finger &lt;?leaveName?&gt; has been
sent back to their world</text>
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0781 <text id="2642010">&lt;?leaveName?&gt; has been sent back to
their world</text>
0782 <text id="2642304">Hunter &lt;?leaveName?&gt; has been sent
back to their world</text>
0783 <text id="2642305">Duelist &lt;?leaveName?&gt; has been sent
back to their world</text>
0784 <text id="2650430">You have been defeated.
0785 You will revive and return to combat.</text>
0786 <text id="2651000">The Host of Fingers has died.
0787 Returning to your world.</text>
0788 <text id="2651304">The Host of Fingers has died.
0789 Returning to your world.</text>
0790 <text id="2651420">Sorceress Sellen has died.
0791 Returning to your world.</text>
0792 <text id="2651421">Millicent has died.
0793 Returning to your world.</text>
0794 <text id="2651422">%null%/text>
0795 <text id="2651423">%null%/text>
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0799 <text id="2651427">%null%/text>
0800 <text id="2651428">%null%/text>
0801 <text id="2651429">%null%/text>
0802 <text id="2651430">&lt;?roleName?&gt; &lt;?deadName?&gt; has
been defeated </text>
0803 <text id="2661000">You may now challenge the area boss</text>
0804 <text id="2661100">The Host of Fingers has begun fighting the
area boss.
0805 Returning to your world.</text>
0806 <text id="2661200">The Host of Fingers has begun fighting the
area boss.
0807 Returning to your world.</text>
0808 <text id="2661201">%null%/text>
0809 <text id="2661202">%null%/text>
0810 <text id="2661203">%null%/text>
0811 <text id="2661204">%null%/text>
0812 <text id="2661205">The Host of Fingers has begun fighting the
area boss.
0813 Returning to your world.</text>
0814 <text id="2661206">%null%/text>
0815 <text id="2661207">%null%/text>
0816 <text id="2661208">%null%/text>
0817 <text id="2661209">%null%/text>
0818 <text id="2661210">The Host of Fingers has accomplished their
objective.
0819 Returning to your world.</text>
0820 <text id="2661211">%null%/text>
0821 <text id="2661212">%null%/text>
0822 <text id="2661213">%null%/text>
0823 <text id="2661214">%null%/text>
0824 <text id="2661215">%null%/text>
0825 <text id="2661216">%null%/text>
0826 <text id="2661217">%null%/text>
0827 <text id="2661218">%null%/text>
0828 <text id="2661219">%null%/text>
0829 <text id="2661220">The Host of Fingers has accomplished their
objective.
0830 Returning to your world.</text>
0831 <text id="2661221">%null%/text>
0832 <text id="2661222">%null%/text>
0833 <text id="2661223">%null%/text>
0834 <text id="2661224">%null%/text>
```



```
0894 <text id="2722222">%null%/</text>
0895 <text id="2722223">%null%/</text>
0896 <text id="2722224">%null%/</text>
0897 <text id="2722225">%null%/</text>
0898 <text id="2722226">%null%/</text>
0899 <text id="2722227">%null%/</text>
0900 <text id="2722228">%null%/</text>
0901 <text id="2722229">%null%/</text>
0902 <text id="2722230">Objective accomplished.
0903 Returning to your world.</text>
0904 <text id="2722231">%null%/</text>
0905 <text id="2722232">%null%/</text>
0906 <text id="2722233">%null%/</text>
0907 <text id="2722234">%null%/</text>
0908 <text id="2722235">%null%/</text>
0909 <text id="2722236">%null%/</text>
0910 <text id="2722237">%null%/</text>
0911 <text id="2722238">%null%/</text>
0912 <text id="2722239">%null%/</text>
0913 <text id="2722240">Objective accomplished.
0914 Returning to your world.</text>
0915 <text id="2741000">Host of Fingers has left the area.
    Returning to your world.</text>
0916 <text id="2741100">Host of Fingers has left the area.
    Returning to your world.</text>
0917 <text id="2741200">Host of Fingers has left the area.
    Returning to your world.</text>
0918 <text id="2741201">%null%/</text>
0919 <text id="2741202">%null%/</text>
0920 <text id="2741203">%null%/</text>
0921 <text id="2741204">%null%/</text>
0922 <text id="2741205">%null%/</text>
0923 <text id="2741206">%null%/</text>
0924 <text id="2741207">%null%/</text>
0925 <text id="2741208">%null%/</text>
0926 <text id="2741209">%null%/</text>
0927 <text id="2741210">Host of Fingers has left the area.
    Returning to your world.</text>
0928 <text id="2741304">Host of Fingers has left the area.
    Returning to your world.</text>
0929 <text id="2920000">You are beyond the boundaries of the
0930 multiplayer area. Returning inside.</text>
0931 <text id="3000000">Message was appraised</text>
0932 <text id="3000001">Failed to create message due to network
    error</text>
0933 <text id="3000100">This summoning pool is now functional</
    text>
0934 <text id="3000200">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
    &gt; defeated the shardbearer!</text>
0935 <text id="3000201">Someone in the &lt;?codenameIcon?&gt;
    group
0936 defeated the shardbearer!</text>
0937 <text id="3000202">Someone in your group has accomplished
    something great!</text>
0938 <text id="3000203">%null%/</text>
0939 <text id="3000204">%null%/</text>
0940 <text id="3000205">%null%/</text>
0941 <text id="3000206">%null%/</text>
0942 <text id="3000207">%null%/</text>
0943 <text id="3000208">%null%/</text>
0944 <text id="3000209">%null%/</text>
0945 <text id="3000210">%null%/</text>
0946 <text id="3000211">%null%/</text>
0947 <text id="3000212">%null%/</text>
0948 <text id="3000213">%null%/</text>
0949 <text id="3000214">%null%/</text>
0950 <text id="3000215">%null%/</text>
0951 <text id="3000216">%null%/</text>
0952 <text id="3000217">%null%/</text>
0953 <text id="3000218">%null%/</text>
0954 <text id="3000219">%null%/</text>
0955 <text id="3000220">%null%/</text>
0956 <text id="3000221">%null%/</text>
0957 <text id="3000222">%null%/</text>
0958 <text id="3000223">%null%/</text>
0959 <text id="3000224">%null%/</text>
0960 <text id="3000225">%null%/</text>
0961 <text id="3000226">%null%/</text>
0962 <text id="3000227">%null%/</text>
0963 <text id="3000228">%null%/</text>
0964 <text id="3000229">%null%/</text>
0965 <text id="3000230">%null%/</text>
0966 <text id="3000231">%null%/</text>
0967 <text id="3000232">%null%/</text>
0968 <text id="3000233">%null%/</text>
0969 <text id="3000234">%null%/</text>
0970 <text id="3000235">%null%/</text>
0971 <text id="3000236">%null%/</text>
0972 <text id="3000237">%null%/</text>
0973 <text id="3000238">%null%/</text>
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0976 <text id="3000241">%null%/</text>
0977 <text id="3000242">%null%/</text>
0978 <text id="3000243">%null%/</text>
0979 <text id="3000244">%null%/</text>
0980 <text id="3000245">%null%/</text>
0981 <text id="3000246">%null%/</text>
0982 <text id="3000247">%null%/</text>
```

```
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0937 <text id="2722223">%null%/</text>
0938 <text id="2722224">%null%/</text>
0939 <text id="2722225">%null%/</text>
0940 <text id="2722226">%null%/</text>
0941 <text id="2722227">%null%/</text>
0942 <text id="2722228">%null%/</text>
0943 <text id="2722229">%null%/</text>
0944 <text id="2722230">&lt;?leaveName?&gt; has returned to their
    world.
0945 Returning to your world.</text>
0946 <text id="2722231">%null%/</text>
0947 <text id="2722232">%null%/</text>
0948 <text id="2722233">%null%/</text>
0949 <text id="2722234">%null%/</text>
0950 <text id="2722235">%null%/</text>
0951 <text id="2722236">%null%/</text>
0952 <text id="2722237">%null%/</text>
0953 <text id="2722238">%null%/</text>
0954 <text id="2722239">%null%/</text>
0955 <text id="2722240">&lt;?leaveName?&gt; has returned to their
    world.
0956 Returning to your world.</text>
0957 <text id="2731430">&lt;?roleName?&gt;&lt;?deadName?&gt;
    defeated</text>
0958 <text id="2741000">The Host of Fingers has left the area.
    Returning to your world.</text>
0959 <text id="2741100">The Host of Fingers has left the area.
    Returning to your world.</text>
0960 <text id="2741200">The Host of Fingers has left the area.
    Returning to your world.</text>
0961 <text id="2741201">%null%/</text>
0962 <text id="2741202">%null%/</text>
0963 <text id="2741203">%null%/</text>
0964 <text id="2741204">%null%/</text>
0965 <text id="2741205">%null%/</text>
0966 <text id="2741206">%null%/</text>
0967 <text id="2741207">%null%/</text>
0968 <text id="2741208">%null%/</text>
0969 <text id="2741209">%null%/</text>
0970 <text id="2741210">The Host of Fingers has left the area.
    Returning to your world.</text>
0971 <text id="2741304">The Host of Fingers has left the area.
    Returning to your world.</text>
0972 <text id="2751413">Unable to commence combat.
    Leaving combat.</text>
0973 <text id="2760413">All combatants have left combat.
    Leaving combat.</text>
0974 <text id="2920000">You are beyond the boundaries of the
0975 multiplayer area. Returning inside.</text>
0976 <text id="3000000">Message was appraised</text>
0977 <text id="3000001">Failed to create message due to network
    error</text>
0978 <text id="3000100">This summoning pool is now functional</
    text>
0979 <text id="3000200">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
    &gt; defeated a shardbearer!</text>
0980 <text id="3000201">Someone in the &lt;?codenameIcon?&gt;
    group
0981 defeated a shardbearer!</text>
0982 <text id="3000202">Someone in your group has accomplished
    something remarkable!</text>
0983 <text id="3000203">%null%/</text>
0984 <text id="3000204">%null%/</text>
0985 <text id="3000205">%null%/</text>
0986 <text id="3000206">%null%/</text>
0987 <text id="3000207">%null%/</text>
0988 <text id="3000208">%null%/</text>
0989 <text id="3000209">%null%/</text>
0990 <text id="3000210">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
    &gt; has become the Elden Lord</text>
0991 <text id="3000211">Someone in the &lt;?codenameIcon?&gt;
    group has become the Elden Lord</text>
0992 <text id="3000212">%null%/</text>
0993 <text id="3000213">%null%/</text>
0994 <text id="3000214">%null%/</text>
0995 <text id="3000215">%null%/</text>
0996 <text id="3000216">%null%/</text>
0997 <text id="3000217">%null%/</text>
0998 <text id="3000218">%null%/</text>
0999 <text id="3000219">%null%/</text>
1000 <text id="3000220">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
    &gt; has become the Elden Lord</text>
1001 <text id="3000221">Someone in the &lt;?codenameIcon?&gt;
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1002 <text id="3000222">%null%/</text>
1003 <text id="3000223">%null%/</text>
1004 <text id="3000224">%null%/</text>
1005 <text id="3000225">%null%/</text>
1006 <text id="3000226">%null%/</text>
1007 <text id="3000227">%null%/</text>
1008 <text id="3000228">%null%/</text>
1009 <text id="3000229">%null%/</text>
1010 <text id="3000230">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
    &gt; has become the Elden Lord</text>
1011 <text id="3000231">Someone in the &lt;?codenameIcon?&gt;
    group has become the Elden Lord</text>
1012 <text id="3000232">%null%/</text>
1013 <text id="3000233">%null%/</text>
1014 <text id="3000234">%null%/</text>
1015 <text id="3000235">%null%/</text>
1016 <text id="3000236">%null%/</text>
1017 <text id="3000237">%null%/</text>
1018 <text id="3000238">%null%/</text>
1019 <text id="3000239">%null%/</text>
1020 <text id="3000240">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
    &gt; has become the Elden Lord</text>
1021 <text id="3000241">Someone in the &lt;?codenameIcon?&gt;
    group has become the Elden Lord</text>
1022 <text id="3000242">%null%/</text>
1023 <text id="3000243">%null%/</text>
1024 <text id="3000244">%null%/</text>
1025 <text id="3000245">%null%/</text>
1026 <text id="3000246">%null%/</text>
1027 <text id="3000247">%null%/</text>
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0984 <text id="3000249">%null%/text>
0985 <text id="3000250">%null%/text>
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1012 <text id="3000277">%null%/text>
1013 <text id="3000278">%null%/text>
1014 <text id="3000279">%null%/text>
1015 <text id="3000280">%null%/text>
1016 <text id="3000281">%null%/text>
1017 </entries>
1018 </fmg>
1019
```

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1031 <text id="3000249">%null%/text>
1032 <text id="3000250">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
&gt; has become a Lord</text>
1033 <text id="3000251">Someone in the &lt;?codenameIcon?&gt;
group has become a Lord</text>
1034 <text id="3000252">%null%/text>
1035 <text id="3000253">%null%/text>
1036 <text id="3000254">%null%/text>
1037 <text id="3000255">%null%/text>
1038 <text id="3000256">%null%/text>
1039 <text id="3000257">%null%/text>
1040 <text id="3000258">%null%/text>
1041 <text id="3000259">%null%/text>
1042 <text id="3000260">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
&gt; has become a Lord</text>
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group has become a Lord</text>
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1046 <text id="3000264">%null%/text>
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1049 <text id="3000267">%null%/text>
1050 <text id="3000268">%null%/text>
1051 <text id="3000269">%null%/text>
1052 <text id="3000270">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
&gt; has become a Lord</text>
1053 <text id="3000271">Someone in the &lt;?codenameIcon?&gt;
group has become a Lord</text>
1054 <text id="3000272">%null%/text>
1055 <text id="3000273">%null%/text>
1056 <text id="3000274">%null%/text>
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1058 <text id="3000276">%null%/text>
1059 <text id="3000277">%null%/text>
1060 <text id="3000278">%null%/text>
1061 <text id="3000279">%null%/text>
1062 <text id="3000280">&lt;?codenameIcon?&gt;&lt;?codenamePCName?
&gt; has become a Lord</text>
1063 <text id="3000281">Someone in the &lt;?codenameIcon?&gt;
group has become a Lord</text>
1064 </entries>
1065 </fmg>
1066
```