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<?xml version="1.0" encoding="utf-8"?>
<ItemFilter xmlns:i="http://www.w3.org/2001/XMLSchema-instance">
  <name>Hive Queen!</name>
  <filterIcon>3</filterIcon>
  <filterIconColor>16</filterIconColor>
  <description>Cold Hive Queen</description>
  <lastModifiedInVersion>0.8.5f</lastModifiedInVersion>
  <lootFilterVersion>2</lootFilterVersion>
  <rules>
    <Rule>
      <type>HIDE</type>
      <conditions />
      <color>0</color>
      <isEnabled>true</isEnabled>
      <levelDependent>>false</levelDependent>
      <minLvl>0</minLvl>
      <maxLvl>0</maxLvl>
      <emphasized>>false</emphasized>
      <nameOverride />
    </Rule>
    <Rule>
      <type>HIGHLIGHT</type>
      <conditions>
        <Condition i:type="SubTypeCondition">
          <type>
            <EquipmentType>RELIC</EquipmentType>
          </type>
          <subTypes>
            <int>37</int>
          </subTypes>
        </Condition>
        <Condition i:type="AffixCondition">
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            <int>26</int>
            <int>591</int>
            <int>25</int>
            <int>52</int>
          </affixes>
          <comparsion>ANY</comparsion>
          <comparsionValue>0</comparsionValue>
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          <combinedComparsion>ANY</combinedComparsion>
          <combinedComparsionValue>1</combinedComparsionValue>
          <advanced>>false</advanced>
        </Condition>
      </conditions>
    </Rule>
  </rules>
</ItemFilter>

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    </Condition>
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  <isEnabled>true</isEnabled>
  <levelDependent>>false</levelDependent>
  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>
  <emphasized>>false</emphasized>
  <nameOverride />
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  <conditions>
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        <EquipmentType>RING</EquipmentType>
      </type>
      <subTypes>
        <int>7</int>
      </subTypes>
    </Condition>
    <Condition i:type="AffixCondition">
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        <int>504</int>
        <int>25</int>
        <int>52</int>
        <int>505</int>
      </affixes>
      <comparsion>ANY</comparsion>
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      <combinedComparsion>ANY</combinedComparsion>
      <combinedComparsionValue>1</combinedComparsionValue>
      <advanced>>false</advanced>
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  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>
  <emphasized>>false</emphasized>
  <nameOverride />

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</Rule>
<Rule>
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      <subTypes>
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      </subTypes>
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        <int>505</int>
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        <int>52</int>
      </affixes>
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  <maxLvl>0</maxLvl>
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  <type>HIGHLIGHT</type>
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        <int>7</int>
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        <int>3</int>
    </subTypes>
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        <int>36</int>
        <int>504</int>
        <int>505</int>
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    <combinedComparsionValue>1</combinedComparsionValue>
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<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
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</Rule>
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    <conditions>
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                <EquipmentType>BOOTS</EquipmentType>
            </type>
            <subTypes>
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                <int>3</int>
            </subTypes>

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</Condition>
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  <affixes>
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    <int>52</int>
    <int>36</int>
    <int>28</int>
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  <combinedComparsionValue>1</combinedComparsionValue>
  <advanced>false</advanced>
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        <EquipmentType>BELT</EquipmentType>
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        <int>6</int>
        <int>4</int>
        <int>2</int>
      </subTypes>
    </Condition>
    <Condition i:type="AffixCondition">
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        <int>70</int>

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        <int>330</int>
        <int>25</int>
        <int>52</int>
        <int>36</int>
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    <combinedComparsionValue>1</combinedComparsionValue>
    <advanced>false</advanced>
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<maxLvl>0</maxLvl>
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</Rule>
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            <subTypes>
                <int>42</int>
            </subTypes>
        </Condition>
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            </affixes>
            <comparsion>ANY</comparsion>
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    <minOnTheSameItem>2</minOnTheSameItem>
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        <int>28</int>
        <int>41</int>
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    </Condition>
    <Condition i:type="AffixCondition">
      <affixes>
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        <int>504</int>
        <int>501</int>
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        <int>52</int>
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      <combinedComparsion>ANY</combinedComparsion>
      <combinedComparsionValue>1</combinedComparsionValue>
      <advanced>false</advanced>
    </Condition>
  </conditions>
</Rule>

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</conditions>
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<Rule>
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  <conditions>
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      </type>
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        <int>25</int>
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        <int>504</int>
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      <advanced>>false</advanced>
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  <maxLvl>0</maxLvl>
  <emphasized>>false</emphasized>
  <nameOverride />

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</Rule>
<Rule>
  <type>HIDE</type>
  <conditions>
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      <rarity>NORMAL MAGIC</rarity>
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  </conditions>
  <color>0</color>
  <isEnabled>true</isEnabled>
  <levelDependent>>false</levelDependent>
  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>
  <emphasized>>false</emphasized>
  <nameOverride />
</Rule>
<Rule>
  <type>HIGHLIGHT</type>
  <conditions>
    <Condition i:type="SubTypeCondition">
      <type>
        <EquipmentType>TWO_HANDED_AXE</EquipmentType>
      </type>
      <subTypes>
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      </subTypes>
    </Condition>
    <Condition i:type="AffixCondition">
      <affixes>
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      <combinedComparsionValue>1</combinedComparsionValue>
      <advanced>>false</advanced>
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  <color>7</color>
  <isEnabled>true</isEnabled>
  <levelDependent>>false</levelDependent>
  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>

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    <emphasized>false</emphasized>
    <nameOverride />
</Rule>
<Rule>
  <type>SHOW</type>
  <conditions>
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      <rarity>UNIQUE SET EXALTED</rarity>
    </Condition>
  </conditions>
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  <levelDependent>false</levelDependent>
  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>
  <emphasized>false</emphasized>
  <nameOverride />
</Rule>
<Rule>
  <type>SHOW</type>
  <conditions>
    <Condition i:type="SubTypeCondition">
      <type>
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        <EquipmentType>IDOL_1x1_LAGON</EquipmentType>
        <EquipmentType>IDOL_2x1</EquipmentType>
        <EquipmentType>IDOL_1x2</EquipmentType>
        <EquipmentType>IDOL_3x1</EquipmentType>
        <EquipmentType>IDOL_1x3</EquipmentType>
        <EquipmentType>IDOL_4x1</EquipmentType>
        <EquipmentType>IDOL_1x4</EquipmentType>
        <EquipmentType>IDOL_2x2</EquipmentType>
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  <levelDependent>false</levelDependent>
  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>
  <emphasized>false</emphasized>
  <nameOverride />
</Rule>

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<Rule>
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  <conditions>
    <Condition i:type="AffixCondition">
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        <int>663</int>
        <int>544</int>
        <int>591</int>
        <int>660</int>
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</ItemFilter>
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