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004 <version>DarkSouls3</version>
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006 <entries>
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012 <text id="101033">%null%</text>
013 <text id="101034">%null%</text>
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text>
062 <text id="101150">&lt;?keyicon@22?&gt; near a backturned
enemy: Critical hit</text>
063 <text id="101170">&lt;?keyicon@27?&gt;; HUD display</text>
064 <text id="101171">%null%</text>
065 <text id="101172">%null%</text>
066 <text id="101173">%null%</text>
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068 <text id="101175">%null%</text>
069 <text id="101176">%null%</text>
070 <text id="101177">%null%</text>
071 <text id="101178">%null%</text>
072 <text id="101179">%null%</text>
073 <text id="101180">&lt;?keyicon@8?&gt; during mounted jump:
Double jump</text>
074 <text id="201010">&lt;?keyicon@26?&gt;; &lt;?keyActName@26?
&gt;
&lt;?keyicon@18?&gt;; &lt;?keyActName@18?&gt;</text>
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076 <text id="201100">&lt;?keyicon@19?&gt;; &lt;?keyActName@19?
&gt;</text>
077
078 &lt;?keyicon@20?&gt;; &lt;?keyActName@20?&gt;
079 &lt;?keyicon@27?&gt;+&lt;?keyicon@24?&gt;/&lt;?keyicon@22?
&gt;; Wield with two hands</text>
080 <text id="301020">Resting at a site of grace will restore your
HP and FP and heal any status ailments.
081 It will also refill your sacred flasks.
082 However, most of the enemies you've defeated will be revived
when you rest at a site of grace.
083
084 You can find sites of grace by going where light converges.</
text>
085
<text id="301060">You can memorize sorceries and incantations
at sites of grace.
086
087 You must have a staff equipped to cast sorceries, or a sacred
seal equipped to cast incantations.
088 Casting sorceries and incantations consumes FP.
```

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018 <text id="101039">%null%</text>
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028 <text id="101049">%null%</text>
029 <text id="101050">&lt;?keyicon@23?&gt;; &lt;?keyActName@23?
&gt;</text>
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&gt;</text>
031 <text id="101081">%null%</text>
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033 <text id="101083">%null%</text>
034 <text id="101084">%null%</text>
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036 <text id="101086">%null%</text>
037 <text id="101087">%null%</text>
038 <text id="101088">%null%</text>
039 <text id="101089">%null%</text>
040 <text id="101090">Hold &lt;?keyMove?&gt;+&lt;?keyicon@7?&gt;;
Dash</text>
041 <text id="101110">&lt;?keyControlCamera?&gt; while locked-on
to a target: Change target</text>
042 <text id="101111">%null%</text>
043 <text id="101112">%null%</text>
044 <text id="101113">%null%</text>
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048 <text id="101117">%null%</text>
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050 <text id="101119">%null%</text>
051 <text id="101120">&lt;?keyicon@24?&gt;; Guard</text>
052 <text id="101121">%null%</text>
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071 <text id="101178">%null%</text>
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073 <text id="101180">&lt;?keyicon@8?&gt; during mounted jump:
Double jump</text>
074 <text id="201010">&lt;?keyicon@26?&gt;; &lt;?keyActName@26?
&gt;
&lt;?keyicon@18?&gt;; &lt;?keyActName@18?&gt;</text>
075 <text id="201070">%null%</text>
076 <text id="201100">Each hand can be equipped with up to three
armaments, allowing you to toggle between them.
077
078
079 Armaments can also be two-handed, making attacks more
difficult to repel with shields and boosting effective
strength by 50%.
080
081 &lt;?keyicon@19?&gt;; &lt;?keyActName@19?&gt;
082 &lt;?keyicon@20?&gt;; &lt;?keyActName@20?&gt;
083 &lt;?keyicon@27?&gt;+&lt;?keyicon@24?&gt;/&lt;?keyicon@22?
&gt;; Wield with two hands</text>
084 <text id="301020">Resting at a site of grace will restore your
HP, FP, and cleanse any status ailments.
085 It will also refill your sacred flasks.
086 However, most of the enemies you've defeated will be revived.
087
088 You can find sites of grace by going where light converges.
089
090 *These explanations are acquired in the form of info items and
can be accessed from the inventory at any time.</text>
091 <text id="301060">You can memorize sorceries and incantations
at sites of grace.
092
093 You must have a staff equipped to cast sorceries, or a sacred
seal equipped to cast incantations.
094 Casting sorceries and incantations consumes FP.
```

<?keyicon@0017?>; <?keyActName@17?>;</text>
<text id="301130">Equip a bow to fire arrows.
You can equip up to two types of arrows to choose from at once.

When wielding a bow with two hands, hold <?keyicon@24?>; for precision aiming.
Use <?keyControlCamera?>; to adjust your aim.

<?keyicon@22?>;: Fire arrow type 1
<?keyicon@23?>;: Fire arrow type 2
<?keyicon@24?>;: Precision aiming</text>
<text id="301131">%null%</text>
<text id="301132">%null%</text>
<text id="301133">%null%</text>
<text id="301134">%null%</text>
<text id="301135">%null%</text>
<text id="301136">%null%</text>
<text id="301137">%null%</text>
<text id="301138">%null%</text>
<text id="301139">%null%</text>
<text id="301140">Crouch to make it harder for enemies to discover you.
Especially effective in tall grass.

Attacking an enemy that hasn't noticed you will cause more damage than usual.

<?keyicon@9?>;: <?keyActName@9?>;</text>
<text id="301160">Some attacks may break an enemy's stance, giving you a chance to perform a critical hit.

Charge attacks and jump attacks make it particularly easy to break an enemy's stance.

Hold <?keyicon@23?>;: Charge attack
<?keyicon@23?>; while jumping: Jump attack</text>
<text id="301500">Use your map to check your current position and the terrain and buildings in the surrounding area.

You can update your map with new information by finding Map Fragments at steles along the road.

You can also use the map to freely place beacons of light to serve as landmarks as you explore.

<?keyicon@29?>;: <?keyActName@29?>;</text>
<text id="301501">%null%</text>
<text id="301502">%null%</text>
<text id="301503">%null%</text>
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<text id="301505">%null%</text>
<text id="301506">%null%</text>
<text id="301507">%null%</text>
<text id="301508">%null%</text>
<text id="301509">%null%</text>
<text id="301510">Grace exists to guide the Tarnished and lead them along the proper path.

Even now, some sites of grace retain that power. Their golden rays will guide you along your way.</text>
<text id="301511">%null%</text>
<text id="301512">%null%</text>
<text id="301513">%null%</text>
<text id="301514">%null%</text>
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<text id="301516">%null%</text>
<text id="301517">%null%</text>
<text id="301518">%null%</text>
<text id="301519">%null%</text>
<text id="301520">Use the Spectral Steed Whistle to summon and ride your spectral steed.

If your spectral steed dies, you can summon it again, but it will cost one Flask of Crimson Tears to do so.

You can dismount by using the whistle again or by pressing <?keyicon@0009?>;.</text>
<text id="301521">%null%</text>
<text id="301522">%null%</text>
<text id="301523">%null%</text>
<text id="301524">%null%</text>
<text id="301525">%null%</text>
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<text id="301527">%null%</text>
<text id="301528">%null%</text>
<text id="301529">%null%</text>
<text id="301530">Upon dying, you will be revived at the last site of grace at which you rested.

You will drop any runes in your possession at the site of your death.
If you die again before reclaiming those runes, they are lost forever.</text>

<text id="301531">%null%</text>
<text id="301532">%null%</text>
<text id="301533">%null%</text>
<text id="301534">%null%</text>
<text id="301535">%null%</text>
<text id="301536">%null%</text>
<text id="301537">%null%</text>
<text id="301538">%null%</text>
<text id="301539">%null%</text>
<text id="301540">Upon dying, you will be revived at the last site of grace at which you rested.

However, if there is a Stake of Marika near where you died, you can choose to be revived there instead.</text>
<text id="301541">%null%</text>
<text id="301542">%null%</text>
<text id="301543">%null%</text>

<?keyicon@0017?>;: <?keyActName@17?>;</text>
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Use <?keyControlCamera?>; to adjust your aim.

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<?keyicon@23?>;: Fire arrow type 2
<?keyicon@24?>;: Precision aiming</text>
<text id="301131">%null%</text>
<text id="301132">%null%</text>
<text id="301133">%null%</text>
<text id="301134">%null%</text>
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<text id="301137">%null%</text>
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<?keyicon@23?>; while jumping: Jump attack</text>
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You can update your map with new information by finding map fragments at steles along the road.

You can also use the map to freely place beacons of light to serve as landmarks as you explore.

<?keyicon@29?>;: <?keyActName@29?>;</text>
<text id="301501">%null%</text>
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<text id="301504">%null%</text>
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<text id="301507">%null%</text>
<text id="301508">%null%</text>
<text id="301509">%null%</text>
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<text id="301511">%null%</text>
<text id="301512">%null%</text>
<text id="301513">%null%</text>
<text id="301514">%null%</text>
<text id="301515">%null%</text>
<text id="301516">%null%</text>
<text id="301517">%null%</text>
<text id="301518">%null%</text>
<text id="301519">%null%</text>
<text id="301520">Use the Spectral Steed Whistle to summon and ride your spectral steed.

If your spectral steed dies, you can summon it again, but it will cost one Flask of Crimson Tears to do so.

You can dismount by using the whistle again or by pressing <?keyicon@0009?>;.</text>
<text id="301521">%null%</text>
<text id="301522">%null%</text>
<text id="301523">%null%</text>
<text id="301524">%null%</text>
<text id="301525">%null%</text>
<text id="301526">%null%</text>
<text id="301527">%null%</text>
<text id="301528">%null%</text>
<text id="301529">%null%</text>
<text id="301530">Upon dying, you will be revived at the last site of grace that you visited.

You will drop any runes in your possession at the site of your death.
If you die again before reclaiming those runes, they will be lost forever.

The compass at the top of the screen indicates the direction of the lost runes.</text>

<text id="301531">%null%</text>
<text id="301532">%null%</text>
<text id="301533">%null%</text>
<text id="301534">%null%</text>
<text id="301535">%null%</text>
<text id="301536">%null%</text>
<text id="301537">%null%</text>
<text id="301538">%null%</text>
<text id="301539">%null%</text>
<text id="301540">Upon dying, you will be revived at the last site of grace that you visited.

However, if there is a Stake of Marika near where you died, you can choose to be revived there instead.</text>
<text id="301541">%null%</text>
<text id="301542">%null%</text>
<text id="301543">%null%</text>

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186 <text id="301548">%null%/</text>
187 <text id="301549">%null%/</text>
188 <text id="301550">With a Spirit-Caller's Bell, you can use
ashes to summon various spirits.
Summoning typically consumes FP.
189
190
191 You can only summon one type of spirit at a time.
192 You cannot summon spirits during multiplayer.</text>
193 <text id="301551">%null%/</text>
194 <text id="301552">%null%/</text>
195 <text id="301553">%null%/</text>
196 <text id="301554">%null%/</text>
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198 <text id="301556">%null%/</text>
199 <text id="301557">%null%/</text>
200 <text id="301558">%null%/</text>
201 <text id="301559">%null%/</text>
202 <text id="301560">In every corner of the Lands Between, you
will find fruits and flowers, mushrooms and butterflies, and
various other useful materials.
203
204 These materials can be used for item crafting.</text>
205 <text id="301561">%null%/</text>
206 <text id="301562">%null%/</text>
207 <text id="301563">%null%/</text>
208 <text id="301564">%null%/</text>
209 <text id="301565">%null%/</text>
210 <text id="301566">%null%/</text>
211 <text id="301567">%null%/</text>
212 <text id="301568">%null%/</text>
213 <text id="301569">%null%/</text>
214 <text id="301570">If you have a Crafting Kit, you can make
various items from materials that you find.
215
216 Select "Item Crafting" from the main menu to make items.
217
218 You can learn to craft more items by finding cookbooks.
219
220 &lt;?keyicon@28?&gt;; &lt;?keyActName@28?&gt;</text>
221 <text id="301571">%null%/</text>
222 <text id="301572">%null%/</text>
223 <text id="301573">%null%/</text>
224 <text id="301574">%null%/</text>
225 <text id="301575">%null%/</text>
226 <text id="301576">%null%/</text>
227 <text id="301577">%null%/</text>
228 <text id="301578">%null%/</text>
229 <text id="301579">%null%/</text>
230 <text id="301580">You will need cracked pots or other
containers to craft certain items.
231 You will not be able to make more of those items than you have
containers.
232
233 Containers will be consumed when crafting, but they can be
reused when emptied.</text>
234 <text id="301581">%null%/</text>
235 <text id="301582">%null%/</text>
236 <text id="301583">%null%/</text>
237 <text id="301584">%null%/</text>
238 <text id="301585">%null%/</text>
239 <text id="301586">%null%/</text>
240 <text id="301587">%null%/</text>
241 <text id="301588">%null%/</text>
242 <text id="301589">%null%/</text>
243 <text id="301590">You can find crystal tears at the bases of
Minor Erdtrees and elsewhere throughout the Lands Between.
244
245 At sites of grace, you can mix two crystal tears in the Flask
of Wondrous Physick.
246 This will allow you to create elixirs with various custom
effects.</text>
247 <text id="301591">%null%/</text>
248 <text id="301592">%null%/</text>
249 <text id="301593">%null%/</text>
250 <text id="301594">%null%/</text>
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252 <text id="301596">%null%/</text>
253 <text id="301597">%null%/</text>
254 <text id="301598">%null%/</text>
255 <text id="301599">%null%/</text>
256 <text id="301600">With a Whetstone Knife, you can use Ashes of
War to grant your armaments new Skills at sites of grace.
257
258 An armament can only have one Skill.
259 Any Skill it previously had will be removed.
260
261 An armament's type determines what Skills it can have. Some
special armaments have fixed Skills and cannot be granted new
ones.</text>
262 <text id="301601">%null%/</text>
263 <text id="301602">%null%/</text>
264 <text id="301603">%null%/</text>
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268 <text id="301607">%null%/</text>
269 <text id="301608">%null%/</text>
270 <text id="301609">%null%/</text>
271 <text id="301610">Use the Birdseye Telescopes in each area to
see into the distance like a bird and get a better view of
your destination.
272
273 &lt;?keyicon@17?&gt;; Zoom in
274 &lt;?keyicon@18?&gt;; Zoom out</text>
275 <text id="301611">%null%/</text>
276 <text id="301612">%null%/</text>
277 <text id="301613">%null%/</text>
278 <text id="301614">%null%/</text>
279 <text id="301615">%null%/</text>
280 <text id="301616">%null%/</text>
281 <text id="301617">%null%/</text>
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191 <text id="301545">%null%/</text>
192 <text id="301546">%null%/</text>
193 <text id="301547">%null%/</text>
194 <text id="301548">%null%/</text>
195 <text id="301549">%null%/</text>
196 <text id="301550">With a Spirit Calling Bell, you can use
ashes to summon various spirits.
Summoning typically consumes FP.
197
198
199 You can only summon one type of spirit at a time.
200 You cannot summon spirits during multiplayer.</text>
201 <text id="301551">%null%/</text>
202 <text id="301552">%null%/</text>
203 <text id="301553">%null%/</text>
204 <text id="301554">%null%/</text>
205 <text id="301555">%null%/</text>
206 <text id="301556">%null%/</text>
207 <text id="301557">%null%/</text>
208 <text id="301558">%null%/</text>
209 <text id="301559">%null%/</text>
210 <text id="301560">In every corner of the Lands Between, you
will find fruits and flowers, mushrooms and butterflies, and
various other useful materials.
211
212 These materials can be used for item crafting.</text>
213 <text id="301561">%null%/</text>
214 <text id="301562">%null%/</text>
215 <text id="301563">%null%/</text>
216 <text id="301564">%null%/</text>
217 <text id="301565">%null%/</text>
218 <text id="301566">%null%/</text>
219 <text id="301567">%null%/</text>
220 <text id="301568">%null%/</text>
221 <text id="301569">%null%/</text>
222 <text id="301570">If you have a Crafting Kit, you can make
various items from materials that you find.
223
224 Select "Item Crafting" from the main menu to make items.
225
226 You can learn to craft more items by finding cookbooks.
227
228 &lt;?keyicon@28?&gt;; &lt;?keyActName@28?&gt;</text>
229 <text id="301571">%null%/</text>
230 <text id="301572">%null%/</text>
231 <text id="301573">%null%/</text>
232 <text id="301574">%null%/</text>
233 <text id="301575">%null%/</text>
234 <text id="301576">%null%/</text>
235 <text id="301577">%null%/</text>
236 <text id="301578">%null%/</text>
237 <text id="301579">%null%/</text>
238 <text id="301580">You will need cracked pots or other
containers to craft certain items.
239 You will not be able to make more of those items than you have
containers.
240
241 Container items will run out with use, but the containers
themselves will remain.</text>
242 <text id="301581">%null%/</text>
243 <text id="301582">%null%/</text>
244 <text id="301583">%null%/</text>
245 <text id="301584">%null%/</text>
246 <text id="301585">%null%/</text>
247 <text id="301586">%null%/</text>
248 <text id="301587">%null%/</text>
249 <text id="301588">%null%/</text>
250 <text id="301589">%null%/</text>
251 <text id="301590">You can find crystal tears at the bases of
Minor Erdtrees and elsewhere throughout the Lands Between.
252
253 At sites of grace, you can mix two crystal tears in the Flask
of Wondrous Physick.
254 This will allow you to create elixirs with various custom
effects.</text>
255 <text id="301591">%null%/</text>
256 <text id="301592">%null%/</text>
257 <text id="301593">%null%/</text>
258 <text id="301594">%null%/</text>
259 <text id="301595">%null%/</text>
260 <text id="301596">%null%/</text>
261 <text id="301597">%null%/</text>
262 <text id="301598">%null%/</text>
263 <text id="301599">%null%/</text>
264 <text id="301600">With a Whetstone Knife, you can use ashes of
war to grant your armaments new skills at sites of grace.
265
266 An armament can only have one skill.
267 Any skill it previously had will be removed.
268
269 An armament's type determines what skills it can have. Some
special armaments have unique skills and cannot be granted new
ones.</text>
270 <text id="301601">%null%/</text>
271 <text id="301602">%null%/</text>
272 <text id="301603">%null%/</text>
273 <text id="301604">%null%/</text>
274 <text id="301605">%null%/</text>
275 <text id="301606">%null%/</text>
276 <text id="301607">%null%/</text>
277 <text id="301608">%null%/</text>
278 <text id="301609">%null%/</text>
279 <text id="301610">You can use the Birdseye Telescopes found in
various areas to get a bird's-eye view of the terrain in the
direction that the telescope is facing.
280
281 &lt;?keyicon@17?&gt;; Zoom in
282 &lt;?keyicon@18?&gt;; Zoom out</text>
283 <text id="301611">%null%/</text>
284 <text id="301612">%null%/</text>
285 <text id="301613">%null%/</text>
286 <text id="301614">%null%/</text>
287 <text id="301615">%null%/</text>
288 <text id="301616">%null%/</text>
289 <text id="301617">%null%/</text>
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282 <text id="301618">%null%/</text>
283 <text id="301619">%null%/</text>
284 <text id="301620">Jump while on horseback near a spiritspring
    to ride its current high into the air.
285
286 You won't take damage from jumping into a spiritspring while
    on horseback, even from a great height.
287
288 &lt;?keyicon@8?&gt; at a spiritspring while on horseback:
    Spiritspring jump</text>
289 <text id="301621">%null%/</text>
290 <text id="301622">%null%/</text>
291 <text id="301623">%null%/</text>
292 <text id="301624">%null%/</text>
293 <text id="301625">%null%/</text>
294 <text id="301626">%null%/</text>
295 <text id="301627">%null%/</text>
296 <text id="301628">%null%/</text>
297 <text id="301629">%null%/</text>
298 <text id="301630">Vanquishing an enemy group will replenish
    your flasks.
299
300 The number and type of flasks to be replenished varies,
    depending on the enemy group.
301
302 You cannot replenish more flasks than your maximum amount
    allows.</text>
303 <text id="301631">%null%/</text>
304 <text id="301632">%null%/</text>
305 <text id="301633">%null%/</text>
306 <text id="301634">%null%/</text>
307 <text id="301635">%null%/</text>
308 <text id="301636">%null%/</text>
309 <text id="301637">%null%/</text>
310 <text id="301638">%null%/</text>
311 <text id="301639">%null%/</text>
312 <text id="301640">There are both Crimson and Cerulean Teardrop
    Scarabs.
313 Defeat them to replenish the flasks that match their type.
314
315 You cannot replenish more flasks than your maximum amount
    allows.</text>
316 <text id="301641">%null%/</text>
317 <text id="301642">%null%/</text>
318 <text id="301643">%null%/</text>
319 <text id="301644">%null%/</text>
320 <text id="301645">%null%/</text>
321 <text id="301646">%null%/</text>
322 <text id="301647">%null%/</text>
323 <text id="301648">%null%/</text>
324 <text id="301649">%null%/</text>
325 <text id="301650">Use a Furled Finger Remedy and you will
326 be able to see and use summon signs from
327 players in other worlds.
328
329 Gold summon signs summon cooperators.
330 Red summon signs summon adversaries.
331 Whichever type of player you summon will
332 come into your world. Multiplayer will
333 begin, with you as the Host of Fingers.</text>
334 <text id="301651">%null%/</text>
335 <text id="301652">%null%/</text>
336 <text id="301653">%null%/</text>
337 <text id="301654">%null%/</text>
338 <text id="301655">%null%/</text>
339 <text id="301656">%null%/</text>
340 <text id="301657">%null%/</text>
341 <text id="301658">%null%/</text>
342 <text id="301659">%null%/</text>
343 <text id="301660">Use a Tarnished's Furled Finger to leave
344 a gold summon sign.
345
346 Other players in other worlds can use
347 this sign to summon you for cooperative
348 multiplayer.
349
350 As a Furled Finger cooperator, your
351 goal will be to help the host defeat the
352 area boss.</text>
353 <text id="301661">%null%/</text>
354 <text id="301662">%null%/</text>
355 <text id="301663">%null%/</text>
356 <text id="301664">%null%/</text>
357 <text id="301665">%null%/</text>
358 <text id="301666">%null%/</text>
359 <text id="301667">%null%/</text>
360 <text id="301668">%null%/</text>
361 <text id="301669">%null%/</text>
362 <text id="301670">Use a Duelist's Furled Finger to leave
363 a red summon sign.
364
365 Other players in other worlds can use
366 this sign to summon you for competitive
367 multiplayer.
368
369 As a duelist adversary, your goal will
370 be to defeat the Host of Fingers.</text>
371 <text id="301671">%null%/</text>
372 <text id="301672">%null%/</text>
373 <text id="301673">%null%/</text>
374 <text id="301674">%null%/</text>
375 <text id="301675">%null%/</text>
376 <text id="301676">%null%/</text>
377 <text id="301677">%null%/</text>
378 <text id="301678">%null%/</text>

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```

290 <text id="301618">%null%/</text>
291 <text id="301619">%null%/</text>
292 <text id="301620">Jump while on horseback near a spiritspring
    to ride its current high into the air.
293
294 You won't take damage from jumping into a spiritspring while
    on horseback, even from a great height.
295
296 &lt;?keyicon@8?&gt; at a spiritspring while on horseback:
    Spiritspring jump</text>
297 <text id="301621">%null%/</text>
298 <text id="301622">%null%/</text>
299 <text id="301623">%null%/</text>
300 <text id="301624">%null%/</text>
301 <text id="301625">%null%/</text>
302 <text id="301626">%null%/</text>
303 <text id="301627">%null%/</text>
304 <text id="301628">%null%/</text>
305 <text id="301629">%null%/</text>
306 <text id="301630">Vanquishing an enemy group will replenish
    your flasks.
307
308 The number and type of flasks to be replenished varies,
    depending on the enemy group.
309
310 You cannot replenish more flasks than your maximum amount
    allows.</text>
311 <text id="301631">%null%/</text>
312 <text id="301632">%null%/</text>
313 <text id="301633">%null%/</text>
314 <text id="301634">%null%/</text>
315 <text id="301635">%null%/</text>
316 <text id="301636">%null%/</text>
317 <text id="301637">%null%/</text>
318 <text id="301638">%null%/</text>
319 <text id="301639">%null%/</text>
320 <text id="301640">There are both Crimson and Cerulean Teardrop
    Scarabs.
321 Defeat them to replenish the flasks that match their type.
322
323 However, you cannot replenish more flasks than your maximum
    amount allows.</text>
324 <text id="301641">%null%/</text>
325 <text id="301642">%null%/</text>
326 <text id="301643">%null%/</text>
327 <text id="301644">%null%/</text>
328 <text id="301645">%null%/</text>
329 <text id="301646">%null%/</text>
330 <text id="301647">%null%/</text>
331 <text id="301648">%null%/</text>
332 <text id="301649">%null%/</text>
333 <text id="301650">Use Furlcalling Finger Remedy to reveal
    summon signs of players from other worlds.
334
335 Gold signs indicate an ally.
336 Red signs indicate an adversary.
337 The multiplayer session will begin once either type has been
    summoned.
338 (You will take the role of the Host of Fingers.)</text>
339 <text id="301651">%null%/</text>
340 <text id="301652">%null%/</text>
341 <text id="301653">%null%/</text>
342 <text id="301654">%null%/</text>
343 <text id="301655">%null%/</text>
344 <text id="301656">%null%/</text>
345 <text id="301657">%null%/</text>
346 <text id="301658">%null%/</text>
347 <text id="301659">%null%/</text>
348 <text id="301660">Use Tarnished's Furled Finger to write a
    gold summon sign.
349
350 Cooperative multiplayer will begin once you have been summoned
    by a player from another world.
351
352 You will take the role of an ally (Furled Finger) and your
    objective is to defeat the area boss.
353
354 The compass at the top of the screen indicates the direction
    of the summoner (Host of Fingers).</text>
355 <text id="301661">%null%/</text>
356 <text id="301662">%null%/</text>
357 <text id="301663">%null%/</text>
358 <text id="301664">%null%/</text>
359 <text id="301665">%null%/</text>
360 <text id="301666">%null%/</text>
361 <text id="301667">%null%/</text>
362 <text id="301668">%null%/</text>
363 <text id="301669">%null%/</text>
364 <text id="301670">Use Duelist's Furled Finger to write a red
    summon sign.
365
366 Competitive multiplayer will begin once you have been summoned
    by a player from another world.
367
368 You will take the role of an adversary (Duelist) and your
    objective is to defeat the Host of Fingers who summoned you.</
    text>
369 <text id="301671">%null%/</text>
370 <text id="301672">%null%/</text>
371 <text id="301673">%null%/</text>
372 <text id="301674">%null%/</text>
373 <text id="301675">%null%/</text>
374 <text id="301676">%null%/</text>
375 <text id="301677">%null%/</text>
376 <text id="301678">%null%/</text>

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379 <text id="301679">%null%/</text>
380 <text id="301680">With a Festering Bloody Finger or
381
382 certain other items, you can try to
383 invade another player's world.
384
385 If you're successful, invasion
386 multiplayer will begin. As a Bloody
387 Finger invader, your goal will be
388
389 to defeat the Host of Fingers.</text>
390
391 <text id="301681">%null%/</text>
392 <text id="301682">%null%/</text>
393 <text id="301683">%null%/</text>
394 <text id="301684">%null%/</text>
395 <text id="301685">%null%/</text>
396 <text id="301686">%null%/</text>
397 <text id="301687">%null%/</text>
398 <text id="301688">%null%/</text>
399 <text id="301689">%null%/</text>
400 <text id="301690">In each area, you may find effigies of
401 martyrs.
402 These effigies are summoning pools.
403
404 You'll find it easy to summon other players at these
405 locations, as co-op and hostile summoning signs created with
406 small effigies gather at summoning pools.</text>
407 <text id="302000">With a Whetstone Knife, you can use Ashes of
408 War to grant affinities to your armaments at sites of grace.
409
410 This way, you can alter an armament's attack affinity, boost
411 attribute scaling, and more.
412
413 An armament's type determines what affinities it can have.
414 Some special armaments, like those with fixed Skills, cannot
415 be granted new affinities.</text>
416 <text id="302380">Use a Blue Cipher Ring to make yourself
417
418 open to summons for rescue from other
419 worlds. When such a call for aid comes
420 in, you will be sent to the player in
421 need's world and hunter multiplayer
422 will begin.
423
424 As a helpful hunter, your goal will be
425
426 to defeat any invading Bloody Fingers.</text>
427
428 <text id="302381">%null%/</text>
429 <text id="302382">%null%/</text>
430 <text id="302383">%null%/</text>
431 <text id="302384">%null%/</text>
432 <text id="302385">%null%/</text>
433 <text id="302386">%null%/</text>
434 <text id="302387">%null%/</text>
435 <text id="302388">%null%/</text>
436 <text id="302389">%null%/</text>
437 <text id="302390">You must be near a rebirth monument to
438 summon spirits from ashes.
439
440 When you are close to a rebirth monument and able to summon, a
441 monument icon will appear on the left side of the screen.</
442 text>
443 <text id="302391">%null%/</text>
444 <text id="302392">%null%/</text>
445 <text id="302393">%null%/</text>
446 <text id="302394">%null%/</text>
447 <text id="302395">%null%/</text>
448 <text id="302396">%null%/</text>
449 <text id="302397">%null%/</text>
450 <text id="302398">%null%/</text>
451 <text id="302399">%null%/</text>
452 <text id="302400">You can perform a counterattack immediately
453 after blocking an enemy attack.
454
455 Guard counters make it easy to break an enemy's stance.
456
457 &lt;?keyicon@23?&gt; immediately after blocking an attack:
458 Guard Counter</text>
459 <text id="302401">%null%/</text>
460 <text id="302402">%null%/</text>
461 <text id="302403">%null%/</text>
462 <text id="302404">%null%/</text>
463 <text id="302405">%null%/</text>
464 <text id="302406">%null%/</text>
465 <text id="302407">%null%/</text>
466 <text id="302408">%null%/</text>
467 <text id="302409">%null%/</text>
468 <text id="302410">You can use an armament in your left hand or
469 in both hands to guard against incoming enemy attacks.
470 Guarding is especially effective when done with a shield.
471
472 Guarding consumes stamina.
473 If your stamina runs out, your stance will be broken.
474
475 &lt;?keyicon@24?&gt;; Guard</text>
476 <text id="302411">%null%/</text>
477 <text id="302412">%null%/</text>
478 <text id="302413">%null%/</text>
479 <text id="302414">%null%/</text>
480 <text id="302415">%null%/</text>
481 <text id="302416">%null%/</text>
482 <text id="302417">%null%/</text>
483 <text id="302418">%null%/</text>
484 <text id="302419">%null%/</text>
485 <text id="302420">When using a White Cipher Ring, you will
486
487 automatically send a call out to hunters
488 for rescue when your world is invaded by
489 a Bloody Finger. (You can also use a

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377 <text id="301679">%null%/</text>
378 <text id="301680">Use Festering Bloody Finger to attempt to
379 invade the world of another player.
380
381 The multiplayer session will begin once the invasion succeeds.
382
383 You will take the role of an invader (Bloody Finger) and your
384 objective is to defeat the Host of Fingers of that world.
385
386 If you stray far from the Host of Fingers, the compass at the
387 top of the screen points to their location.</text>
388
389 <text id="301681">%null%/</text>
390 <text id="301682">%null%/</text>
391 <text id="301683">%null%/</text>
392 <text id="301684">%null%/</text>
393 <text id="301685">%null%/</text>
394 <text id="301686">%null%/</text>
395 <text id="301687">%null%/</text>
396 <text id="301688">%null%/</text>
397 <text id="301689">%null%/</text>
398 <text id="301690">In each area, you may find effigies of
399 martyrs.
400 These effigies are summoning pools.
401
402 You'll find it easy to summon other players at these
403 locations, as co-op and hostile summoning signs created with
404 small effigies gather at summoning pools.</text>
405 <text id="302000">With a Whetstone Knife, you can use ashes of
406 War to grant affinities to your armaments at sites of grace.
407
408 This way, you can alter an armament's attack affinity, boost
409 attribute scaling, and more.
410
411 An armament's type determines what affinities it can have.
412 Some special armaments, like those with unique skills, cannot
413 be granted new affinities.</text>
414 <text id="302380">If you use a Blue Cipher Ring, you will make
415 yourself
416 open to summons for rescue from other worlds.
417
418 The multiplayer session will begin once you have been summoned
419 as a hunter, and your objective is to defeat the invader of
420 that world.
421
422 The compass at the top of the screen indicates the direction
423 of the summoner (Host of Fingers).</text>
424
425 <text id="302381">%null%/</text>
426 <text id="302382">%null%/</text>
427 <text id="302383">%null%/</text>
428 <text id="302384">%null%/</text>
429 <text id="302385">%null%/</text>
430 <text id="302386">%null%/</text>
431 <text id="302387">%null%/</text>
432 <text id="302388">%null%/</text>
433 <text id="302389">%null%/</text>
434 <text id="302390">You must be near a rebirth monument to
435 summon spirits from ashes.
436
437 When you are close to a rebirth monument and able to summon, a
438 monument icon will appear on the left side of the screen.</
439 text>
440 <text id="302391">%null%/</text>
441 <text id="302392">%null%/</text>
442 <text id="302393">%null%/</text>
443 <text id="302394">%null%/</text>
444 <text id="302395">%null%/</text>
445 <text id="302396">%null%/</text>
446 <text id="302397">%null%/</text>
447 <text id="302398">%null%/</text>
448 <text id="302399">%null%/</text>
449 <text id="302400">You can perform a counterattack immediately
450 after blocking an enemy attack.
451
452 Guard counters make it easy to break an enemy's stance.
453
454 &lt;?keyicon@23?&gt; immediately after blocking an attack:
455 Guard Counter</text>
456 <text id="302401">%null%/</text>
457 <text id="302402">%null%/</text>
458 <text id="302403">%null%/</text>
459 <text id="302404">%null%/</text>
460 <text id="302405">%null%/</text>
461 <text id="302406">%null%/</text>
462 <text id="302407">%null%/</text>
463 <text id="302408">%null%/</text>
464 <text id="302409">%null%/</text>
465 <text id="302410">Use an armament in your left hand or both
466 hands to guard against incoming attacks.
467 Guarding is especially effective when done with a shield.
468
469 Guarding consumes stamina.
470 If your stamina runs out, your stance will be broken.
471
472 &lt;?keyicon@24?&gt;; Guard</text>
473 <text id="302411">%null%/</text>
474 <text id="302412">%null%/</text>
475 <text id="302413">%null%/</text>
476 <text id="302414">%null%/</text>
477 <text id="302415">%null%/</text>
478 <text id="302416">%null%/</text>
479 <text id="302417">%null%/</text>
480 <text id="302418">%null%/</text>
481 <text id="302419">%null%/</text>
482 <text id="302420">If you use a White Cipher Ring, you will
483
484 automatically request for a hunter from another world to come
485 to your rescue when your world is invaded.
486 (Can also be used after you are invaded.)

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470 White Cipher Ring to call for help after  
471 being invaded.)  
472  
473 If your call for aid is successful, a  
474 hunter will be summoned to help defeat  
475 the Bloody Fingers.</text>  
476 <text id="302421">%null%</text>  
477 <text id="302422">%null%</text>  
478 <text id="302423">%null%</text>  
479 <text id="302424">%null%</text>  
480 <text id="302425">%null%</text>  
481 <text id="302426">%null%</text>  
482 <text id="302427">%null%</text>  
483 <text id="302428">%null%</text>  
484 <text id="302429">%null%</text>  
485 <text id="302430">Skills are special abilities that armaments  
486 have.  
487  
488 There is a wide variety of Skills that armaments can have,  
489 from powerful attacks to unique temporary effects.  
490 Using Skills consumes FP.  
491  
492 <?keyicon@25?>: <?keyActName@25?></text>  
493 <text id="302431">%null%</text>  
494 <text id="302432">%null%</text>  
495 <text id="302433">%null%</text>  
496 <text id="302434">%null%</text>  
497 <text id="302435">%null%</text>  
498 <text id="302436">%null%</text>  
499 <text id="302437">%null%</text>  
500 <text id="302438">%null%</text>  
501 <text id="302439">%null%</text>  
502 <text id="302440">Through your map, you can instantly travel  
503 to any sites of grace that you've discovered.  
504  
505 However, there are some dungeons and other areas where this  
506 cannot be done.</text>  
507 <text id="302441">%null%</text>  
508 <text id="302442">%null%</text>  
509 <text id="302443">%null%</text>  
510 <text id="302444">%null%</text>  
511 <text id="302445">%null%</text>  
512 <text id="302446">%null%</text>  
513 <text id="302447">%null%</text>  
514 <text id="302448">%null%</text>  
515 <text id="302449">%null%</text>  
516 <text id="302450">At a smithing table, you can spend runes and  
517 smithing stones to strengthen your armaments.  
518  
519 Somewhere in the Lands Between, you may meet a blacksmith who  
520 can make your armaments even stronger.</text>  
521 <text id="302451">%null%</text>  
522 <text id="302452">%null%</text>  
523 <text id="302453">%null%</text>  
524 <text id="302454">%null%</text>  
525 <text id="302455">%null%</text>  
526 <text id="302456">%null%</text>  
527 <text id="302457">%null%</text>  
528 <text id="302458">%null%</text>  
529 <text id="302459">%null%</text>  
530 <text id="302460">Roundtable Hold is a gathering place for  
531  
532 Tarnished following the guidance of  
533  
534 grace. Fighting is forbidden there due  
535 to a long-standing peace pact.  
536 (The Roundtable Hold icon indicates that  
537 this peace is in effect.)  
538  
539 Roundtable Hold is located outside of  
540 this world. It can only be reached  
541 through sites of grace (and the map).  
542  
543 <?keyicon@29?>: <?keyActName@29?></text>  
544 <text id="302461">%null%</text>  
545 <text id="302462">%null%</text>  
546 <text id="302463">%null%</text>  
547 <text id="302464">%null%</text>  
548 <text id="302465">%null%</text>  
549 <text id="302466">%null%</text>  
550 <text id="302467">%null%</text>  
551 <text id="302468">%null%</text>  
552 <text id="302469">%null%</text>  
553 <text id="302470">Monk Jiko seeks the deep fog of sleep.  
554  
555 Find someone in a deep sleep, and capture their Dream Mist by  
556 using St. Trina's Crystal Ball.  
557  
558 Those in a deep sleep can be identified by the mist  
559 surrounding them.  
560  
561 <?keyicon@27?> when near someone in a deep sleep:  
562 Capture Dream Mist</text>  
563 <text id="302471">%null%</text>  
564 <text id="302472">%null%</text>  
565 <text id="302473">%null%</text>  
566 <text id="302474">%null%</text>  
567 <text id="302475">%null%</text>  
568 <text id="302476">%null%</text>  
569 <text id="302477">%null%</text>  
570 <text id="302478">%null%</text>  
571 <text id="302479">%null%</text>  
572 <text id="302480">From "Pouches" in the main menu, you can  
573 equip six items to your pouches.  
574  
575 Four of those items can be used without opening the main menu.  
576  
577 <?keyicon@27?>+<?keyicon@17?>: Use item in pouch 1  
578 <?keyicon@27?>+<?keyicon@19?>: Use item in pouch 2  
579 <?keyicon@27?>+<?keyicon@20?>: Use item in pouch 3  
580 <?keyicon@27?>+<?keyicon@18?>: Use item in pouch
```

```
461  
462 The hunter will be summoned once the request succeeds, and  
463 their objective is to defeat the invader of your world.</text>  
464  
465 <text id="302421">%null%</text>  
466 <text id="302422">%null%</text>  
467 <text id="302423">%null%</text>  
468 <text id="302424">%null%</text>  
469 <text id="302425">%null%</text>  
470 <text id="302426">%null%</text>  
471 <text id="302427">%null%</text>  
472 <text id="302428">%null%</text>  
473 <text id="302429">%null%</text>  
474 <text id="302430">Armaments have special abilities called  
475 skills.  
476  
477 Skills are highly varied, and range from powerful attacks to  
478 temporary effects.  
479 Using skills consumes FP.  
480  
481 <?keyicon@25?>: <?keyActName@25?></text>  
482 <text id="302431">%null%</text>  
483 <text id="302432">%null%</text>  
484 <text id="302433">%null%</text>  
485 <text id="302434">%null%</text>  
486 <text id="302435">%null%</text>  
487 <text id="302436">%null%</text>  
488 <text id="302437">%null%</text>  
489 <text id="302438">%null%</text>  
490 <text id="302439">%null%</text>  
491 <text id="302440">Through your map, you can instantly travel  
492 to any sites of grace that you've discovered.  
493  
494 However, there are some dungeons and other areas where this  
495 cannot be done.</text>  
496 <text id="302441">%null%</text>  
497 <text id="302442">%null%</text>  
498 <text id="302443">%null%</text>  
499 <text id="302444">%null%</text>  
500 <text id="302445">%null%</text>  
501 <text id="302446">%null%</text>  
502 <text id="302447">%null%</text>  
503 <text id="302448">%null%</text>  
504 <text id="302449">%null%</text>  
505 <text id="302450">At a smithing table, you can spend runes and  
506 smithing stones to strengthen your armaments.  
507  
508 Somewhere in the Lands Between, you may meet a blacksmith who  
509 can make your armaments even stronger.</text>  
510 <text id="302451">%null%</text>  
511 <text id="302452">%null%</text>  
512 <text id="302453">%null%</text>  
513 <text id="302454">%null%</text>  
514 <text id="302455">%null%</text>  
515 <text id="302456">%null%</text>  
516 <text id="302457">%null%</text>  
517 <text id="302458">%null%</text>  
518 <text id="302459">%null%</text>  
519 <text id="302460">The Roundtable Hold is a place where  
520 Tarnished gather, guided by grace. Combat is prohibited on the  
521 premises due to a pact of non-aggression. (This rule is in  
522 effect when the Roundtable icon is displayed.)  
523 The Roundtable Hold is located outside of this world, and fast  
524 travel by grace is the only means of reaching it. (Use the map  
525 to travel there.)  
526  
527 <?keyicon@29?>: <?keyActName@29?></text>  
528 <text id="302461">%null%</text>  
529 <text id="302462">%null%</text>  
530 <text id="302463">%null%</text>  
531 <text id="302464">%null%</text>  
532 <text id="302465">%null%</text>  
533 <text id="302466">%null%</text>  
534 <text id="302467">%null%</text>  
535 <text id="302468">%null%</text>  
536 <text id="302469">%null%</text>  
537 <text id="302470">Monk Jiko seeks the deep fog of sleep.  
538  
539 Find someone in a deep sleep, and capture their Dream Mist by  
540 using St. Trina's Crystal Ball.  
541  
542 Those in a deep sleep can be identified by the mist  
543 surrounding them.  
544  
545 <?keyicon@27?> when near someone in a deep sleep:  
546 Capture Dream Mist</text>  
547 <text id="302471">%null%</text>  
548 <text id="302472">%null%</text>  
549 <text id="302473">%null%</text>  
550 <text id="302474">%null%</text>  
551 <text id="302475">%null%</text>  
552 <text id="302476">%null%</text>  
553 <text id="302477">%null%</text>  
554 <text id="302478">%null%</text>  
555 <text id="302479">%null%</text>  
556 <text id="302480">From "Pouch" in the main menu, you can equip  
557 six items to your pouches.  
558  
559 Four of those items can be used without opening the main menu.  
560  
561 <?keyicon@27?>+<?keyicon@17?>: Use item in Pouch 1  
562 <?keyicon@27?>+<?keyicon@19?>: Use item in Pouch 2  
563 <?keyicon@27?>+<?keyicon@20?>: Use item in Pouch 3  
564 <?keyicon@27?>+<?keyicon@18?>: Use item in Pouch
```

```
4</text>
569 <text id="302481">%null%</text>
570 <text id="302482">%null%</text>
571 <text id="302483">%null%</text>
572 <text id="302484">%null%</text>
573 <text id="302485">%null%</text>
574 <text id="302486">%null%</text>
575 <text id="302487">%null%</text>
576 <text id="302488">%null%</text>
577 <text id="302489">%null%</text>
578 <text id="302490">You can avoid enemy attacks with a dodge
roll or backstep.
Both of these actions consume stamina.
579
580
581 &lt;?keyicon@3?&gt;+&lt;?keyicon@7?&gt;; Dodge roll
582 &lt;?keyicon@7?&gt;; Backstep</text>

<text id="309000">You will need certain items to participate
in each type of multiplayer:
Cooperative, invasion, or competitive.

Select "Multiplayer" from the main menu to see your
multiplayer items.
You can also use them directly from this menu.

&lt;?keyicon@28?&gt;; &lt;?keyActName@28?&gt;</text>
<text id="402000">With the Equipment Menu, you can equip
armaments, arrows, bolts, armor, talismans, and items.

You can equip up to three armaments each on your left and
right arms.
The actions each armament performs will vary based on which
arm is wielding it.</text>
<text id="402001">%null%</text>
```

```
4</text>
548 <text id="302481">%null%</text>
549 <text id="302482">%null%</text>
550 <text id="302483">%null%</text>
551 <text id="302484">%null%</text>
552 <text id="302485">%null%</text>
553 <text id="302486">%null%</text>
554 <text id="302487">%null%</text>
555 <text id="302488">%null%</text>
556 <text id="302489">%null%</text>
557 <text id="302490">You can avoid enemy attacks with a dodge
roll or backstep.
Both of these actions consume stamina.
558
559
560 &lt;?keyMove?&gt;+&lt;?keyicon@7?&gt;; Dodge roll
561 &lt;?keyicon@7?&gt;; Backstep</text>
562 <text id="302491">%null%</text>
563 <text id="302492">%null%</text>
564 <text id="302493">%null%</text>
565 <text id="302494">%null%</text>
566 <text id="302495">%null%</text>
567 <text id="302496">%null%</text>
568 <text id="302497">%null%</text>
569 <text id="302498">%null%</text>
570 <text id="302499">%null%</text>
571 <text id="302500">The Great Runes you receive by defeating
shardbearers have lost their beneficial power.
However, their power can be restored at Divine Towers
throughout the Lands Between.
572
573
574 See the description of each Great Rune to discover which
Divine Tower you should visit.</text>
575 <text id="302501">%null%</text>
576 <text id="302502">%null%</text>
577 <text id="302503">%null%</text>
578 <text id="302504">%null%</text>
579 <text id="302505">%null%</text>
580 <text id="302506">%null%</text>
581 <text id="302507">%null%</text>
582 <text id="302508">%null%</text>
583 <text id="302509">%null%</text>
584 <text id="302510">Jump down the hole ahead, and you will find
the Cave of Knowledge.
585
586 There, you can learn more about game controls and basic
actions, as well as other tips that may be helpful during your
adventures in the Lands Between.</text>
587 <text id="302550">To engage in combat with other players,
touch the effigy of Marika in a Colosseum.
588
589 Duels, in which combatants fight one on one, can be undertaken
in this venue.</text>
590 <text id="302551">%null%</text>
591 <text id="302552">%null%</text>
592 <text id="302553">%null%</text>
593 <text id="302554">%null%</text>
594 <text id="302555">%null%</text>
595 <text id="302556">%null%</text>
596 <text id="302557">%null%</text>
597 <text id="302558">%null%</text>
598 <text id="302559">%null%</text>
599 <text id="302560">To engage in combat with other players,
touch the effigy of Marika in a Colosseum.
600
601 United Combat and Combat Ordeals can be undertaken in this
venue.
602
603 In United Combat two teams of fighters clash. Combat Ordeals
are all-out brawls in which every combatant is out for
themselves.</text>
604 <text id="302561">%null%</text>
605 <text id="302562">%null%</text>
606 <text id="302563">%null%</text>
607 <text id="302564">%null%</text>
608 <text id="302565">%null%</text>
609 <text id="302566">%null%</text>
610 <text id="302567">%null%</text>
611 <text id="302568">%null%</text>
612 <text id="302569">%null%</text>
613 <text id="302570">To engage in combat with other players,
touch the effigy of Marika in a Colosseum.
614
615 In this venue, spirit ashes are permitted for use in battle.</
text>
616 <text id="302571">%null%</text>
617 <text id="302572">%null%</text>
618 <text id="302573">%null%</text>
619 <text id="302574">%null%</text>
620 <text id="302575">%null%</text>
621 <text id="302576">%null%</text>
622 <text id="302577">%null%</text>
623 <text id="302578">%null%</text>
624 <text id="302579">%null%</text>
625 <text id="302580">The effigy of Marika at the Roundtable Hold
can be used to enter Colosseum combat.
626
627 Your preferred format may be chosen from those of Colosseums
already visited.</text>
628 <text id="309000">You will need certain items to participate
in each type of multiplayer:
cooperative, invasion, or competitive.
629
630
631 Select "Multiplayer" from the main menu to see your
multiplayer items.
You can also use them directly from this menu.
632
633
634 &lt;?keyicon@28?&gt;; &lt;?keyActName@28?&gt;</text>
635 <text id="402000">With the Equipment menu, you can equip
armaments, arrows, bolts, armor, talismans, and items.
636
637 You can equip up to three armaments each to your left and
right hands.
The actions each armament performs will vary based on which
hand is wielding it.</text>
638 <text id="402001">%null%</text>
639
```

```

595 <text id="402002">%null%</text>
596 <text id="402003">%null%</text>
597 <text id="402004">%null%</text>
598 <text id="402005">%null%</text>
599 <text id="402006">%null%</text>
600 <text id="402007">%null%</text>
601 <text id="402008">%null%</text>
602 <text id="402009">%null%</text>
603 <text id="402010">With the Item Crafting Menu, you can make
various items from materials that you find.
604
605 You can learn to craft more items by finding cookbooks.</text>
606 <text id="402011">%null%</text>
607 <text id="402012">%null%</text>
608 <text id="402013">%null%</text>
609 <text id="402014">%null%</text>
610 <text id="402015">%null%</text>
611 <text id="402016">%null%</text>
612 <text id="402017">%null%</text>
613 <text id="402018">%null%</text>
614 <text id="402019">%null%</text>
615 <text id="402020">With the Inventory Menu, you can browse the
items you're carrying, drop them on the ground, or throw them
away.
616
617 You can also use tools from the Inventory Menu.</text>
618
619 <text id="402021">%null%</text>
620 <text id="402022">%null%</text>
621 <text id="402023">%null%</text>
622 <text id="402024">%null%</text>
623 <text id="402025">%null%</text>
624 <text id="402026">%null%</text>
625 <text id="402027">%null%</text>
626 <text id="402028">%null%</text>
627 <text id="402029">%null%</text>
628 <text id="402030">With the Status Menu, you can check your
level, attributes, base stats, and more.
629
630 The information shown here also reflects changes to your
attack, defense, and resistances bestowed by armaments and
armor that you have equipped.</text>
631 <text id="402031">%null%</text>
632 <text id="402032">%null%</text>
633 <text id="402033">%null%</text>
634 <text id="402034">%null%</text>
635 <text id="402035">%null%</text>
636 <text id="402036">%null%</text>
637 <text id="402037">%null%</text>
638 <text id="402038">%null%</text>
639 <text id="402039">%null%</text>
640 <text id="402040">With the Message Menu, you can write
messages that players in other worlds can read at the spot
where you left them.
641
642 You can change the message format to leave more complex
messages and also attach gestures to your messages.
643
644 You can rate other players' messages.
Whenever another player rates a message that you've written,
your HP will be replenished.</text>
645 <text id="402041">%null%</text>
646 <text id="402042">%null%</text>
647 <text id="402043">%null%</text>
648 <text id="402044">%null%</text>
649 <text id="402045">%null%</text>
650 <text id="402046">%null%</text>
651 <text id="402047">%null%</text>
652 <text id="402048">%null%</text>
653 <text id="402049">%null%</text>
654 <text id="402050">With the Multiplayer Menu, you can use
various multiplayer items.
655
656 If you set a group password, you'll be more likely to see
messages, summon signs, bloodstains, phantoms, and so on from
others using the same password.
657
658 If you set a multiplayer password, you'll only be matched with
other players using the same password for most multiplayer
features.
659 However, multiplayer passwords do not apply to invasion
multiplayer.</text>
660 <text id="402100">With the Map Menu, you can check your
current position and terrain and buildings in the surrounding
area.
661
662 You can also freely place beacons of light to serve as
landmarks as you explore.
663
664 Lastly, through your map, you can select any site of grace
that you've discovered and travel there instantaneously.
However, there are some dungeons and other areas where this
cannot be done.</text>
665 <text id="402200">With the Level Up Menu, you can spend runes
to increase your attributes.
666
667 With each attribute increase, your level rises by one.
As your level rises, so does the amount of runes required for
your next attribute increase.</text>
668 <text id="402201">%null%</text>
669 <text id="402202">%null%</text>
670 <text id="402203">%null%</text>
671 <text id="402204">%null%</text>
672 <text id="402205">%null%</text>
673 <text id="402206">%null%</text>
674 <text id="402207">%null%</text>
675 <text id="402208">%null%</text>
676 <text id="402209">%null%</text>
677 <text id="402210">You can increase the number of flasks
available.
678
679 Locate Flask Shards in order to increase the number of
flasks.</text>
680
681

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641 <text id="402002">%null%/text>
642 <text id="402003">%null%/text>
643 <text id="402004">%null%/text>
644 <text id="402005">%null%/text>
645 <text id="402006">%null%/text>
646 <text id="402007">%null%/text>
647 <text id="402008">%null%/text>
648 <text id="402009">%null%/text>
649 <text id="402010">With the Item Crafting menu, you can make
650 various items from materials that you find.
651
652 You can learn to craft more items by finding cookbooks.</text>
653 <text id="402011">%null%/text>
654 <text id="402012">%null%/text>
655 <text id="402013">%null%/text>
656 <text id="402014">%null%/text>
657 <text id="402015">%null%/text>
658 <text id="402016">%null%/text>
659 <text id="402017">%null%/text>
660 <text id="402018">%null%/text>
661 <text id="402019">%null%/text>
662 <text id="402020">With the Inventory menu, you can browse the
663 items you're carrying, drop them on the ground, or throw them
664 away.
665
666 You can also use tools from the Inventory menu.
667
668 <?keyicon@31?>: Show large image and explanation.
669 <?keyicon@30?>: Toggle character data</text>
670 <text id="402021">%null%/text>
671 <text id="402022">%null%/text>
672 <text id="402023">%null%/text>
673 <text id="402024">%null%/text>
674 <text id="402025">%null%/text>
675 <text id="402026">%null%/text>
676 <text id="402027">%null%/text>
677 <text id="402028">%null%/text>
678 <text id="402029">%null%/text>
679 <text id="402030">With the Status menu, you can check your
680 level, attributes, base stats, and more.
681
682 The information shown here also reflects changes to your
683 attack, defense, and resistances bestowed by armaments and
684 armor that you have equipped.</text>
685 <text id="402031">%null%/text>
686 <text id="402032">%null%/text>
687 <text id="402033">%null%/text>
688 <text id="402034">%null%/text>
689 <text id="402035">%null%/text>
690 <text id="402036">%null%/text>
691 <text id="402037">%null%/text>
692 <text id="402038">%null%/text>
693 <text id="402039">%null%/text>
694 <text id="402040">With the Messages menu, you can write
695 messages that players in other worlds can read at the spot
696 where you left them.
697
698 You can change the message format to leave more complex
699 messages and also attach gestures to your messages.
700
701 You can rate other players' messages.
702 Whenever another player rates a message that you've written,
703 your HP will be replenished.</text>
704 <text id="402041">%null%/text>
705 <text id="402042">%null%/text>
706 <text id="402043">%null%/text>
707 <text id="402044">%null%/text>
708 <text id="402045">%null%/text>
709 <text id="402046">%null%/text>
710 <text id="402047">%null%/text>
711 <text id="402048">%null%/text>
712 <text id="402049">%null%/text>
713 <text id="402050">With the Multiplayer menu, you can use
714 various multiplayer items.
715
716 If you set a group password, you'll be more likely to see
717 messages, summon signs, bloodstains, phantoms, and so on from
718 others using the same password.
719
720 If you set a multiplayer password, you'll only be matched with
721 other players using the same password for most multiplayer
722 features.
723 However, multiplayer passwords do not apply to invasion
724 multiplayer.</text>
725 <text id="402100">With the Map menu, you can check your
726 current position and terrain and buildings in the surrounding
727 area.
728
729 You can also freely place beacons of light to serve as
730 landmarks as you explore.
731
732 Lastly, through your map, you can select any site of grace
733 that you've discovered and travel there instantaneously.
734 However, there are some dungeons and other areas where this
735 cannot be done.</text>
736 <text id="402200">With the Level Up menu, you can spend runes
737 to increase your attributes.
738
739 With each attribute increase, your level rises by one.
740 As your level rises, so does the amount of runes required for
741 your next attribute increase.</text>
742 <text id="402201">%null%/text>
743 <text id="402202">%null%/text>
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748 <text id="402207">%null%/text>
749 <text id="402208">%null%/text>
750 <text id="402209">%null%/text>
751 <text id="402210">You can increase the number of flasks
752 available.
753
754 Locate Flask Shards in order to increase the number of
755 flasks.</text>

```

```
682 <text id="402211">%null%/text>
683 <text id="402212">%null%/text>
684 <text id="402213">%null%/text>
685 <text id="402214">%null%/text>
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687 <text id="402216">%null%/text>
688 <text id="402217">%null%/text>
689 <text id="402218">%null%/text>
690 <text id="402219">%null%/text>
691 <text id="402220">You can increase the healing amount of each
    flask.
692
693 Locate "Immortal Ashes" in order to increase the healing
    amount.</text>
694 <text id="402221">%null%/text>
695 <text id="402222">%null%/text>
696 <text id="402223">%null%/text>
697 <text id="402224">%null%/text>
698 <text id="402225">%null%/text>
699 <text id="402226">%null%/text>
700 <text id="402227">%null%/text>
701 <text id="402228">%null%/text>
702 <text id="402229">%null%/text>
703 <text id="402230">With this menu, you can distribute the
    number of uses in each of your flasks.
704
705 You have a set total of maximum flask uses.
706 You can decide how many of those uses are for the HP-
    replenishing Flask of Crimson Tears, and how many are for the
    FP-replenishing Flask of Cerulean Tears.</text>
707 <text id="402231">%null%/text>
708 <text id="402232">%null%/text>
709 <text id="402233">%null%/text>
710 <text id="402234">%null%/text>
711 <text id="402235">%null%/text>
712 <text id="402236">%null%/text>
713 <text id="402237">%null%/text>
714 <text id="402238">%null%/text>
715 <text id="402239">%null%/text>
716 <text id="402240">With the Memorize Menu, you can memorize
    sorceries and incantations.
717
718 You must have a staff equipped to cast sorceries, or a sacred
    seal equipped to cast incantations.
719 Casting sorceries and incantations consumes FP.
720
721 Your memory slots determine the number of sorceries and
    incantations you can memorize.
722 You can increase your memory slots by obtaining a Memory
    Stone.</text>
723 <text id="402241">%null%/text>
724 <text id="402242">%null%/text>
725 <text id="402243">%null%/text>
726 <text id="402244">%null%/text>
727 <text id="402245">%null%/text>
728 <text id="402246">%null%/text>
729 <text id="402247">%null%/text>
730 <text id="402248">%null%/text>
731 <text id="402249">%null%/text>
732 <text id="402250">With this menu, you can place items that
    you're carrying into the chest for storage, or take stored
    items out of the chest.
733
734 If you are already carrying the maximum number of items when
    you pick up a new item, it will be stored in the chest
    automatically.</text>
735 <text id="402300">With the Shop Menu, you can spend runes to
    purchase various items.
736
737 You can also sell items for runes.
738
739 Each merchant stocks a different variety of items for
    purchase.</text>
740 <text id="402301">%null%/text>
741 <text id="402302">%null%/text>
742 <text id="402303">%null%/text>
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745 <text id="402306">%null%/text>
746 <text id="402307">%null%/text>
747 <text id="402308">%null%/text>
748 <text id="402309">%null%/text>
749 <text id="402310">Weapons and shields can be upgraded by using
    upgrade materials.
750
751 Higher ranked upgrade materials are required for higher level
    weapons.</text>
752 <text id="402311">%null%/text>
753 <text id="402312">%null%/text>
754 <text id="402313">%null%/text>
755 <text id="402314">%null%/text>
756 <text id="402315">%null%/text>
757 <text id="402316">%null%/text>
758 <text id="402317">%null%/text>
759 <text id="402318">%null%/text>
760 <text id="402319">%null%/text>
761 <text id="402320">With the Ashes of War Menu, you can use
    Ashes of War to grant skills and affinities to your armaments
    at sites of grace.
762
763 An armament can only have one Skill.
764 Any Skill it previously had will be lost.
765
766 By adding an affinity, you can alter an armament's attack
    affinity, boost attribute scaling, and more.
767
768 An armament's type determines what Skills and affinities it
    can have. Some special armaments cannot be granted new Skills
    or affinities using Ashes of War.</text>
769 <text id="402321">%null%/text>
770 <text id="402322">%null%/text>
771 <text id="402323">%null%/text>
772 <text id="402324">%null%/text>
773 <text id="402325">%null%/text>
774 <text id="402326">%null%/text>
```

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731 <text id="402212">%null%/text>
732 <text id="402213">%null%/text>
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736 <text id="402217">%null%/text>
737 <text id="402218">%null%/text>
738 <text id="402219">%null%/text>
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    amount.</text>
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743 <text id="402222">%null%/text>
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745 <text id="402224">%null%/text>
746 <text id="402225">%null%/text>
747 <text id="402226">%null%/text>
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749 <text id="402228">%null%/text>
750 <text id="402229">%null%/text>
751 <text id="402230">With this menu, you can allocate the number
    of uses in each of your flasks.
752
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754 You can decide how many of those uses are for the HP-
    replenishing Flask of Crimson Tears, and how many are for the
    FP-replenishing Flask of Cerulean Tears.</text>
755 <text id="402231">%null%/text>
756 <text id="402232">%null%/text>
757 <text id="402233">%null%/text>
758 <text id="402234">%null%/text>
759 <text id="402235">%null%/text>
760 <text id="402236">%null%/text>
761 <text id="402237">%null%/text>
762 <text id="402238">%null%/text>
763 <text id="402239">%null%/text>
764 <text id="402240">With the Memorize Spells menu, you can
    memorize sorceries and incantations.
765
766 You must have a staff equipped to cast sorceries, or a sacred
    seal equipped to cast incantations.
767 Casting sorceries and incantations consumes FP.
768
769 Your memory slots determine the number of sorceries and
    incantations you can memorize.
770 You can increase your memory slots by obtaining a Memory
    Stone.</text>
771 <text id="402241">%null%/text>
772 <text id="402242">%null%/text>
773 <text id="402243">%null%/text>
774 <text id="402244">%null%/text>
775 <text id="402245">%null%/text>
776 <text id="402246">%null%/text>
777 <text id="402247">%null%/text>
778 <text id="402248">%null%/text>
779 <text id="402249">%null%/text>
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788 <text id="402301">%null%/text>
789 <text id="402302">%null%/text>
790 <text id="402303">%null%/text>
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792 <text id="402305">%null%/text>
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794 <text id="402307">%null%/text>
795 <text id="402308">%null%/text>
796 <text id="402309">%null%/text>
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    weapons.</text>
800 <text id="402311">%null%/text>
801 <text id="402312">%null%/text>
802 <text id="402313">%null%/text>
803 <text id="402314">%null%/text>
804 <text id="402315">%null%/text>
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807 <text id="402318">%null%/text>
808 <text id="402319">%null%/text>
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813
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    affinity, boost attribute scaling, and more.
815
816 An armament's type determines what skills and affinities it
    can have. Some special armaments cannot be granted new skills
    or affinities using Ashes of War.</text>
817 <text id="402321">%null%/text>
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821 <text id="402325">%null%/text>
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```

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775 <text id="402327">%null%/text>
776 <text id="402328">%null%/text>
777 <text id="402329">%null%/text>
778 <text id="402330">With the Spirit Tuning menu, you can spend
runes and
779 Grave Gloveworts to strengthen the spirits you summon
780 from ashes.
781
782 To strengthen named spirits, you'll need Ghostform
783 Gloveworts.</text>
784 <text id="402331">%null%/text>
785 <text id="402332">%null%/text>
786 <text id="402333">%null%/text>
787 <text id="402334">%null%/text>
788 <text id="402335">%null%/text>
789 <text id="402336">%null%/text>
790 <text id="402337">%null%/text>
791 <text id="402338">%null%/text>
792 <text id="402339">%null%/text>
793 <text id="402340">You can learn magic from the Dragon
Communion.
794
795 Memorize these spells by offering Dragon Communion Seeds.</
text>
796 <text id="402341">%null%/text>
797 <text id="402342">%null%/text>
798 <text id="402343">%null%/text>
799 <text id="402344">%null%/text>
800 <text id="402345">%null%/text>
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802 <text id="402347">%null%/text>
803 <text id="402348">%null%/text>
804 <text id="402349">%null%/text>
805 <text id="402350">With the Great Rune menu, you can equip
Great Runes that
have had their power restored.
806
807 You can use a Rune Arc to give even greater benefits to
808 your equipped Great Runes.</text>
809 <text id="402351">%null%/text>
810 <text id="402352">%null%/text>
811 <text id="402353">%null%/text>
812 <text id="402354">%null%/text>
813 <text id="402355">%null%/text>
814 <text id="402356">%null%/text>
815 <text id="402357">%null%/text>
816 <text id="402358">%null%/text>
817 <text id="402359">%null%/text>
818 <text id="402360">With this menu, you can mix two crystal
819 tears in the Flask of Wondrous Physick.
820
821 This will allow you to create physicks with various custom
822 effects.</text>
823 <text id="402361">%null%/text>
824 <text id="402362">%null%/text>
825 <text id="402363">%null%/text>
826 <text id="402364">%null%/text>
827 <text id="402365">%null%/text>
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829 <text id="402367">%null%/text>
830 <text id="402368">%null%/text>
831 <text id="402369">%null%/text>
832 <text id="402370">With the Rebirth menu, you can spend Amber
833 Shards to clear
your levels and reassign them from square one.
834
835 You cannot reduce your final level or make any attributes
lower than they were when you began. </text>
836
837 <text id="402371">%null%/text>
838 <text id="402372">%null%/text>
839 <text id="402373">%null%/text>
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843 <text id="402377">%null%/text>
844 <text id="402378">%null%/text>
845 <text id="402379">%null%/text>
846 <text id="402380">With the Force of Remembrance menu, you can
847 draw out
heroic powers from memories.
848
849 Each memory can provide one power. Once that power is
850 claimed, the memory is lost.</text>
851 <text id="402381">%null%/text>
852 <text id="402382">%null%/text>
853 <text id="402383">%null%/text>
854 <text id="402384">%null%/text>
855 <text id="402385">%null%/text>
856 <text id="402386">%null%/text>
857 <text id="402387">%null%/text>
858 <text id="402388">%null%/text>
859 <text id="402389">%null%/text>
860 <text id="402390">With the Smithing Menu, you can spend runes
861 and smithing stones to strengthen your armaments.
862
863 You can strengthen your armaments up to +3 at a smithing
table.
864
865 Somewhere in the Lands Between, you may meet a blacksmith who
866 can make your armaments even stronger.</text>
```

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823 <text id="402327">%null%/text>
824 <text id="402328">%null%/text>
825 <text id="402329">%null%/text>
826 <text id="402330">With the Spirit Tuning menu, you can spend
runes and Grave Gloveworts to strengthen the spirits you
summon from ashes.
827
828 To strengthen named spirits, you'll need Ghost Gloveworts.</
text>
829 <text id="402331">%null%/text>
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831 <text id="402333">%null%/text>
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835 <text id="402337">%null%/text>
836 <text id="402338">%null%/text>
837 <text id="402339">%null%/text>
838 <text id="402340">You can learn magic from the Dragon
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839
840 Memorize these spells by offering Dragon Communion Seeds.</
text>
841 <text id="402341">%null%/text>
842 <text id="402342">%null%/text>
843 <text id="402343">%null%/text>
844 <text id="402344">%null%/text>
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848 <text id="402348">%null%/text>
849 <text id="402349">%null%/text>
850 <text id="402350">With the Great Rune menu, you can equip
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have had their power restored.
851
852 You can use a Rune Arc to give even greater benefits to
853 your equipped Great Runes.</text>
854 <text id="402351">%null%/text>
855 <text id="402352">%null%/text>
856 <text id="402353">%null%/text>
857 <text id="402354">%null%/text>
858 <text id="402355">%null%/text>
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861 <text id="402358">%null%/text>
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864 tears in the Flask of Wondrous Physick.
865
866 This will allow you to create physicks with various custom
867 effects.</text>
868 <text id="402361">%null%/text>
869 <text id="402362">%null%/text>
870 <text id="402363">%null%/text>
871 <text id="402364">%null%/text>
872 <text id="402365">%null%/text>
873 <text id="402366">%null%/text>
874 <text id="402367">%null%/text>
875 <text id="402368">%null%/text>
876 <text id="402369">%null%/text>
877 <text id="402370">With the Rebirth menu, you can spend Larval
878 Tears to clear
your levels and reassign them from square one.
879
880 You must reassign all levels until you reach your present
881 level and you cannot make any attributes lower than
their initial level determined by your origin.</text>
882 <text id="402371">%null%/text>
883 <text id="402372">%null%/text>
884 <text id="402373">%null%/text>
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888 <text id="402377">%null%/text>
889 <text id="402378">%null%/text>
890 <text id="402379">%null%/text>
891 <text id="402380">With the Power of Remembrance menu, you can
draw out the power of a remembrance's namesake.
892
893 Each remembrance can provide one power. Once that power is
claimed, the remembrance will be lost.</text>
894 <text id="402381">%null%/text>
895 <text id="402382">%null%/text>
896 <text id="402383">%null%/text>
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902 <text id="402389">%null%/text>
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905 You can strengthen your armaments up to +3 at a smithing
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906
907 Somewhere in the Lands Between, you may meet a blacksmith who
908 can make your armaments even stronger.</text>
909 <text id="402391">%null%/text>
910 <text id="402392">%null%/text>
911 <text id="402393">%null%/text>
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915 <text id="402397">%null%/text>
916 <text id="402398">%null%/text>
917 <text id="402399">%null%/text>
<text id="402400">With the Remembrance Duplication menu, you
can duplicate remembrances you've previously acquired.
```

```
864 </entries>
865 </fmg>
866
```

```
918 (This includes remembrances from which you've already drawn
out power.)
919
920 Duplication can only be performed once per mausoleum.</text>
921 <text id="402500">With the Colosseum menu, you can adjust the
rules for Colosseum combat, such as the format, player count,
and use of spirit ashes, etc. You may also set your Colosseum
password here.
922
923 You can jump straight into combat from this menu.</text>
924 </entries>
925 </fmg>
926
```