

All Silksong text

Updated for patch **1.0.29980** (20 March, 2026)

Text in italics is known cut content.

Achievements

<entries>

<entry name="JOURNAL_FULL_DESC">Receive the Hunter's Memento</entry>

<entry name="MATERIUM_FULL_NAME">Materialist</entry>

<entry name="ALL_MASKS_NAME">Masked</entry>

<entry name="ALL_SILK_SPOOLS_DESC">Acquire all Spool Fragments</entry>

<entry name="DEFEATED_LACE_2_NAME">White Knight</entry>

<entry name="SPEEDRUN_1_NAME">Speedrunner</entry>

<entry name="ALL_MAPS_NAME">Cartographer</entry>

<entry name="FIRST_MASK_NAME">Protected</entry>

<entry name="JOURNAL_HALF_DESC">Grant Nuu's wish</entry>

<entry name="DEFEATED_SONG_GOLEM_DESC">Defeat Fourth Chorus</entry>

<entry name="FIRST_WISH_DESC">Grant your first wish</entry>

<entry name="ENDING_C_NAME">Snared Silk</entry>

<entry name="DEFEATED_CORAL_KING_NAME">Tyrant</entry>

<entry name="HERALD_WISH_DESC">Grant the Herald's wish and finish the game</entry>

<entry name="DEFEATED_LACE_2_DESC">Defeat Lace in the Cradle</entry>

<entry name="DEFEATED_WIDOW_NAME">Fanatic</entry>

<entry name="FIRST_CREST_DESC">Claim your first Crest</entry>

<entry name="STEEL_SOUL_NAME">Steel Soul</entry>

<entry name="DEFEATED_HUNTER_QUEEN_DESC">Defeat Skarsinger Karmelita</entry>

<entry name="DEFEATED_PHANTOM_1_NAME">Grey Ghost</entry>

<entry name="SPEED_COMPLETION_NAME">Speed Completion</entry>

<entry name="DEFEATED_SONG_GOLEM_NAME">Servant</entry>

<entry name="SPEED_COMPLETION_DESC">Achieve 100% game completion and finish the game in under 30 hours</entry>

<entry name="FIRST_SILK_SKILL_DESC">Bind your first Silk Skill</entry>

<entry name="GARMOND_FINAL_QUEST_DESC">Defeat Lost Garmond</entry>

<entry name="DEFEATED_HUNTER_QUEEN_NAME">Diva</entry>

<entry name="DEFEATED_COGWORK_DANCERS_NAME">Last Dance</entry>

<entry name="DEFEATED_FIRST_SINNER_DESC">Defeat First Sinner</entry>

<entry name="DEFEATED_LAST_JUDGE_1_DESC">Defeat the Last Judge</entry>

<entry name="ENDING_E_DESC">Defeat Lost Lace and free Pharloom</entry>

<entry name="ENDING_D_DESC">Defeat Grand Mother Silk while cursed</entry>

<entry name="FIRST_TOOL_DESC">Acquire your first Tool</entry>

<entry name="ALL_SILK_SKILLS_NAME">Woven</entry>

<entry name="HIDDEN_ACHIEVEMENT_TITLE">Secret</entry>
<entry name="FIRST_SILK_SPOOL_NAME">Restored</entry>
<entry name="COMPLETION_DESC">Achieve 100% game completion and finish the game</entry>
<entry name="ALL_CRESTS_DESC">Claim all Crests</entry>
<entry name="ENDING_A_DESC">Defeat Grand Mother Silk and bind her power</entry>
<entry name="MEMENTO_FULL_DESC">Collect all Mementos and display them in your Bellhome</entry>
<entry name="DEFEATED_LAST_JUDGE_1_NAME">Judge</entry>
<entry name="ALL_CRESTS_NAME">Consumed</entry>
<entry name="DEFEATED_GREEN_PRINCE_NAME">Lamenter</entry>
<entry name="SHAKRA_FINAL_QUEST_NAME">Trail's End</entry>
<entry name="ENDING_B_DESC">Defeat Grand Mother Silk</entry>
<entry name="FIRST_WISH_NAME">Granted</entry>
<entry name="BELLWAY_MELODY_DESC">Learn the Beastling Call</entry>
<entry name="BELLWAYS_FULL_NAME">Connected</entry>
<entry name="BELLWAYS_FULL_DESC">Open all of Pharloom's Bellways</entry>
<entry name="SPEEDRUN_1_DESC">Complete the game in under 5 hours</entry>
<entry name="STEEL_SOUL_DESC">Finish the game in Steel Soul mode</entry>
<entry name="DEFEATED_FLOWER_QUEEN_NAME">Seed</entry>
<entry name="BELLHOME_NAME">Resident</entry>
<entry name="HIDDEN_ACHIEVEMENT_ALT">This feat is hidden</entry>
<entry name="BELLHOME_DESC">Acquire your own Bellhome</entry>
<entry name="WHITE_FLOWER_GAINED_DESC">Claim the Everbloom from within a distant memory</entry>
<entry name="ENDING_B_NAME">Strung to Serve</entry>
<entry name="HERALD_WISH_NAME">Passing of the Age</entry>
<entry name="DEFEATED_GREEN_PRINCE_DESC">Defeat the Clover Dancers</entry>
<entry name="STEEL_SOUL_FULL_DESC">Achieve 100% game completion and finish the game in Steel Soul mode</entry>
<entry name="ALL_TOOLS_NAME">Arsenal</entry>
<entry name="CITADEL_SONG_NAME">Harmonious</entry>
<entry name="HEART_OF_PHARLOOM_DESC">Acquire all other trophies</entry>
<entry name="DEFEATED_BELLBEAST_DESC">Defeat the Bell Beast</entry>
<entry name="DEFEATED_FLOWER_QUEEN_DESC">Defeat Nyleth</entry>
<entry name="DEFEATED_TROBBIO_DESC">Defeat Trobbio</entry>
<entry name="COMPLETION_NAME">Completion</entry>
<entry name="DEFEATED_TROBBIO_NAME">Tragedian</entry>
<entry name="ALL_SILK_HEARTS_DESC">Acquire all Silk Hearts</entry>
<entry name="TUBES_FULL_DESC">Open all of the Citadel's Ventrice Stations</entry>
<entry name="ALL_SILK_SKILLS_DESC">Bind all Silk Skills</entry>
<entry name="PINSTRESS_WISH_DESC">Defeat Pinstress</entry>
<entry name="FLEAS_HALF_NAME">Flea Finder</entry>
<entry name="DEFEATED_LACE_1_DESC">Defeat Lace in Deep Docks</entry>

<entry name="FIRST_TOOL_NAME">Equipped</entry>
<entry name="EVA_FINAL_QUEST_NAME">Entwined</entry>
<entry name="ALL_TOOLS_DESC">Acquire all Tools</entry>
<entry name="GOURMAND_WISH_NAME">Glutton</entry>
<entry name="JOURNAL_FULL_NAME">True Hunter</entry>
<entry name="ENDING_D_NAME">Twisted Child</entry>
<entry name="ENDING_A_NAME">Weaver Queen</entry>
<entry name="PINSTRESS_WISH_NAME">Fatal Resolve</entry>
<entry name="FLEAS_ALL_NAME">Fleafriend</entry>
<entry name="GARMOND_FINAL_QUEST_NAME">Hero's Call</entry>
<entry name="DEFEATED_FIRST_SINNER_NAME">Heretic</entry>
<entry name="ALL_MAPS_DESC">Acquire a map of each area</entry>
<entry name="ALL_SILK_HEARTS_NAME">Regenerated</entry>
<entry name="DEFEATED_WIDOW_DESC">Defeat Widow</entry>
<entry name="ALL_MASKS_DESC">Acquire all Mask Shards</entry>
<entry name="MATERIUM_FULL_DESC">Record all items in the Materium</entry>
<entry name="ENDING_ANY_DESC">Finish the game</entry>
<entry name="DEFEATED_PHANTOM_1_DESC">Defeat Phantom</entry>
<entry name="JOURNAL_HALF_NAME">Keen Hunter</entry>
<entry name="DEFEATED_COGWORK_DANCERS_DESC">Defeat the Cogwork Dancers</entry>
<entry name="SONGSHRINE_FIRST_DESC">Ring your first bell</entry>
<entry name="CITADEL_SONG_DESC">Learn the Citadel's Threefold song</entry>
<entry name="FIRST_SILK_SKILL_NAME">Bound</entry>
<entry name="WHITE_FLOWER_GAINED_NAME">Remembrance</entry>
<entry name="GOURMAND_WISH_DESC">Sate the Grand Gourmand</entry>
<entry name="ALL_SILK_SPOOLS_NAME">Extended</entry>
<entry name="SONGSHRINE_FIRST_NAME">Awoken</entry>
<entry name="FIRST_MASK_DESC">Acquire 4 Mask Shards</entry>
<entry name="STEEL_SOUL_FULL_NAME">Steel Heart</entry>
<entry name="DEFEATED_LACE_1_NAME">Pharloom's Welcome</entry>
<entry name="DEFEATED_CORAL_KING_DESC">Defeat Crust King Khann</entry>
<entry name="ENDING_E_NAME">Sister of the Void</entry>
<entry name="SHAKRA_FINAL_QUEST_DESC">Grant Shakra's wish</entry>
<entry name="BELLWAY_MELODY_NAME">Bonded</entry>
<entry name="MEMENTO_FULL_NAME">Momentous</entry>
<entry name="FIRST_CREST_NAME">Claimed</entry>
<entry name="TUBES_FULL_NAME">Transported</entry>
<entry name="DEFEATED_BELLBEAST_NAME">Liberated</entry>
<entry name="FLEAS_ALL_DESC">Rescue all of Pharloom's lost fleas and receive their final gift</entry>
<entry name="ENDING_C_DESC">Defeat Grand Mother Silk and entrap her with the Soul Snare</entry>
<entry name="HEART_OF_PHARLOOM_NAME">Pharloom's Heart</entry>

<entry name="ENDING_ANY_NAME">(Ending Generic)</entry>
<entry name="FIRST_SILK_SPOOL_DESC">Acquire 2 Spool Fragments</entry>
<entry name="FLEAS_HALF_DESC">Rescue half of Pharloom's lost fleas</entry>
<entry name="HIDDEN_ACHIEVEMENT">This achievement is hidden</entry>
<entry name="EVA_FINAL_QUEST_DESC">Bind Eva</entry>
</entries>

AutoSaveNames

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<entries>
<entry name="GAINED_MELODY_BEAST">LearntBeastMelody</entry>
<entry name="SAVED_BELLHART">SavedBellhart</entry>
<entry name="GAINED_BROLLY">GotDrifterCloak</entry>
<entry name="GAINED_REAPER">GotReaperCrest</entry>
<entry name="GAINED_MELODY_CONDUCTOR">LearntConductMelody</entry>
<entry name="GAINED_DOUBLE_JUMP">GotFayCloak</entry>
<entry name="ACT_3">Act3Start</entry>
<entry name="ACT_2">Act2Start</entry>
<entry name="ACT_1">Act1Start</entry>
<entry name="GAINED_WHITE_FLOWER">GotWhiteFlower</entry>
<entry name="SLAB_CAPTURED">Caged</entry>
<entry name="GAINED_SILKNEEDLE">GotPaleNails</entry>
<entry name="GAINED_SILKSPEAR">GotSilkspear</entry>
<entry name="GAINED_BEAST">GotBeastCrest</entry>
<entry name="GAINED_HEART_BLOOM">DefeatedNyleth</entry>
<entry name="GAINED_MELODY_LIBRARIAN">LearntVaultMelody</entry>
<entry name="GAINED_SPRINT">GotSwiftStep</entry>
<entry name="GAINED_SUPER_JUMP">GotSilkSoar</entry>
<entry name="GAINED_THREADSPHERE">GotThreadStorm</entry>
<entry name="GAINED_CURSE">Cursed</entry>
<entry name="GAINED_WANDERER">GotWandererCrest</entry>
<entry name="GAINED_TOOMASTER">GotArchitectCrest</entry>
<entry name="GAINED_HARPOON">GotClawline</entry>
<entry name="GAINED_WALLJUMP">GotClingGrip</entry>
<entry name="GAINED_MELODY_ARCHITECT">LearntCogMelody</entry>
<entry name="GAINED_HEART_HUNTER">DefeatedKarmelita</entry>
<entry name="GAINED_NEEDOLIN">GotNeedolin</entry>
<entry name="GAINED_MELODY_DEEP">LearntDeepMelody</entry>
<entry name="GAINED_HEART_CLOVER">DefeatedCloverDancers</entry>
<entry name="GAINED_SILKCHARGE">GotSharpdart</entry>
<entry name="GAINED_WITCH">GotWitchCrest</entry>
<entry name="GAINED_SLYTHSONG">GotSylphsong</entry>
<entry name="GAINED_SHAMAN">GotShamanCrest</entry>
<entry name="UNLOCKED_MELODY_LIFT">OpenCradleLift</entry>
<entry name="GAINED_RUNE_BOMB">GotRuneRage</entry>
<entry name="GAINED_PARRY">GotCrossStitch</entry>
<entry name="GAINED_HEART_CORAL">DefeatedKhann</entry>
</entries>
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Belltown

<entries>

<entry name="COURIER_SHOP_REPEAT_ACT3"><page=S>Miss courier! Pharloom's bugs are wishing, waiting, sad and scared. The deliverings are needed, now more than more!</entry>

<entry name="RELIC_DEALER_RELICS_FIRST">But what's this?! I smell something on you right now! You have a relic for me!</entry>

<entry name="DOCTOR_CURSE_FIX_OFFER">Aha! The spines! Specimen, you have them! Then it is time, indeed! Bzzt! To free you of your wriggling torment, and show my genius clear!</entry>

<entry name="SHOPKEEP_CURSED">Oh my, what a state you're in! You look like you're one breath away from keeling over dead! [Hornet]: I will continue to live, madam, but I am indeed afflicted. A parasite has taken root within my shell... Perhaps you have something that could help me? A medicine? [NPC]: Mmm, not so sure I stock anything like that. You should ask Pavo there. It's his job to give directions and such, so he may have some useful advice. [NPC]: In the meantime... shopping itself is a type of medicine, isn't it? You should buy something now. Given your condition, this might be your last chance!</entry>

<entry name="COURIER_SHOP_CURSED_TALK_1"><page=S>Ughhh! What-what is this? Your body is all twisting, creaking! Horrid fiend inside! [Hornet]: A parasite has lodged deep inside my shell. It has taken some strength of will to keep its thrashing at bay.<page=T>With a shell like such, you cannot be taking no deliverings! Infect the goods you would-would! [Hornet]: Very well, couriers. If I somehow manage to remove the parasite, I may return to offer aid.</entry>

<entry name="BELLHERMIT_MEET">What do you want, slave? [Hornet]: Slave? I am a traveller, stranger, not a slave. [NPC]: Grnk. Exactly what a slave would say. Begone!</entry>

<entry name="GREETER_REPEAT2_ACT3">[Hornet]: Soon, Pavo, I shall calm the chaos. Please guard these bugs safe till then. [NPC]: Of course, dear resident! Of course! Know all our faith, and our wishes go with you.</entry>

<entry name="SHOP_ITEM_ROSARYSTRING_M_DESC">Loose rosaries will escape your pockets at the worst of times, and I'm a deft claw at stringing them tight! I can string you a whole necklace, safe and stylish.</entry>

<entry name="COURIER_SHORT_QUEST_ACCEPTED">[Hornet]: I have taken your wish, Tipp. If I find your brother safe, I'll be sure to send him back this way. [NPC]: My many thanks, miss saving! You are brave-brave. Same as brother! My faith goes all with you!</entry>

<entry name="PINSMITH_QUEST_REPEAT">Up there, in that Citadel, the fabled oil is waiting. Bestow it upon this fine pinmaster, and your blade shall sing louder yet. [Hornet]: I will find the oil, pinmaster. Keep your skills sharp.</entry>

<entry name="DOCTOR_CURSE_OFFER">Now now! What's all this? Infested are you, bzzt? [NPC]: Do you even know who I am? Why, 'tis the great Yarnaby, genius physician, unfairly outcast, who now towers before you! [Hornet]: I apologise for intruding upon your work, but if you are the skilled physician you claim, I ask your assistance. [Hornet]: A parasite has wormed its way inside of me. Its roots twist and pull inside my shell, draining my strength. If you possess the skills and tools, I would see it removed. [NPC]: Bzzt! Well, well! So you're a special, sickly specimen, are you?! That changes matters, yes. Turns them on their head! [NPC]: Let me see.

Hm. Not haunted, indeed. No Silk-sickness. But something strange has certainly clawed its way in![NPC]:These "roots" that torment you so... I'm not altogether familiar with them, but it matters not![NPC]:If there's something nasty inside a shell that must come out, we use great Yarnaby's Extricator! It's your only hope, bzzt![NPC]:...Hmmm, but to crack your stiff shell we'll first need some extra strength. The healing can be done, yes! But before that my mighty Extricator needs an upgrade!</entry>

<entry name="SHOP_ITEM_SHARD_POUCH">Travellers should always keep spare shards close by. We Bellharters were once praised for our fine claw-work. An art lost on most modern pilgrims... excepting yourself I'm sure.</entry>

<entry name="BELLHERMIT_SAVED_3">What a persistent little worm you are. Amuse me then. Why did you cut those poor bugs from their comforting curse?[Hornet]:There was old power in the creature that guided the thread, and a talent of Silk, now taken, that shall prove useful to me.[Hornet]:That the town is freed and its service returned is a benefit too. I may oftentimes feel myself apart from these bugs, but even I recoil to see Silk strung in such sickening service.[NPC]:Grnk. To free them was no favour. But the gathering of power... In that goal, we may understand each other some.</entry>

<entry name="RELIC_DEALER_RELICS">Ahh... I smell something on you. Heavy with the past, you are. You have a relic for me, don't you?</entry>

<entry name="PINSMITH_QUEST_OFFER">[Hornet]:Your skills are impressive. My needle sings from your care. But I must ask, can the blade be honed further?[NPC]:You seek further sharpening? Further than Plinney does provide? Impertinence! But... Maybe? But... No...[Hornet]:You hesitate? Then it is possible? Are you incapable? Should I seek others within the kingdom?[NPC]:Wait! Yes. Seek not others, but an oil, fabled and fine. With it the Citadel once brought gleaming edge and point to its pins.[NPC]:Though the Citadel's pinmasters are long past, some small store of that miraculous elixir may remain within its halls.[NPC]:Were even a meagre drop pilfered, and gifted upon Plinney, your blade could shine brighter still...[NPC]:Just know, dear friend, the veiled bugs would be oh so unkind to the thief who'd claim that fine prize for themselves.</entry>

<entry name="SHOP_ITEM_TOOL_POUCH_DESC">You've a tool pouch on you? I can add a few pockets so you can carry more tools, and more shards to make'em. My sewing skills are quite renowned in these parts.</entry>

<entry name="COURIER_SHOP_MEET"><page=S>Miss saving! We are together, at last! My brother and myself, both returned to safety's safe.[Hornet]:I am pleased you have found one another. If you are planning to venture out again, I would urge you reconsider for the sake of your shells.<page=S>We know it! Muchly-much! We cannot be leaving this home of bells. No more! Heres we will remain, for shells to survive. <page=T>But we instead did plan, together, clever! Yes-yes. Those pilgrims, them that pass, maybes they will help? For small reward as we have?<page=T>Even you, miss saving! Yes-yes! Saving is done. Our wishes now we ask. Now is time for miss courier!</entry>

<entry name="PINSMITH_QUEST_REOFFER">Lost within that fortress above, the fabled oil of my profession... Such sharpness one could achieve...[NPC]:But, oh! 'Tis an awful thing. Too cruel, the many stabbing pins you'd face in its seeking.</entry>

<entry name="SHOPKEEP_PAINT_POST">We've made a good start on the painting, resident! Give us a little more time and your bell'll be shining like new.</entry>

<entry name="BELLHERMIT_SNARE">Hnff... So the slave comes seeking?[NPC]:I've heard it. Wishing on a world cut free, yes? Along with my nephew up there. Sounds he's sunk as simple as you.[Hornet]:Will you not provide your aid, bug? This trap he plans requires power, and I suspect you're hoarding more than most.[NPC]:Oh no. I'll give it. Not in the hope you'll succeed... Bah! In that, there's slim chance. I give just to see that restless energy unleashed.[NPC]:So much soul, found and formed. Generations of it, all going to waste. Better it's given a chance to blaze.</entry>

<entry name="DOCTOR_DOOR_INSPECT">A locked bellhome.
Call out?</entry>

<entry name="DOCTOR_LIFEBLOOD_STATE">[Hornet]:Madam, my shell has been overcome by a foreign force. Plasmium, it has been called in your land.[Hornet]:Though the substance provides some regenerative aid, I feel my mind at dangerous risk of being overtaken.[NPC]:Bzzt! Maybe overtaken is good? Better even? Why go thinking yours is a mind so precious?[NPC]:The great Yarnaby treats the sick! Not those that benefit from their afflictions. Enjoy its advantage and leave me in peace!</entry>

<entry name="RELIC_DEALER_MEET_ACT3">What? What now? What's all that great racket? What is it?[Hornet]:Greetings, ma'am. If you are disturbed by the rending of these lands, I fear some blame is mine to bear.[NPC]:Pah. I care not for the miseries and struggles of them outside! None of them have my keen sense, my respect for the past![NPC]:You seem able, though. Sneaky, too. If you find any fine old stuff, anything with a history to it, bring it here. I'll take it.</entry>

<entry name="COURIER_SHOP_INPROGRESS_1"><page=S>Keep safe, miss courier! You and your deliverings, fragile both can be!</entry>

<entry name="COURIER_SHOP_INPROGRESS_3"><page=T>Do not wait, miss courier! You hold the deliverings, so nows you must away! A quick-quick bug, you must become yourself.</entry>

<entry name="COURIER_SHORT_GOURMAND_HINT">[Hornet]:Tipp, I have promised a wish to an old bug of the Citadel, ingredients for a dish to stir a gourmand's stomach.[Hornet]:Do you hold in your belongings a Courier's Rasher? It seems a key element.[NPC]:Courier's Rasher! Not me, miss savings! Smelly, fatty foods, good for most. Not good for my sensitive stomach![NPC]:You want-want my brother, Pill! Pill is big. Pill loves rashers! Can prepare them fresh for you, but first, Pill must be found, saved, safe-safe!</entry>

<entry name="DOCTOR_CLOSED_QUEST_END">Bzzt! What now?! Not another bother for the great Yarnaby?[Hornet]:Madam, I have returned with the spines requested. Allow me to enter, that you may remove this parasite from my shell.</entry>

<entry name="PINSMITH_UPGRADE_PROMPT">Sharpen Needle?</entry>

<entry name="PINSMITH_UPGRADED_COMPLETE">That blade! By claw! My finest work by far. Pharloom may ail, but across its morbid dim, your needle will shine bright. </entry>

<entry name="SHOP_ITEM_FURNISHING_SPA_DESC">Care to refresh yourself in a steaming spa? Given your hard labours, I'm sure your shell would thank you for it.</entry>

<entry name="SHOP_ITEM_FURNISHING_LIGHTS_DESC">Twine-strung globes filled with gleamflies. These'll brighten up even the darkest bell.</entry>

<entry name="COURIER_SHOP_BEGIN_DUSTPENSSLAVE_RETRY"><page=S>Another egg. Another grossy eater queen. Delivery for the big-big creature beyond the roaches. Maybe this one travels safer than last?</entry>

<entry name="DOCTOR_SLAP_PRE">Specimen, we must! There are secrets to uncover, bzzt! Progress can not be denied!</entry>

<entry name="COURIER_SHOP_CURSED_REPEAT"><page=T>With your shell all a'wriggle, you can't be taking no deliverings! Infect the goods you would![Hornet]:Very well, couriers. If I somehow manage to remove the parasite, I may return to offer aid.</entry>

<entry name="DOCTOR_CURSE_ACCEPT">Bzzt! Bravo! A specimen who sees my brilliance![NPC]:The task for you is simple. Head over into that tangled mess of cages, on the roads above the moors.[NPC]:Two bugs hide away there, Benjin and Crull. Simple types, woefully ignorant... yet they have been useful in procuring me materials.[NPC]:It's Steel Spines I need. A full bundle of them, forged hard and sharp. Tougher than I've ever had. Tough enough to crack stone! And to pierce your thick shell, bzzt![Hornet]:Then prepare your machine for my return, madam. I shall soon return with the spines, for I am eager to see myself freed.</entry>

<entry name="SHOP_ITEM_FURNISHING_DESK_NAME">Desk</entry>

<entry name="PINSMITH_QUEST_ACCEPT">[Hornet]:I will find the oil, pinmaster. My needle has seen much use in this cruel kingdom, and I suspect many more battles are due. I will value your further skills upon my blade. [NPC]:It is a dangerous wish you accept of this poor pinmaster. I welly hope this one's professional desire does not cost you your life.</entry>

<entry name="BELLHERMIT_CURSED_REPEAT">If you insist on surviving your infestation, seek the one exiled from Bellhart, little Yarnaby. She was chased out, high up into the moors, last I heard.</entry>

<entry name="BELLHERMIT_REPEAT">I'll waste no more words on a slave. Begone.</entry>

<entry name="COURIER_SHOP_BEGIN_FIXER_RETRY"><page=T>More deliverings for those sad survivors in their cave below. <page=S>Deliver them quick-quick, miss courier! They will help much.</entry>

<entry name="GREETER_TWISTED_BUD_HINT">That cry upon you, sister! Those are the sour sobs of a grey and twisted thing.[Hornet]:You speak of the bud? It is a mysterious thing indeed. In the dank swamps above the moor, I sought towards its plaintive wails, and found it resting there... Waiting, it almost seemed.[Hornet]:But you speak of its form, without sighting it upon me. Is it a thing familiar to you?... Have you heard these cries before?[NPC]:Aye, yes! Not your own specimen, surely, but way back, other travellers did sometimes carry similar. Odd types they all were. Offerings they'd call the crying things, and towards the core of Shellwood they would trek.[NPC]:Never I did see one again, not the buds nor the bugs that brought the gift...[NPC]:If you're planning to follow their path, I'll wish on your safety, but 'tis an ill omen to hear such sad sounds returned after so long.</entry>

<entry name="RELIC_DEALER_MEET">What? What, what? Who is it? What've you got? What do you want?[Hornet]:I am just a traveller, one hoping you were not too badly affected by the cursed snare set upon this town.[NPC]:Pah! What binds them outside means nothing to me. None of them have my keen sense, my respect for the past![NPC]:You seem able, though. Sneaky, too. If you find any fine old stuff, anything with a history to it, bring it here. I'll take it.</entry>

<entry name="PINSMITH_QUEST_COMPLETED">And now! This pinmaster must work! Let the sharpening begin!</entry>

<entry name="BELLHERMIT_SAVED_1_ALT">Hff. The noise from above has returned, that pitiful clamour. The threads have been cut.[NPC]:You... It was you who cut them. Do not deny

it![Hornet]:Why should I deny it, sir? I defeated the cruel creature above the town, and awoke the old bell stilled by Silk. Are you displeased?[NPC]:Displeased! If I breathe, if I live, I am displeased. Only the dead are satisfied.[NPC]:You are a slave, and a nuisance...
begone.</entry>

<entry name="GREETER_TALK1_ACT3">Resident! What a marvel you are, continuing to dare the wilds and darkness, and returning home to us unscathed.[Hornet]:I return with hope worth sharing, Pavo. I have seen a way to calm this chaos, one I now work swiftly towards.[Hornet]:The chance remains slim, but if this town can hold, and my efforts succeed, Pharloom may see a future yet.</entry>

<entry name="SHOP_ITEM_FURNISHING_GRAMAPHONE_DESC">The Citadel crafted some marvellous machines, and this looks to be one of its finest! Apparently sent by some creepy slitherer hidden away up there, for sale only to you! </entry>

<entry name="RELIC_DEALER_EMPTY">It's my calling it is, to gather the relics of the past. If you find any fine old stuff, anything with a history to it, bring it here. I'll take it.</entry>

<entry name="COURIER_SHOP_NOTACCEPTED">[Hornet]:I can not aid you, couriers. Not now. My own tasks are too pressing to consider taking on your deliveries. [Hornet]:With luck, some pilgrims may pass with sound mind and strength remaining. They may choose to promise your wishes.<page=T>Then we shall pray they come, miss saving! Our thanks go muchly with you, still.</entry>

<entry name="BELLHERMIT_SAVED_1">Hff. The noise from above has returned, that pitiful clamour. The threads have been cut.[NPC]:You... It was you who cut them down. Do not deny it![Hornet]:Why should I deny it, sir? I severed the thread and defeated the creature guiding the curse upon the town. Are you displeased?[NPC]:Displeased! If I breathe, if I live, I am displeased. Only the dead are satisfied.[NPC]:You are a slave, and a nuisance...
begone.</entry>

<entry name="COURIER_SHOP_BEGIN_FLEATOPIA"><page=T>We's heard the word! Many fleas together, settled high in Pharloom, calling out their wants of us!<page=T>Clever grubbers, fleas, but they too need-need our deliverings. See them served, miss courier! Always goodly-good to gain the thanks of fleas.</entry>

<entry name="SHOPKEEP_MEET_ALT">[Hornet]:Greetings, shopkeeper. I'd ask to trade, but your store seems a little bare.[NPC]:Ahem! Well, yes. Our little town's seen some dire times, and now my courier's gone and got themself lost.[NPC]:But don't worry! I've a few small things, still! And if that courier ever makes it safely back, we'll have plenty more treasures to haggle over.</entry>

<entry name="DOCTOR_LIFEBLOOD_STATE_REPEAT">Bzzt! Leave me in peace! The great Yarnaby treats the sick! Not those that benefit from their afflictions. Enjoy its advantage and leave me in peace![Hornet]:Very well, madam. I did not mean to waste your time.</entry>

<entry name="PINSMITH_UPGRADE_FINISHED">Bonva! It is done, brave warrior. By my expert claw, your strange blade has received some fast-sharp shine. It shall cut cleaner than ever before.[Hornet]:Your efforts provide great aid, pinmaster. You have my thanks.</entry>

<entry name="COURIER_SHOP_MEET_ACT3"><page=T>Miss courier! What horror here! The caves shake-shake, crying pain of hurt most savage.<page=T>And see all our poor friends below, newly found, crowded inside this home of bells, hearts fast for fear.<page=S>But

what-what for you? You are here to help, yes-yes? The deliverings, they are needed now at most! When caves turn dark, the deliverings are essential, more than more.</entry>

<entry name="COURIER_SHOP_BROKEN"><page=T>The deliverings! They are broken-broke! Gone and spilled!<page=T>Do not lose hearty-heart, miss courier! This is Pharloom! Danger, deadly. In times as these, is a rarer thing for goods to get to their goings.<page=S>Would you try-try again? For the bugs so much in need of their deliverings?</entry>

<entry name="BELLHERMIT_SAVED_2">Those bugs, cowering in their gleaming bells. Grnk. They claim a common calling, to serve the pilgrims as they make their path upwards.[NPC]:Such a crucial role they award themselves, surely worthy of praise![NPC]:A sweet lie, of course. They, like their predecessors, are simply too weak and fearful to venture any farther. A settlement born from indolence.</entry>

<entry name="SHOPKEEP_MEET_ACCEPTEDWISH">[Hornet]:He would have been wise to do so. If, on my travels, I happen upon the errant bug, I'll make sure to send him your way.</entry>

<entry name="PINSMITH_BELLTOWN_MEET_OFFER">By claw! Are you then our saviour in the shell? Standing so calm and cool on entrance to Plinney's bellhome![Hornet]:What clue, sir, tells of my part in your town's liberation?[NPC]:Why your blade, fierce warrior! Any fine pinmaster would detect the sign of deadly work upon that needle's edge.[NPC]:T'was a vile curse that struck here. No simple bug, nor basic pin could have granted our release. No![NPC]:That blade though, so expertly clutched in claw. That could welly have met the task. It was you who cut us free, yes?[Hornet]:I'll grant you've sharp sight, pinmaster, and your saving is fortuitous. This blade that restored your town would now benefit from your service.[NPC]:Welly, yes! I've a busy backlog of pins to tend, but your gracious heroism decrees that unique weapon receives my care this very moment! What's say I take a look?</entry>

<entry name="RELIC_DEALER_POSTWINDOW">More, then! Bring me more relics of the past! Records, seals, idols! Let's gather up the history of the world and hoard it all here, nice and safe!</entry>

<entry name="COURIER_SHOP_REPEAT"><page=S>Many deliverings still need making, miss courier! We is much needing your help, when you is ready for the giving of it-it!</entry>

<entry name="PINSMITH_QUEST_UPGRADED">Done, it is! Marvel of Pharloom! See how it gleams, your long, fine blade. Havast! That the pins of our land all once held such shine. So much we have lost...[Hornet]:This is fine service, pinmaster. It has been a long age since I have seen my needle such. I had not remembered the finesse of its forging.[NPC]:Welly, ho! It is certain! Yours is a blade of finer make than most, one of few that could bear even more sharpening.[NPC]:If ever upon your long road more oil is acquired, seek my service with haste! Who knows what form we could find deeper within your weapon's sharpened steel!</entry>

<entry name="COURIER_SHOP_NOTACCEPTED_REPEAT">[Hornet]:For the moment, I can not aid you, couriers. My own tasks are too pressing.<page=T>Then we shall hope you see them soon achieved! If the deliverings are not made, Pharloom's bugs will suffer muchly-much!</entry>

<entry name="PINSMITH_BELLTOWN_POST_SAVED">[Hornet]:It is fortune to see you returned, pinmaster. The roads between here and that deep woods' grave crawl with violent foes. I had concerns for your safety.[NPC]:Brave warrior, my hero! T'was indeed a fearful scramble home, but safe I now am! And a warmly pleasure to see you too, for the world has

darkened indeed! [NPC]: In such times, the task for a pinmaster is clear, to polish and sharpen and refine, suchly that the glimmer of your blade may pierce through the encroaching murk! </entry>

<entry name="COURIER_SHOP_BEGIN_DUSTPENSSLAVE"><page=S>We is got requested times a'many for this, a queeny egg of those eaters of Silk. Wish from big, sticky creature, near many roaches caged. Wants it muchly! [Hornet]: The creature, I have met them, a timid, fawning sort. Nonetheless, their tending of Silkeaters can be a benefit for me. [Hornet]: If a queen delivered could improve their harvest, I too would gain from the trade. <page=S>Miss courier, and big, sticky creature? Both are like to liking things so grossly-gross? We think you are muchly strange... </entry>

<entry name="COURIER_SHOP_FIRST_MEET_ACT3"><page=T>Miss saving! We thought us safe, brothers together at last, but what horror even here! The caves shake-shake, crying pain of hurt most savage. <page=T>And see all our poor friends below, newly found, crowded inside this home of bells, hearts fast for fear. <page=S>But what-what for you? You are here to help, yes-yes? The deliverings, they are needed now at most! Alas, for our shells to survive we cannot now leave this home of bells. No more. Heres we must remain. <page=T>But we instead did plan, together, clever! Yes-yes. Those strong ones, like yourselfs, maybes they will help? For small reward as we have? <page=S>Our savings is done, and the caves turn dark. Now the deliverings are needed, desperate. Now is time for miss courier! </entry>

<entry name="RELIC_DEALER_MEET_ALT">What? What, what? Who is it? What've you got? What do you want? [Hornet]: I am just a traveller. May I ask, though, what work occupies you here? [NPC]: What occupies me, you ask? The past! The voices of ages gone by, they speak to me through what is left behind. [NPC]: Those outside, those dreary pilgrims and bell-adorned dullards... none of them have my keen sense, my respect for the past! [NPC]: You seem able, though. Sneaky, too. If you find any fine old stuff, anything with a history to it, bring it here. I'll take it. </entry>

<entry name="GREETER_HOUSE_MID_TALK">Your continued help to Bellhart has not gone unnoticed, miss traveller. [NPC]: In these terrible times, it's rare enough to see any wish granted. Now to see such care come from a stranger! Why, that's simply unheard of! [Hornet]: I have seen the scale of suffering wrought across Pharloom, Pavo. And I will admit, fulfilling these requests may do little to affect the cause... Even still, I have found it a rewarding task. [Hornet]: To aid another... The small warmth of it, I had almost forgotten. </entry>

<entry name="RELIC_DEALER_NO_RELICS">It's my calling it is, to gather the relics of the past. Look at my collection, if you fancy! Look, look! </entry>

<entry name="COURIER_SHOP_BEGIN_BONETOWNFIXER_RETRY"><page=T>Goods for the camp at base, where pilgrims' journey starts. We muchly hope this delivering goes well! </entry>

<entry name="COURIER_SHOP_INPROGRESS_2"><page=S>You have the good-goods, miss courier! Now only the deliverings needs doing. Don't wait here-here! </entry>

<entry name="DOCTOR_CURSE_REPEAT">Off with you! Head over to that tangled mess of cages, in those roads above the moors. [NPC]: Those two bugs, Benjin and Crull, can surely scrounge up what I need. A full bundle of hard, sharp spines! </entry>

<entry name="PINSMITH_UPGRADE_4_POST">That blade! By claw! It is done. Sharper than this pinmaster would have believed achievable. Shining pale and clear. [NPC]: Bonva! Stranger,

you have granted my wish, and more. Your blade is accomplishment to match those of great pinmasters past.[NPC]:Pharloom may ail, but throughout its morbid dim, your needle will shine bright. </entry>

<entry name="RELIC_DEALER_DECLINE">What? You refuse to pass it on? What good do you think it'll do you?!</entry>

<entry name="GREETER_REPEAT_ACT3">[Hornet]:Stay safe, Pavo. Keep these poor bugs close and their spirits from sorrow.[NPC]:None shall leave these walls, dear resident, and all still are welcome. Any that can be saved.[NPC]:Better we bugs be together, here at the end of it all.</entry>

<entry name="PINSMITH_SAVED_REPEAT">[Hornet]:Stay alert on your journey home, pinmaster. If you encounter other bugs upon the road, I advise you avoid them as you are able.</entry>

<entry name="DOCTOR_SLAP_POST">Auugh! Bzzt! Again the world lashes out at me![NPC]:But the pain... it means nothing to Yarnaby![NPC]:Nothing can deter my great work! Not for long! I must not be stopped!</entry>

<entry name="SHOP_ITEM_FURNISHING_PAINT_NAME">Bell Lacquer</entry>

<entry name="COURIER_SHOP_BEGIN_FIXER"><page=S>A new destination this-this! And desperate these supplies are asked.<page=T>Deliverings for them-them escaped from the crumbled camp beside the bone, those few still living.<page=T>Hurting and hungry, those few must be. </entry>

<entry name="COURIER_SHOP_BEGIN_GOURMAND"><page=T>It is yours, miss courier! Meats prepared fresh as fresh, in our special way.<page=T>Miss courier must know! Our rasher is delicious, strong, fatty food, but is not long to last. If not stored quick, it-it is flavour fast turns foul.[Hornet]:If the rasher is likely to spoil, then I shall make fast for the Citadel. I've no desire to see your efforts, or your scant supplies wasted.</entry>

<entry name="FISHER_DLG_03">Shellwood's grown more dangerous in recent times, but I'm a lifelong catcher, right down to my core. Ain't nothing that'll change that. </entry>

<entry name="SHOP_ITEM_MULTIBIND">I rarely sell objects as intriguing as this. Supposed to improve a bug's natural ability to heal! Can't say I've felt its effects myself, but then I keep more healthy than most.</entry>

<entry name="RELIC_DEALER_GOT">Yes... This fits my collection well. Look, then! Look at what I have!</entry>

<entry name="PINSMITH_UPGRADE_DECLINED">Ahh. 'Tis your choice, warrior. If you're choosing different in times ahead, Plinney shall be here to provide eager aid.</entry>

<entry name="GREETER_CURSED">My sickly friend! Pavo can sense that you are ailing, but fret not! For in Bellhart, pilgrims may rest and recuperate until they are fit to travel once more![Hornet]:Your hospitality is appreciated, Pavo, but I fear rest alone will not suffice for this illness. A parasite has taken root inside me, one I can not remove through strength alone.[Hornet]:Tell me, are there any you know who might help me? A healer, or a physician?[NPC]:A physician? Well... we did once have one... A frightening fiend! Callous and crude in her practice. For the health of glorious Bellhart we voted, unanimously, to expel her![NPC]:I know not where she buzzed away to, and I prefer to keep it that way! But if you really must seek her out, you might start by speaking to the old hermit skulking beneath the

Bellway.[NPC]:Yes... that hermit seems mad, but he has a way of accumulating knowledge. He might be able to tell you where that wretched physician is lurking.</entry>

<entry name="GREETER_HOUSE_FULL_REPEAT">We are lucky to have you, miss traveller. In Bellhart you are always welcome, you and your big, sharp blade!</entry>

<entry name="GREETER_TALK_1">[Hornet]:What do you remember of your time caught upon the thread, Pavo?[NPC]:Oh, ahh. It is difficult... Upsetting even to think. Strange, sad memories, not my own, and my own thoughts smothered amidst the tangle.[NPC]:If one could choose to connect themself to something grander, that curse may seem a wonder. For myself, it now seems a horror.</entry>

<entry name="SPINNER_INTRO">Oh! Ohhhh! They shall join... Union upon your thread... A gift, for your waking. A world strung to serve...[Hornet]:Creature, your claws guide those cursed threads, but you are not their source. What role do you play in this vile affliction?</entry>

<entry name="COURIER_SHOP_FIRSTDELIVERY"><page=T>But hold, miss courier! Before depart you mustly know, all deliverings are in needing of great-great care!<page=S>No bump! No shake! No taking funny transport! Only leg, claw, wing must be used to see them where they need be going.<page=S>Carry the deliverings safe-safe, miss courier! Cared for like your own shell.</entry>

<entry name="COURIER_SHOP_BEGIN_FLEATOPIA_RETRY"><page=T>Those good-goods, all packed fresh for the clever fleas. Take them up for us, miss courier. Maybe new friends you might be making with your service? Yes-yes? </entry>

<entry name="DOCTOR_CLOSED">Bzzt! Who's bothering me now?! Leave the great Yarnaby in peace! Shoo shoo!</entry>

<entry name="DOCTOR_CLOSED_CURSED">[Hornet]:I am sick, madam, and badly in need of your service. I've become host to a vile infestation. It leeches my strength, and attempts to wrest control of my shell.</entry>

<entry name="DOCTOR_CONVO_1">Halfwits, the lot of them! Such grand achievement, wrought by Yarnaby! A bug healed full by my marvellous machine![NPC]:A few weaklings expire, and they all raise their claws. Is there no place for progress in their tiny minds?!</entry>

<entry name="FISHER_DLG_02">Bellhart's lost much of its lustre, but we still offer some comfort to the pilgrims who climb this high.</entry>

<entry name="GREETER_MEET_ACT3">[NPC]:Dear resident! To see you return alive is such a glimmer of light, even as the dark descends upon us all.[Hornet]:All these pilgrims gathered here... I had not expected so many to survive. The destruction beyond these bells suggested worse.[NPC]:Indeed! Things should be worse! Would be worse, but for your tall warrior friend, her of those shining rings, who so fortunately chose our town to camp.[NPC]:That brave bug now acts alone to guard our town and those pilgrims who flee for it.[NPC]:For her efforts, our shells have stayed safe, though how long she can remain at that task... I do not dare to consider.</entry>

<entry name="COURIER_SHORT_QUEST_AVAILABLE">My brother, Pill, still out there. Help-help others he must be, taking good-goods all across. I'm is only hope he stay safe-safe, but gone long is Pill. Too long![NPC]:On the wishwall, I'm placed my wish-wish, that my brother returns to me, and these bells of safety's safe.[Hornet]:I shall check the wall, Tipp. If your wish aligns with my journey, I may track him down.</entry>

<entry name="SHOPKEEP_MEET_EXPANDED_ALT">[Hornet]:Greetings, shopkeeper. Given the hardships of the lands beyond these bells, your store seems in remarkable order.

[NPC]:Aye, well, we've had our tough times too! Of once bustling Bellhart, only a few residents now remain.[NPC]:But things are turned around for old Frey! Ho, yes! The town at least feels briefly at peace, and my courier has returned with fresh goods to trade. [NPC]:Whether pilgrim or traveller, mine is the finest store you'll have the fortune to visit throughout our blighted lands.</entry>

<entry name="SHOP_ITEM_FURNISHING_SPA_NAME">Personal Spa</entry>

<entry name="SHOPKEEP_SAVED_COURIER_1">[Hornet]:Greetings again, shopkeeper. Your shelves are looking better stocked. I see the courier made their way back to you safely.[NPC]:Oh yes, the cheeky little so-and-so came by and dropped his cargo off at last.[NPC]:Poor dear was so shaken by his misadventures, I almost didn't have the heart to dock his earnings.[NPC]:All's well now, though! Take a look at the lovely new goods I have available!</entry>

<entry name="SPINNER_INTRO_2">Ohhhh! She is here! The rare birthling! Precious child of Wyrms and Weaver![NPC]:Spawn of those who dared to flee. She has found her way home... at last.[NPC]:How fine her shell, and Silk, and claw... For you, mother... let me claim her all for you!</entry>

<entry name="SHOPKEEP_FURNISHING">A fine purchase you've made! Allow us a moment and we'll get it set up in your bellhome.</entry>

<entry name="RELIC_DEALER_CYLINDER">Ah! That relic you possess! A cylinder of the Citadel's sacred vault! That there is a mighty find. You will give it, yes?[Hornet]:I will not, seeker. To extract what knowledge it holds, this cylinder requires a listening device, one you do not possess.[Hornet]:If it were passed, whatever secrets it contains would remain forever hidden from us both.[NPC]:Pah... If it will not speak to me, I do not want it! Don't trouble me until you have something worth my taking!</entry>

<entry name="COURIER_SHOP_BROKEN_SHORT"><page=T>The deliverings, all broken-broke? Would you try-try again, miss courier? Pharloom's bugs are so much in need of your help!</entry>

<entry name="PINSMITH_QUEST_CANCOMPLETE_REOFFER">Bonva, traveller! You have the oil! Will you allow me to work wonder upon your blade?</entry>

<entry name="GREETER_MEET_ALT">Welcome, welcome, weary pilgrim! Though glorious Bellhart may be past its finest shine, it still remains the last friendly stop before the Citadel. [NPC]:It is the task of I, fair Pavo, to extend the warmest of welcome to those passing devout, such as your good self![NPC]:Now! I insist you enjoy our remaining hospitality, if only for a moment. We've wares to buy and services to enjoy![NPC]:Even in our reduced state, you'll find ours as cosy a stop as can be offered in these ailing lands.</entry>

<entry name="GREETER_CURSED_ACT_3">My sickly friend! I can sense that you are ailing. Has the black curse struck even your sturdy shell?[Hornet]:This illness stems from a different source, Pavo. A parasite has taken root inside me, one I can not remove through strength alone.[Hornet]:Tell me, are there any you know who might help me? A healer, or a physician?[NPC]:A physician? Well... we did once have one... A frightening fiend! Callous and crude in her practice. For the health of glorious Bellhart we voted, unanimously, to expel

her![NPC]:I know not where she buzzed away to, but the world beyond the bells is full of danger. If you must seek her service, I expect she would not have travelled far...</entry>

<entry name="PINSMITH_QUEST_DECLINE">Welly, nay? Certainly you make the safer choice. Better to keep one's shell intact. </entry>

<entry name="COURIER_SHOP_BEGIN_PILGRIMSREST_RETRY"><page=T>Supplies for the rest-stop in the fields. We is used to like this delivering, when we was young and muchly brave.</entry>

<entry name="COURIER_SHORT_REPEAT">This town feel safe, just, but I'm is worries for others. Is Pharloom needing its good-goods?[NPC]:Many bugs helped by us couriers, me and brother Pill. Special now when danger grows big-big. </entry>

<entry name="SHOPKEEP_TAKEN_COURIER_1">I saw it! Took my wish off the board, you did! Heading out after my stray courier, then?[Hornet]:My own tasks see me travel far, shopkeeper. If, on my journey, I happen upon the errant bug, I'll make sure to send them your way.[NPC]:Then you'll have my thanks and more! It's a rare bug who'd brave the wilds to aid a fellow.</entry>

<entry name="SHOP_ITEM_SPOOL_SEGMENT_DESC">For a spool bearing no Silk, it's surprisingly heavy. Do you think perhaps it could be a gift left behind by the old creeping ones?</entry>

<entry name="GREETER_CURSED_REPEAT">If you really must find that wretched physician, speak to the old hermit lurking beneath Bellhart. He knows much more than he admits of the world...</entry>

<entry name="PINSMITH_UPGRADE_3_POST">Welly, done! What miracle to work again upon steel so fine. Few pins left in Pharloom could attain such a sheen![NPC]:You must tell me, traveller, wherever did you come upon so splendid a weapon?[Hornet]:The blade was a gift, given by a noble tribe of my homeland. They forged the strongest steel, though it was rarely seen beyond their hive.[Hornet]:That tribe has now long passed, and with them the secrets to their craft.[NPC]:Ahhh. If they are gone, it's a rarer piece than would be guessed! But what grand luck for this humble pinmaster to have worked with such a weapon!</entry>

<entry name="SHOP_ITEM_FURNISHING_GRAMAPHONE_NAME">Gramophone</entry>

<entry name="COURIER_SHOP_BEGIN_SONGCLAVE_RETRY"><page=T>Good-goods for the pilgrims up high! Them's brave ones, settled up on that big-big Citadel.<page=S>These deliverings they will muchly need, miss courier. Carry them safe-safe, for us!</entry>

<entry name="DOCTOR_CURSE_FIX_DECLINE">Bzz-zzt! You hesitate! But your fear of my Extricator is born from mere ignorance, and you can overcome it with effort. Take a moment. Reconsider!</entry>

<entry name="DOCTOR_CURSE_REOFFER">The great Yarnaby can rid you of those nasty "roots", but to crack your stiff shell my mighty Extricator needs an upgrade!</entry>

<entry name="SHOPKEEP_GENERIC">Hello again! Fancy buying something special before your tasks whisk you away?</entry>

<entry name="COURIER_SHOP_MENTION_GOURMAND">[Hornet]:Couriers, I require a rasher of meat, for an old bug in the Citadel. Can you prepare it for me?<page=T>A bug up-up? Theys knows our finest food? If theys appreciate, we can prepare it most prompt! Miss courier has only to ask.</entry>

<entry name="SHOP_ITEM_FURNISHING_DESK_DESC">A sturdy desk is the heart of any bellhome! Use it to take stock of your situation or organise your artefacts.</entry>

<entry name="DOCTOR_CURSE_FIX_REOFFER">These roots that torment you so... I'm not altogether familiar with them, but it matters not![NPC]:If there's something inside a body that must come out, we use great Yarnaby's Extricator! It's your only hope, bzzt!</entry>

<entry name="DOCTOR_CURSE_DECLINE">You'd ask my aid, but won't assist yourself? Then leave! Remain suffering, and stop being a bother to me, bzzt!</entry>

<entry name="SHOPKEEP_GENERIC_ACT3">Fellow resident! The world quakes and crumbles, but while my shell stays safe, my shop stays open.</entry>

<entry name="PINSMITH_QUEST_COMPLETE_REFUSE">Welly, nay? You hold the precious oil for yourself? For what purpose do you deny a pinmaster their work? There is only I alive to work with such a wondrous substance!</entry>

<entry name="GREETER_CURSED_REPEAT_ACT_3">Find that wretched physician fast, dear resident! I know not where she buzzed away to, but the world beyond the bells is full of danger.[NPC]:If you must seek her service, I expect she would not have travelled far...</entry>

<entry name="RELIC_DEALER_REMEET_ACT3">What? What now? What's all that great racket, what is it?[Hornet]:Greetings, ma'am. It is only I. If you are disturbed by the rending of these lands, I fear some blame is mine to bear.[NPC]:Blame, is it? Pah. Those who come after us can apportion blame as they see fit.[NPC]:For now, my collection is the only thing that matters! I must protect it!</entry>

<entry name="COURIER_SHOP_BEGIN_MASKMAKER"><page=S>A delivery deadly, dangerous, fiercably cold, for old bug up there that does need it much-much! Serves us all he does, so we serve back.<page=T>And great test for you, miss courier! Most challenging-challenge this. The lacquer to bring is sloshy-slosh. A hard carry even for the best.[Hornet]:I have met this maker. His is a long service, worthy of respect. I will be glad to aid his efforts.</entry>

<entry name="COURIER_SHOP_BEGIN_PILGRIMSREST"><page=S>Deliverings for the waystation in the fields at Pharloom's edge, a small rest-stop, still serving.<page=S>This journey is maybe not so very hard for you, miss courier? We think you is perfect for this wish!</entry>

<entry name="GREETER_REPEAT">Welcome, welcome, travellers all! Rest your weary shell and revive your flagging spirit![NPC]:Bellhart! Glorious, gleaming, and very very safe! Stay a while before you begin your final climb!</entry>

<entry name="DOCTOR_MAGGOT_REPEAT">Go and rest! Bzzt! Free yourself of your trifling ailment and leave me in peace! The great Yarnaby has no time for petty maladies![Hornet]:Very well, madam. I did not mean to waste your time.</entry>

<entry name="SHOPKEEP_MEET_EXPANDED">[Hornet]:Greetings, shopkeeper. It seems you've recovered well from that silken affliction.[NPC]:Ah! Well, I'm a clever bug. When that strange thread struck down from above, I shut up tight and huddled in my bellhome.[NPC]:Might've been a problem for the others about here, but my store was flush with supplies, so no fear I'd go hungry.[Hornet]:Your preparedness served you well then, and it seems your store is still well-stocked.[NPC]:Oh yes, even my supplier is back to work, so I have plenty of goods to show you!</entry>

<entry name="PINSMITH_UPGRADE_4_PRE_REOFFER">Welly now! You have the oil, traveller! Allow me to bring about a shine bright as none before!</entry>

<entry name="RELIC_DEALER_ASK_PROMPT_PLURAL">Give Relics?</entry>

<entry name="DOCTOR_CONVO_2">But, hold! There is something more about you... I've sliced the shells of countless filthy pilgrims! All those plain, greying innards! Yours are something else entirely!<NPC>:It tickles at my mind, still! Bzzt! What is it of your shell that eludes even my perfect, precise perception?<NPC>:Would you show me, specimen? Go on! Let the great Yarnaby peer at your deeper, darker secrets!<Hornet>:I've no desire to see my shell pried into further, healer. Your service has succeeded, and taken its toll in pain. I hope only that I never again need to seek your aid.</entry>

<entry name="PINSMITH_FURTHER_REPEAT">If ever upon your long road more oil is acquired, seek my service with haste! Who knows what form we could find deeper within your blade's sharpened steel!</entry>

<entry name="DOCTOR_CLOSED_ACT3">Gahh! Who keeps making all that racket out there?! Such horrid shaking and screaming. The crucial work is being spoiled! Bzzzt!</entry>

<entry name="DOCTOR_CURSE_ENDED">The operation... a success! The simpletons hiding in that blasted bellvein would shudder into dust if they saw how much I achieve without them!<Hornet>:Madam... I shan't lie, that was an ordeal such as I have rarely suffered...<Hornet>:And yet, the parasite does seem to have been... unbound somewhat. Whatever remnant still lingers in my shell feels calmed, enough for me to claim its power as my own.<Hornet>:Perhaps this is a fortunate result after all.<NPC>:Of course. Of course! Great Yarnaby has healed you! Shout it through the caverns. Scream it from the great spinning towers!<NPC>:Just make sure they hear you in the so-called 'civilised' settlements of this ignorant land!</entry>

<entry name="RELIC_DEALER_POSTWINDOW_COMPLETE_REPEAT">A mighty collection of the past, is it not? If only I could hoard all of history here with me!</entry>

<entry name="SHOPKEEP_MEET_ACT3">Fellow resident, welcome home! The world may quake and crumble, and threaten its end, but while my shell stays safe my shop stays open.</entry>

<entry name="DOCTOR_CURSE_FIX_ACCEPT">Yes... yes! Bzzt! Finally, a specimen worthy of my mighty Extricator! My beautiful, unfairly-maligned Extricator! Come this way, bzzt...</entry>

<entry name="PINSMITH_BELLTOWN_MEET_OFFER_ALT">By claw! Who is this bold warrior, standing so calm and cool on entrance to Plinney's bellhome!<Hornet>:Merely a traveller, sir, though one whose blade could benefit from your service.<NPC>:Your blade! Of course, fierce warrior! Any fine pinmaster would detect the sign of deadly work upon that needle's edge.<NPC>:If your weapon sharpened would see our lands that much safer, then honour decrees it receives my care this very moment! What's say I take a look?<Hornet>:</entry>

<entry name="DOCTOR_CLOSED_QUEST">Come back with those spines, or not at all! The great Yarnaby's time is precious, bzzt! I will not be distracted from my work!</entry>

<entry name="PINSMITH_SAVED_TALK">Ahh... how welly romantic t'would've been, had the lost pilgrims struck me down beside her grave, to lie together forever as the world crumbles all 'round...<NPC>:But fortune has claimed otherwise! And perhaps 'tis best for this humble

pinmaster to continue his trade a little longer. These uncertain times will bring much new work, I should think!</entry>

<entry name="BELLHERMIT_CURSED">What's this... twitching inside of you? A slave within a slave! Given over your shell to grow something greater?[Hornet]:A parasite has made its home within me. It saps my energy, and I can not purge it with strength alone...[NPC]:Grnk. Lie down and die then, for all I care. Allow that wriggling thing its chance at life.[NPC]:Or else... hff. Go seek the one exiled from Bellhart, little Yarnaby. She was chased out, high up into the moors, last I heard.</entry>

<entry name="RELIC_DEALER_POSTWINDOW_FIRST">More, then! Bring me more relics of the past! Records, seals, idols! Let's gather up the history of the world and hoard it all here, nice and safe![Hornet]:If I happen upon more curiosities of this kingdom's past, I may visit again. Until that time, keep yourself safe.</entry>

<entry name="COURIER_SHOP_BEGIN_MASKMAKER_RETRY"><page=T>More for you, miss courier! Lacquer, filled fresh, for the maker on the mount. We have much, so don't worry for our supply. <page=S>To climb the frozen peak, it is a journey most difficult! Our thanks go full with you that tries again!</entry>

<entry name="COURIER_SHOP_BEGIN_GOURMAND_RETRY"><page=T>More meats for you, miss courier! Best you be delivering it swiftly quick! If left not stored, our rasher's flavour fast turns foul.</entry>

<entry name="DOCTOR_CLOSED_REPEAT">Shoo I say! Unless you've brought a worthy specimen, with something truly nasty inside them, bzzt! Otherwise, leave the great Yarnaby in peace!</entry>

<entry name="COURIER_SHORT_MEET">Miss saving! Thanks again for you and your big-big blade! I'm is made it back, and grumpy grub-grub got her goods. She seemed happy, even![NPC]:I'm won't be travelling out for a while-while methinks. Too many beasties! All about theys are. Even those pilgrims! All now going angry, a bit like old grub-grub.[Hornet]:This town remains safe for the moment, Tipp. You're a smart bug to stay within its walls.</entry>

<entry name="SHOP_ITEM_FURNISHING_PAINT_DESC">You've a good, solid bell up there, though its surface is showing its age. Why not have us paint it fresh? A protective coat and a little flair!</entry>

<entry name="FISHER_DLG_MEET">[Hornet]:You seem hard at work, good bug. Are you a hunter, of a sort?[NPC]:Of a simple sort, aye. I'm a pondcatcher around these parts. The last remaining, in fact! [NPC]:Us few Bellharters are badly needing for fresh food, so my lone shell's carrying quite the responsibility.[NPC]:At least Shellwood Pond's still full of good meat, 'specially if your aim with a longpin's as good as mine.</entry>

<entry name="BELLHERMIT_SNARE_REPEAT">My part's been given, slave. We've no more need to speak.[NPC]:Go and spin your spider's web. Allow our kingdom's restless soul its chance to blaze.</entry>

<entry name="PINSMITH_UPGRADE_3_PRE">[Hornet]:I have more oil, pinmaster. Its acquisition was no small task, but if it aids my blade, those challenges will be well rewarded.[NPC]:Even more oil? What preposterous luck! That unseen gift, in quantity unheard, discovered by a single bug![NPC]:Would you pass the oil, traveller, and perhaps a few rosaries for the ongoing effort? Allow this pinmaster to again work wonder upon your blade?</entry>

<entry name="SHOP_ITEM_CRETSOCKET_BELLHART">An exquisite item, containing a cherished memory. I have an excellent memory myself, but I'm sure you can make good use of it.</entry>

<entry name="DOCTOR_SLAP_INTRO">Don't act the fool, specimen! Bzzt! Share more of yourself, that I may gain greater understanding! Learning! What other hope is there to save our blighted, thankless world?! [Hornet]:I have declined, bug. Whatever you seek, you shall not find it either upon or within my shell.</entry>

<entry name="GREETER_HOUSE_FULL_TALK">[NPC]:Miss traveller! Thanks to your valiant contributions, our little town's starting to feel like its old self again. Homes have been hoisted, and the square shines![Hornet]:I have seen the changes myself, Pavo. It is pleasing to hear my contributions have not been in vain. [NPC]:Indeed! Your generosity is a guide for others! We've only one thing now sorely missing...[NPC]:Bugs! What is a town without its residents? Age, scarcity, deadly thread... Bellhart is beset by endless ills. Now there's just us remaining few as you've met.[NPC]:In recognition of your noble efforts, and as one small step to solving the problem, I have decreed a grand gift should be given! A bellhome of your very own![NPC]:A place to reflect. A bed to lay in. It's hanging up there at the top, beside our good pinmaster. [Hornet]:I have no plans to settle, Pavo, but for now my task in Pharloom remains, and while it does, a residence may prove useful.[NPC]:Of course! Of course! Your fortitude inspires us all! And if trouble ever descends anew, it surely won't hurt to have a resident warrior close at claw!</entry>

<entry name="DOCTOR_REPEAT">If you refuse to share your secrets, then distract me no more, specimen! Bzzt![NPC]:There is still much work ahead for the great Yarnaby! Much thought, much learning![NPC]:Though the ungrateful world shuns me, still, by my own claws shall it be saved!</entry>

<entry name="PINSMITH_SAVED_THANK_1">Welly'o! What a fearful fright you've saved poor Plinney from! Such a delight, at longest last, to see that fine needle dance and sing!</entry>

<entry name="PINSMITH_UPGRADE_4_PRE">[Hornet]:Again, pinmaster, I must ask your skilled service. I bring another gland of oil.[NPC]:Oil, so much! This bug is past surprise! It is time methinks, to see your blade's work finished! To bring about a shine bright as none before![NPC]:Welly now! Why wait? Would you have me begin, traveller?</entry>

<entry name="PINSMITH_SAVED_THANK_2">[Hornet]:These are deadly roads to wander, pinmaster, especially with the black soaked threads tearing the lands apart.[Hornet]:Your greatest chance for safety lies in Bellhart, with your fellows. You can protect one another, and perhaps in time rebuild.[NPC]:Oh yes, of course! T'was not Plinney's wish to abandon his dear bellfriends, but with the world now ending, I had to come and say one last farewell to my sweet Melatolla.[NPC]:I should be returning though, quite rightly. Our town will be needing a pinmaster's fine work now more than ever!</entry>

<entry name="RELIC_DEALER_POSTWINDOW_COMPLETE">Yes... yes. This is a mighty collection indeed![NPC]:So many relics safely piled up in here, nice and safe! I've done so well to gather it all up![Hornet]:If your collection pleases you, some acknowledgement of my own contribution to its growth is not undue.[NPC]:Pah! Is it gratitude you seek?[NPC]:I will allow you to keep viewing my collection. That is gratitude enough for what little you've given me!</entry>

<entry name="COURIER_SHOP_BEGIN_BONETOWNFIXER"><page=S>Once was common, this delivery, for the bugs in their camp beside the bone. Now even this is-is

challenge.<page=T>Down there at base, where many pilgrims' journey start. To ready for their climb, these deliverings will give much value.</entry>

<entry name="PINSMITH_UPGRADE_3_PRE_REOFFER">Would you pass the oil, traveller, and perhaps a few rosaries for their ongoing effort? Allow this pinmaster to again work wonder upon your blade?</entry>

<entry name="SHOP_ITEM_FURNISHING_TROPHYCAB_DESC">Found some fancy trophies on your travels? Then you'll be needing these shelves to show them off!</entry>

<entry name="FISHER_DLG_04">Just passing through these lands, are you, miss? I'd warn you not to stray far from Bellhart, but you've the look of one who can manage themself.</entry>

<entry name="FISHER_DLG_05">If you're heading out across the pond, be wary of the other catchers. They're all long lost to Pharloom's Haunting.[NPC]:Weak minds, the lotta them. Still, their longpins remain sharp enough.</entry>

<entry name="SHOPKEEP_HOUSE">Well, well! Welcome to you, our newest resident! I hope you're finding your new home to your taste.[Hornet]:It is a finely forged bell, madam. I am fortunate to have a safe space to rest, even if my stay here may be short.[NPC]:However long you're with us, I've been holding onto some fine goods that'll cosy up your home. This stuff ain't for the riff-raff winding through, but a fellow Bellharter deserves the finest! </entry>

<entry name="GREETER_MEET">Welcome, welcome, weary pilgrim! Though glorious Bellhart may be past its finest shine, it still remains the last friendly stop before the Citadel. [NPC]:It is the task of I, fair Pavo, to extend the warmest of welcome to those passing devout, such as your good self![Hornet]:Your town seems returned to healthy form, good bug. I had some concern that, upon cutting you free, I'd find only husks.[NPC]:Yes, well, many ahh... err... most of our residents did not fare so well... Still, it's no good to dwell on dark things! We shall build, and grow, and welcome! As is any good bellbug's task.</entry>

<entry name="FISHER_DLG_01">You've met Frey, miss? She's usually stocking useful items for travellers such as yourself.</entry>

<entry name="SHOPKEEP_PAINT_PRE">The perfect choice! Your bell's about to be looking the finest in town. We'll get the work started straight away.</entry>

<entry name="GREETER_FURNISHINGS">If you're ever finding that bellhome a little bare, make sure to speak with Frey. She's been known to gather all sorts of fancy furnishings.[NPC]:That stock's useless for a passing pilgrim, but for a new resident it's just the stuff to turn a bell into home.</entry>

<entry name="COURIER_SHOP_BEGIN_SONGCLAVE"><page=S>Up-up, in the big Citadel, a new place we heard is now claimed safety-safe! Theys too needing our deliverings, we is sure!<page=T>That Citadel. We knows its truths! Not so nicely-nice as pilgrims tells! Even if brave bugs would settle, danger still is close!<page=S>They would need deliverings, for food, for healings, for protection. Please takes them, miss courier!</entry>

<entry name="PINSMITH_QUEST_COMPLETE_ACCEPT">Tarano! We shall work, now as never. What joy you grant this humble artisan, traveller. Let us seek that shine thought lost within these lands...</entry>

<entry name="PINSMITH_QUEST_ALREADY_GOT">[NPC]:Welly, ho! That oil! You have it! That rare substance, hoarded close by the Citadel. Few are the pinmasters of our age that ever chanced to work its wonders.[NPC]:Would you see it, traveller? The finest work of this fair pinmaster and your blade sharper still! Pass me the oil, and we can commence!</entry>

<entry name="SHOP_ITEM_FURNISHING_TROPHYCAB_NAME">Memento Shelf</entry>

<entry name="RELIC_DEALER_ASK_PROMPT">Give Relic?</entry>

<entry name="PINSMITH_UPGRADE_REOFFER">Welly, yay? Reconsider my offer? Your blade would gleam at my fine skill!</entry>

<entry name="DOCTOR_MAGGOT">[Hornet]:Madam, I am sickly. Maggots of the fetid bogs beyond the moors writhe upon my shell. I would ask your aid in removing them.[NPC]:Maggots! That's all you bring the great Yarnaby?! My time is precious! Only for the seriously afflicted! The truly, hideously enfeebled. Bzzt![NPC]:Find a bench, or a bed, or a rock! It's only rest you need. Settle yourself somewhere, and those maggots will soon wriggle themselves out of your shell.</entry>

<entry name="SHOPKEEP_GENERIC_HOUSE">Welcome, fellow resident! Can I interest you in something special before you're away again on your travels?</entry>

<entry name="SHOPKEEP_MEET">[Hornet]:Greetings, shopkeeper. It seems you've recovered well from that silken affliction.[NPC]:Ah! Well, I'm a clever bug. When that strange thread struck down from above, I shut up tight and huddled in my bellhome.[NPC]:Might've been a problem for the others about here, but my store was flush with supplies, so no fear I'd go hungry.[Hornet]:Your preparedness served you well then. Although... your store now seems quite bare.[NPC]:Ahem. Yes. I'll admit, the wait was longer than I'd anticipated, and a bug has to eat...[NPC]:I'll have more to offer you once my courier turns up. No doubt he's been avoiding Bellhart since the curse set its sights on us.</entry>

<entry name="SHOP_ITEM_FURNISHING_LIGHTS_NAME">Gleamlights</entry>

<entry name="BELLHERMIT_ENSLAVED_1">You bother me again? Begone, I said![Hornet]:I ask only if you know what has happened to the bugs above us. They hang trapped in a vast snare of thread.[NPC]:Hff. Hardly surprising. That there's the final fate for all in Pharloom. Just come seeking a little sooner for them above.[NPC]:Surely, oh surely, you don't imagine your own end will be different? All that hunger, and fear, and pride, filling your fragile heart. You too are bound to end ensnared![NPC]:Grnk! Begone. In Pharloom, only a fool believes themselves free.</entry>

<entry name="BELLHERMIT_ENSLAVED_2">You want to cut them down? Hff. Yes, you look cruel enough.[NPC]:Once the strings are cut, pain will return to them. They will remember fear and longing.[NPC]:What a choice you make for them! Such power you grant yourself!</entry>

<entry name="PINSMITH_QUEST_CANCOMPLETE">[Hornet]:Pinmaster, I have acquired oil with which my needle may see further sharpening.[NPC]:Bonva! What wonder? What wish? To steal a gift so fine. Few are the pinmasters of our age who ever worked with such a substance.</entry>

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<entry name="BB_FIXER_ACT3_MEET">Ah, miss! Course you'd be one to survive through all this! Capable as you seem and all. [NPC]:It's a sad thing, but I can't say most folk down here've fared so fortunate. And our once fine camp below ain't no longer safe for any bug, all crushed and consumed by this black calamity.[Hornet]:Nowhere is safe, sir, but I am glad you few remain. Know I shall work to fix this, as best I'm able.[NPC]:Calming our raging world? That's a lofty goal, miss. I'm not thinkin' any one bug'd be able to stop these happenings, but it's heartenin' knowing you've still got fire enough to feel different.[NPC]:Rest here with us, long as you like. A little company's about the best thing we few're wishin' for now.</entry>

<entry name="BB_FIXER_DELIVERY">[Hornet]:Sir, I bring supplies from the town of bells up above, to aid your camp and its residents.[NPC]:Ah! Mighty thankful these folks'll be. Most arrive here with nothin' but their shell. Your delivery there'll make things a little easier on 'em.</entry>

<entry name="MOSSCREEP_MEET_ALT">Mm. Mmm! Who is it? An intruder! Terrible! To interrupt a humble druid as they work![Hornet]:I meant no intrusion, druid. The sound of your laughter drew me to investigate.[NPC]:What? Laughter? No idea what you mean.

Nonsense!</entry>

<entry name="BB_CARETAKER_BASEMENT_REPEAT">May your travels bring you fortune, hunter. And may the Citadel come to fear your freedom in our land.</entry>

<entry name="BELLWAY_PILGRIM_MEET_2">Hrm? Oh, it's you again. Please, no more talk of bells or travel. I'm trying to stay hidden.[Hornet]:I mean no intrusion, ma'am. Are you composing yourself here before you leave on your own journey?[NPC]:Like all the others, my brothers and sisters who trudged off to die? No, I think I'll linger here a little longer with my thoughts...</entry>

<entry name="BB_RESIDENT_GOT_SILKSPEAR">Must be terrifying out there, beyond the settlement. Nothing but monsters and madness lurking in the darkness.[NPC]:I've heard tales of a safe place, though. Just up above here, where the moss paints the stones green, there's an old village. Bit of a holy place, apparently, well protected.[Hornet]:I've visited the settlement you speak of. It was built around a burial spire, corpse-home to an ancient Weaver.[Hornet]:It is hardly safe though. The terrain is treacherous, and predators prowl its commons. I advise you avoid that place.[NPC]:Oh... I see. Of course. Nowhere is really free of danger, is it? That's just the way for us pilgrims...</entry>

<entry name="FUNERAL_2">For though, as pilgrims, we aim our sights high and never waver from our path, the loss of a brother or sister still stops our trembling limbs in place.</entry>

<entry name="BB_CARETAKER_REPEAT">Few are as foreign as you, hunter dear. Visit me when you care.[NPC]:I'll look forward to hearing how your steps might shake our world. Oho. Yes!</entry>

<entry name="MOSSCREEP_COMPLETED_ACT3">Ohh, the world trembles! But we can hear it... beating steady... beating free...</entry>

<entry name="MOSSCREEP_REFUSE">Granter refuses! I understand. Granter is petty, evil. Misguided! When your mind clears, return here. Return here and grant my wish!</entry>

<entry name="BELLWAY_PILGRIM_MEET_1">Oh... you've come to hide down here too, then? 'Tis a fearful world out there. If you can keep quiet, I don't mind you joining me.[Hornet]:You've chosen a curious place to rest, ma'am. This pit of bells and the structure around it... they

suggest a station for travel, though one long abandoned.[NPC]:Aye. Rumours in the camp say these bells run throughout the lands, great veins of them, forged by our ancient kin.[NPC]:And some even say bugs used to travel through them, in gilded carriages no less![NPC]:Surely such fanciful travel would be a sin for us pilgrims. We must walk and climb and crawl using only our own meagre claws... Only thus can we prove our devotion.</entry>

<entry name="BB_FIXER_Q1_UNACCEPTED">Did you take a look at the wishwall? You might've noticed I added a cheeky little wish of my own.[NPC]:Fair's fair, I did build the thing. Seems like the kingdom should be granting my wish before anyone else's.</entry>

<entry name="MOSSCREEP_DONT_GIVE">You keep the berries to yourself? All for you? Mmm. Promise breaker! Promise breaker!</entry>

<entry name="BB_RESIDENT_NAME">Never shared my name with you, did I? Awfully remiss of me.[NPC]:It's Pilby. Been nice spending time with you, miss.[Hornet]:Likewise, sir. It's been some time since I had such ample opportunity for friendly conversation.[Hornet]:My name is Hornet. It is good to be properly acquainted at last.[NPC]:Hornet, eh? Strong name, that. It certainly suits you, miss. Heh heh...</entry>

<entry name="MOSSCREEP_TRADE_INTRO">The Mossberries. Do you still hunt them, little you? My wish was granted, but clear now that more are needed! More![NPC]:Bring more Mossberries here. Mmm. Yes, we will trade. Precious rosaries for fresh berries!</entry>

<entry name="MOSSCREEP_CANCOMPLETE">[Hornet]:As promised, druid, I have your berries. What is your need for such common fruits?[NPC]:Common!? No. No... Special. Cherished. Only a druid knows it! The berries bright! For my wish. My wish so dear! </entry>

<entry name="BB_SHOPKEEP_NOSTOCK_RETURN">I'll soon be making my way up to the great Citadel. As holy as I am with rosaries, I'm sure my path will not be an arduous one...</entry>

<entry name="BB_FIXER_ACT3_DELIVERY_POST">Oh! And you can't be leavin' without some reward for your work. Take these beads for labour.[NPC]:Rosaries ain't provin' much use to us lot anymore, but hopefully you in all your journeyin' can still put 'em to use.</entry>

<entry name="MOSSCREEP_OFFER">You're here, in here, so why did you send you? Hm? Did you hear my wish? Granter of wishes? You?[Hornet]:Granter of wishes?[NPC]:Wishes, yes! My wish! I need fruits of the world, three little darlings. I need them, so I wish! Does the kingdom not send you, little you, to grant my desire?</entry>

<entry name="BB_RESIDENT_BELLHART">Your travels have taken you far, haven't they? While I'm yet to even start my journey. Shameful behaviour for a pilgrim, really, to tarry here so long.[Hornet]:I see no shame in it, sir. Your life is your own, and need not be squandered at the ghostly call of the Citadel. Journey out for your own sake, or not at all.[NPC]:Heh... you truly aren't a pilgrim, that's for certain. That's blasphemy, spoken with friendly intentions or not.[NPC]:And yet... I don't recoil from what you say. Perhaps I'm not much of a pilgrim either.</entry>

<entry name="BB_SHOPKEEP_ITEM_ROSARY_MAGNET_DESC">This stone's a beauty, isn't it? They say it'll help you gather up rosaries on the road ahead. You'll come back and share some with me, won't you?</entry>

<entry name="FUNERAL_NAME_2">Ah, thank you for sharing, sister. For the honourable and steadfast Pilby, we will sing.</entry>

<entry name="MOSSCREEP_COMPLETED">Mmm. You can hear it, yes? Listen close. Weak, but precious. A pulse, a beat! Faint... Our very own...</entry>

<entry name="BB_SHOPKEEP_ITEM_ROSARY_SET_DESC">Loose rosaries filling your pockets? I can string 'em up safe, so you won't go losing them. Might seem a simple art, but it takes some talent to keep 'em properly secure. </entry>

<entry name="BB_RESIDENT_MEET_ALT">Hm? I recognise you. You've returned to the camp, then? Are you a pilgrim, or just a wanderer?[Hornet]:I am no pilgrim, sir, though I have travelled their paths.[NPC]:Not a pilgrim? Well, it makes no difference, I suppose. We all must walk the roads, up and up, though most of us will fall long before we see the grand gates.[NPC]:If you're wise, you'll stop here and rest a while before heading back out into that dangerous world...</entry>

<entry name="MOSSCREEP_TRADE_ACCEPT_2">Mmm, the precious fruit! Yes, fragrant and round. So round! For you, you who finds berries, a nice reward of rosaries!</entry>

<entry name="BB_SHOPKEEP_MEET">O-oh! Traveller! Destined for the Citadel, yes? Well, before you embark, won't you stop and make trade with an old pilgrim?[Hornet]:I'd see your wares, madam, though I fear I may have nothing worthy to offer in return.[NPC]:Oh, worry not! If you lack fine goods to trade, we can barter still. In this devout land, we deal in the currency of faith![NPC]:Rosaries! Those finely carved beads of prayer! If you will only share some with me, I will trade you something fair.</entry>

<entry name="BB_SHOPKEEP_ITEM_TOKEN_FAITH_DESC">Seems like just a key, but who knows what it'll unlock? I reckon it's come from the Citadel, so it must open the way to something holy!</entry>

<entry name="BB_SHOPKEEP_ITEM_TOOLMETAL_DESC">A rare find, this. Shinier than faith and harder than a Craggler's hide. A skilled craftsbug could fashion something nice out of it, if they've got the knowledge.</entry>

<entry name="BB_FIXER_DELIVERY_POST">For comin' all this way, take a few beads. You've well earned 'em.</entry>

<entry name="MOSSCREEP_INGREDIENT">[Hornet]:Druid, I require a pitcher of your Mossberry Stew to satiate a gourmand of the Citadel. Will you pass some to me?[NPC]:Mmmm! A bug who'll consume my berry brew? Strong they'd be to bear a taste so sharp![NPC]:Here is a flavour so ripe! Searing! Flavour of pleasure and pain! They too may see the visions if they taste it strong. The visions, could they see?[NPC]:Grant the stew! For your bug, mmmm... to share the visions. Yes! We shall pass it!</entry>

<entry name="MOSSCREEP_TRADE_FINAL_2">Ahhh! Ahhh-ohhhh! The smell again! Stronger, stronger now! But still young yet! Listen to your sisters, little one, and grow! Oh, grow!</entry>

<entry name="MOSSCREEP_TRADE_FINAL_3">Oh... mmm. Do they hurt you also, the visions? The stink? Nasty, horrible fruits. The pain![NPC]:Enough berries. We need no more. For you though, my one and only friend. My beloved. A reward![NPC]:Your amulet. Let me... transfuse. Yes. Your amulet's tears will flow stronger still!</entry>

<entry name="MOSSCREEP_TRADE_FINAL_1">Mmm, the precious fruit! So precious! And perhaps now, we have enough. Enough, enough! For our work often begins, but never ends!</entry>

<entry name="BB_RESIDENT_PILGRIMSREST">Ah, hello again! What a blessing to see a familiar face on this treacherous climb.[Hornet]:Greetings, sir. I see you have begun your pilgrimage, or else set out for your own sake. Either way, I am glad to see you here unharmed.[NPC]:Not quite unharmed... I've suffered my share of scrapes and burns. That's just the nature of the journey, I suppose.[NPC]:But I've seen so much! Great metal structures and vast scorched fields! The grandeur of it all is humbling indeed, even for one like me who was so humble to begin with.[NPC]:I'll rest here just a little longer before resuming my climb.</entry>

<entry name="MOSSCREEP_QUESTCOMPLETE">Mmm! Mmm! This is them, the precious, promised fruits![NPC]:Drop them in, there they go, and now at last we can begin!</entry>

<entry name="BB_SHOPKEEP_ITEM_MASK_SHARD_DESC">Just a piece of something greater, but finely crafted. You should take it with you, traveller, for luck.</entry>

<entry name="FUNERAL_FINAL_NONAME">Farewell, little pilgrim. May your shell harden the path for others to tread.</entry>

<entry name="BB_FIXER_BENCHREPAIR_REPEAT_ALT">Times like this, all we can do is put our heads down and try to rebuild.</entry>

<entry name="MOSSCREEP_MEET_ACT3">[NPC]:Mmmm! Is it time? Our lands shake their sorrow! For the new beat, yes? Demanding! For a new rhythm...[Hornet]:These quakes you feel, they are not your land's sadness, they are its collapse, one bound to happen if their source cannot be quelled.[NPC]:What? No, no no... the beat... It is the beat our land wishes! Calls for it! Needs one new!</entry>

<entry name="BB_CARETAKER_CURSED_REPEAT">Head quick for that vein of bells, and find my uncle hidden there. If anyone's able to point you to a cure for that thing twisting within your shell, it'll be him. </entry>

<entry name="MOSSCREEP_INPROGRESS">Mmm! Mmm. Who are you, little you? Not a wish granter. For you haven't enough fruits. Three we need, three I need! Find them, find them!</entry>

<entry name="BB_FIXER_BENCHREPAIR">Ah! Here she is, safe after all! I was worried your battle with that enormous beast had left you badly wounded.[NPC]:Shames me to have left you in danger there, missy, but I'm no warrior, and my tools ain't no match for a creature like that.[Hornet]:It is well that you kept yourself safe. This settlement needs a fixer now, not a warrior.[NPC]:Heh, maybe that's true. Times like these all we can do is put our heads down and try to rebuild.</entry>

<entry name="BB_FIXER_ACT3_REPEAT">Rest here with us, long as you like. Mightn't be much time left, but at least we few won't have to face that fate alone.</entry>

<entry name="BB_FIXER_STATUE">Ah! Glad I caught you for a moment, miss. You've done a fair service to this camp, given much more'n most.[NPC]:I'd been thinkin' on all your efforts, and set to making a little something to repay 'em.[NPC]:S'only a token, really! But I've put all me talent into it, much as I've got! Something to keep you company on the lonely roads above.[NPC]:Hold onto it on your travels, and remember that you're always welcome down here with us.</entry>

<entry name="BB_RESIDENT_CAMP">[Hornet]:This camp seems in poor condition, good bug. With the lands around turning deadly, I'd worry for its safety.[NPC]:Aye. We surely aren't seeing its finest moment, but this place has been serving us passing bugs for as long as any can

remember.[NPC]:It's faith, you see! All those pilgrims, now and past. Our devotion holds it together. The camp'll remain, and provide, no matter the troubles.[NPC]:</entry>

<entry name="FUNERAL_1">[Hornet]:What ritual calls you all together, pilgrim?[NPC]:Our brother, this poor wretch in my arms, has walked his last aching step. We gather here to sing him farewell, and to mourn our great loss.</entry>

<entry name="BB_CARETAKER_TALK_02">If the veiled bugs have an interest in you, enough to brave the wastes beyond our borders, then you must be rather special, yes?[Hornet]:In my own lands, some may once have seen me so. In this place, with my strength sapped, I am just another traveller.[NPC]:Ohho! A traveller, but still something more. I can see it now. Of course! That focus![NPC]:Did those veiled bugs realise who they snared? Perhaps it is they who should be worried, eh?</entry>

<entry name="MOSSCREEP_REOFFER">My wish. Oh my wish! I need fruits of the world, three little darlings. I need them! Does the kingdom not send you, little you, to grant my desire?</entry>

<entry name="BB_CARETAKER_MEET_1">Ahh, awake at last! You should mind your strength, traveller. There's no use wasting energy on an old nobody like me.[Hornet]:I see that now, madam. My welcome to your land has not been kind. I had reason to be wary.</entry>

<entry name="BB_CARETAKER_PRE_MEET">Up with you! Up! I won't have you dying on my floor!</entry>

<entry name="BB_CARETAKER_MEET_3">[Hornet]:I am no pilgrim. I am Hornet, and I arrive in your land by no choice of my own.[Hornet]:I was brought to your kingdom by force, captured by strange bugs clad in veils.[NPC]:Oho! How curious! The bugs of the Citadel, at the summit of our land. They veil themselves in service to their faith, or perhaps as slaves to something greater...[Hornet]:Then I shall seek their Citadel. If the veiled bugs would go to such lengths to bring me here, I intend to find out why.[NPC]:Oho! Ferocious! Intimidating! Yours is no pilgrim's spirit! You've the bearing of a hunter.[NPC]:Welcome then, fierce traveller, to Pharloom! Our holy yet haunted land.[NPC]:Before you depart, permit an old bug a brief warning. Best keep that weapon drawn.[NPC]:Our kingdom is gripped by a curse. Its paths grow wild and dangerous, and though some still attempt the climb to the Citadel at its crest, none return to speak of what they see.</entry>

<entry name="BB_CARETAKER_MEET_2">So you're another pilgrim then? Scuttled out of the darkness to climb the great path and bow at its gilded peak?</entry>

<entry name="BB_FIXER_Q1_COMPLETE">Well, look at that! You've gone and donated all those shell shards, just like I wished for! I can scarcely believe it![NPC]:Those shards are valuable, alright. Brilliant for crafting and fixing, very versatile.[NPC]:More than that, though... it was a warm thing you did, the sort of kindness you don't see much in this weary place.[Hornet]:Was this kindness? I must take care to learn of this land and claim what advantage I can from it. Answering requests like yours can often fit those ends.[NPC]:Oh, it's like that, is it? Well, even still, the help's well appreciated, miss. Best of luck in your travels, and may every wish of yours be granted!</entry>

<entry name="BB_SHOPKEEP_POST_BOSS">Oh, oh dear... what fearful events are sent to test we poor pilgrims! How could it be that our path to paradise is infested with such beasts?[NPC]:To brave such a world... oh my. I'll need more rosaries, that's for certain. Please traveller, won't you trade with me?</entry>

<entry name="MOSSCREEP_WISHWALL">You are my wish granter, yes? My wish! I need fruits of the world, three little darlings. I need them, so I wish![NPC]:You made the promise. A binding stronger than sin. Bring me the three Mossberries. Precious fruit! Grant my wish, and then the work begins!</entry>

<entry name="BB_RESIDENT_PILGRIMSREST_REPEAT">I've a long way to go, and much more to see. For now though, let's just rest a little while, eh?</entry>

<entry name="BB_FIXER_GENERIC">Times are hard, so fresh supplies are always welcome! Bugs arrive here with nothin' and often leave without much more.</entry>

<entry name="BB_SHOPKEEP_NOSTOCK">Well now! Seems I've traded you the last of my supplies, so I've got no more excuses to linger down here.[NPC]:I'll soon be making my way up to the great Citadel. As holy as I am with rosaries, I'm sure my path will not be an arduous one...</entry>

<entry name="MOSSCREEP_TRADE_NOBERRY">Bring more Mossberries here. Mmm. Yes, we will trade. Precious rosaries for fresh berries! Seek them wherever you see the green moss grow!</entry>

<entry name="BB_CARETAKER_TALK_01">You bear your blade well, hunter, and you've skill, no doubt, so I don't mean any unkindness when I say you still seem a little frail.[Hornet]:I was a long time spent captive, bound by seals strange to me. My strength is diminished, but recoverable.[Hornet]:By the time I reach that Citadel, I'll be ready to face what waits.</entry>

<entry name="BB_CARETAKER_CURSED">Oh! Hunter, aren't you in a sorry state? You're all bound up, looking worse than when we first met![Hornet]:My shell has become host to a cruel parasite. Though my natural strength keeps it from consuming me entirely, I'm much weakened by its presence.[NPC]:Well, this just won't do! Pharloom's already in the snare of one fell curse, we can't have another vying to leech what life remains.[NPC]:Best you head quick over to that town of bells, at the core of our kingdom. I've an uncle hidden about there, an old hermit, and a horrid curmudgeon.[NPC]:That hermit's a hard one to befriend, but he holds some knowledge about this kingdom's maladies. If anyone's able to point you to a cure, it'll be him.</entry>

<entry name="MOSSCREEP_TRADE_ACCEPT_3">Mmm, the precious fruit! And... oh! Such fruit! Perfectly ripe! Perfectly fragrant! Perfectly round! Take what you have earned, much of much rosaries!</entry>

<entry name="BB_SHOPKEEP_MEET_ALT">O-oh! Traveller! Won't you stop and make trade with an old pilgrim? Surely something here will aid you in your great journey!</entry>

<entry name="MOSSCREEP_TRADE_REFUSE">You keep the fruit for yourself? For greed? Strange choice! It will only weigh you down...</entry>

<entry name="BB_FIXER_STATUE_REPEAT">Don't go thinkin' fear's keepin' me from my own pilgrimage! S'just there's a lotta work still to do here and few bugs able to do it.</entry>

<entry name="FUNERAL_4">Sing for our brother, who has died a devout death! All his pains and torments left behind, like the dust shrugged from a traveller's shawl.</entry>

<entry name="MOSSCREEP_ACCEPT">Promised, then. A binding stronger than sin. Bring me the three Mossberries. Precious fruit! Grant my wish, and then the work begins!</entry>

<entry name="MOSSCREEP_MEET">Mm. Mmm! Who is it? An intruder! Terrible! To interrupt a humble druid as they work![Hornet]:I meant no intrusion, druid. The sound of your laughter drew me to investigate.[Hornet]:This settlement is built around an old structure of the Weavers. Do

you know of them? Do they inhabit this land still?[NPC]:Mm? What settlement? What Weavers?! You speak nonsense!</entry>

<entry name="BB_CARETAKER_SNARE">[Hornet]:Madam, I return seeking power to aid the construction of a trap, at request of your sibling residing atop the Citadel.[NPC]:Aye, hunter. So you managed to rouse the old fool. I've known it coming, felt it, and glad I am! [NPC]:Rest'a my family spent far too long huddled and glum... or dead! Not me! I'd always been thinkin' it a waste to just take what's coming, when her up top wakes.[NPC]:Better to fight for freedom or go out in a blaze, oh ho!</entry>

<entry name="MOSSCREEP_TRADE_ACCEPT_1">Mmm, the precious fruit! Ah... but! This one is not so fresh. Rotten! Stench of death! A meagre amount of rosaries for you. As much as you deserve!</entry>

<entry name="FUNERAL_NAME_1">[Hornet]:Pilby. This pilgrim's name was Pilby.</entry>

<entry name="BB_FIXER_REPEAT">Once this wishwall is up, bugs'll be able to seek help from any able shell around. You could even try granting a couple of wishes yourself, missy!</entry>

<entry name="BB_RESIDENT_REPEAT">Rest here with me as long as you like. I'm not ready to leave yet, and a little company is always nice.</entry>

<entry name="BELLWAY_PILGRIM_REPEAT">Down here, you can't hear the cries of the pilgrims above, only the faintly ringing bells. I'll stay and meditate a little longer, before I start my own pilgrimage...</entry>

<entry name="FUNERAL_FINAL_NAME">Farewell, brother Pilby. May your shell harden the path for others to tread.</entry>

<entry name="BELLWAY_PILGRIM_AFTER_TRAVEL">Beast! B-b-beast! Horrible beast!</entry>

<entry name="FUNERAL_3">...Hm. Who here knows the name of this little pilgrim?</entry>

<entry name="BB_FIXER_Q1_COMPLETE_R">Common stuff, shell shards, but very practical. I can use 'em to patch almost anything up, and this camp's always in need of some mending.</entry>

<entry name="BB_FIXER_BENCHREPAIR_REPEAT">And another poor pilgrim lost, eh? Just the thought of it makes me weary. Better to put my head down and work 'til the job's done...</entry>

<entry name="BB_RESIDENT_MEET">Hm? A fellow pilgrim, are you? About to start your great journey to the holy Citadel up top?[Hornet]:I am no pilgrim, sir, though it seems we will be travelling a similar path.[NPC]:Not a pilgrim? Well, it makes no difference, I suppose. We all must walk the roads, up and up, though most of us will fall long before we see the grand gates.[NPC]:If you're wise, you'll stop here and rest a while before heading out into that dangerous world...</entry>

<entry name="MOSSCREEP_QUESTCOMPLETE_D">And for the parting, a gift. An amulet of we druids. Or me druid? No others, I think.[NPC]:May it ease your sorrows, wish granter. May it cry for you when no tears are left!</entry>

<entry name="MOSSCREEP_TRADE_BERRY">Mmm! Mmm! You carry a sweet, precious smell with you. A fruit! Will you trade it for rosaries?</entry>

<entry name="BB_RESIDENT_TALK">[Hornet]:I wonder, little pilgrim. What calls you and your fellows up to the Citadel? If the way is dangerous, why take the journey at all?[NPC]:Strange question to be asking of a pilgrim. Our holy land calls on us. To journey up is our greatest task.

Who are we to refuse?[NPC]:Guided by faith, we climb through flaming fields, across rolling moors, and up great gilded steps. All to reach that eternal, shining Citadel.[NPC]:Once I'm good and ready, I'll make the climb myself...</entry>

<entry name="MOSSCREEP_QUESTCOMPLETE_C">Mmm. Mmm! The pain... my mind aches. Why? The berries, the nasty fruits. Oh the visions![NPC]:You, wish promiser. Wish granter. You brought me what I needed and stayed by my side. Companion through my ordeal. I could ask for nothing more.</entry>

<entry name="MOSSCREEP_QUESTCOMPLETE_B">Ahhh! Ahhh-ohhhh! The smell is right! Like the others! But very young! Oh, voice of the woods! Oh, dance of the queen! Oh... oh! Beat harder, let us hear it! Oh! Ohhhhhhhh!</entry>

<entry name="FUNERAL_2b">Sing, brothers and sisters! Sing, and drown out this burdensome sorrow! Sing out the name of this poor pilgrim, whose journey had nary begun! </entry>

<entry name="BELLWAY_PILGRIM_TALK_1">Have you heard the talk of what waits just beyond this camp?[NPC]:Brittle caverns of bone, the very base of Pharloom, filled with all manner of deadly creatures and jagged dangers.[NPC]:It's said ancient bugs once made their homes amidst it.[NPC]:Who could believe! In such a hostile, unstable place! In all my time, I've never met a bug so brave.</entry>

<entry name="BB_PILGRIM_HORNED">Sister, sister! What is that long, gleaming tooth you carry with you? Is it a weapon?[Hornet]:It is indeed, though you need not fear. I will not raise it against you. Its edge is meant for predators and other foes.[Hornet]:I strongly suggest you arm yourself similarly before your own journey begins.[NPC]:Alas... for a pilgrim, that's sin you speak of, sister.[NPC]:We arm ourselves with prayer, garb ourselves in faith, and hope they prove enough to reach the Citadel's glory. Such is our way...</entry>

<entry name="BB_FIXER_Q1_INTRO">Oh! Back again? The wishwall is up! Ready for all the poor souls who've been left behind down here.[NPC]:In Pharloom, wishes are granted to those truly devout, or so they say. And there ain't no harm in us dregs having wishes too.[NPC]:Why, I even went and added a little wish of my own to the wishwall! Fair's fair. I did build the thing. Seems like the kingdom should be granting my wish before anyone else's.</entry>

<entry name="BB_FIXER_MEET">[Hornet]:What's this you're building, sir? A sign of some kind?[NPC]:Aye, aye. You're a sharp bug! A wishwall. It's past time this old camp had one. As the resident fixer, I've taken it upon myself to sort it out.[NPC]:They're a popular thing about Pharloom, wishwalls. Useful too. So many prayers left unanswered. Gives 'em a place to go.</entry>

<entry name="BB_PILGRIM_ROUND_REPEAT">I must listen carefully... and pray with uninterrupted devotion. Only then will my faith be strong enough... to carry me upward...</entry>

<entry name="BB_CARETAKER_SNARE_REPEAT">S'not a surprise it's you rallying us to action, hunter. You had the sense about you, a bug bringing change'n all.[NPC]:Course you're more than just a bug, aint'cha! More than Weaver. Guess it'd take someone like you for my family to dare hope at success.[NPC]:Go and prove our trust now, won't you? We've spent our lifetimes wishing for another path. With a bit of luck, you might grant it.</entry>

<entry name="FUNERAL_NONAME">Well. Though this pilgrim's name has been lost, still we sing.</entry>

<entry name="BB_RESIDENT_GOT_SPRINT">Been hearing awful whispers in camp, about pilgrims driven mad by the hardships of the climb, crying out and attacking their

fellows.[NPC]:You've been out there. Tell me, is it really so?[Hornet]:You've heard it true, sir. On the roads, both pilgrims and beasts alike are consumed, driven to violence by a haunted thread, the source of which I have yet to discover.[NPC]:Ah... I'd feared it was so. I won't be able to trust a single face out on the path, then.[NPC]:The risk of death was daunting enough, but the loneliness of such a journey, that seems almost too much to bear... Ah well. Just another test of our devotion, I suppose.</entry>

<entry name="BB_PILGRIM_HORNED_REPEAT">We pilgrims arm ourselves with prayer, garb ourselves in faith, and hope they prove enough to reach the Citadel's glory. Such is our way...</entry>

<entry name="BB_CARETAKER_TALK_03">[Hornet]:What duty binds you to this old chapel, madam? The structure barely stands, and I see no signs of congregation.[NPC]:Aye! Gone! The lot'o them, fled and hidden. But I'm not leaving till I've set this place right...[NPC]:...It's that Citadel above, you see. Even now, in Pharloom's long decline, the simple bugs, they're witless before it. Too grand. Too majestic. Too powerful.[NPC]:This building's state is a sad example of those who'd dare suggest another path...</entry>

<entry name="BB_FIXER_ACT3_DELIVERY">Eh? What fortune is this? Our wish answered, even in a moment so dark![NPC]:You've proved quite the saviour, miss, and you've certainly earned the appreciation of this whole sorry lot.[Hornet]:You are welcome, sir. For you few, I hope these supplies may aid.</entry>

<entry name="BB_PILGRIM_ROUND">You, in the cloak... pray tread softly. I am meditating, gathering my faith... before my pilgrimage begins.[Hornet]:My steps are soft enough, madam. If I have disturbed you, it was not my intent.[NPC]:Ahh... even your speech... far too loud. I can scarcely hear my thoughts. Please, be away...</entry>

<entry name="BB_CARETAKER_BONEGRAVE">I see you've gone and opened up the great bone gate back there. And without even asking my permission! Feeling curious, were you?[Hornet]:There is a vast grave beyond. I'd assumed most bugs died climbing the path, but it seems many fell before their trek had barely commenced.[NPC]:Aye! Lost their lives to beasts, or to luck turned rotten. Others were simply formed too frail.[NPC]:At least those poor souls can rest together. Death and death and death, the eternal promise of our eternal kingdom. Eventually, it claims us all. </entry>

<entry name="BB_CARETAKER_BASEMENT_TALK_01">Hunter! I'm thinking it was you that cleared my basement?[Hornet]:On first arrival here, the nesting creatures didn't take kindly to my passing.[NPC]:Ohho. They're cranky bugs, alright. And they made an awful mess down here with their hatching and breeding.[NPC]:You've my many thanks for seeing them off!</entry></entries>

Caravan

<entries>

<entry name="TROUPE_LEADER_DECLINE_QUEST1">Ah... I understand, stranger. I presume too much of one who is not a flea.[NPC]:I've heard the settlement below us is setting up a wishwall. Perhaps I'll send Grishkin down to hang up our wish...[NPC]:</entry>

<entry name="TROUPE_HUNTER_EMPTY">Bug not flea, my learnings, all have been scratched to your maps. Can give no more.[NPC]:Leave now! Seek and save lost fleas, for a caravan full and whole!</entry>

<entry name="TROUPE_LEADER_INFO_HUNTER">Have you met her yet? Our burly new companion, Vog! Fresh returned from a long time spent tracking.[Hornet]:We have met, Fleamaster. It gladdens me that so strong a flea exists as her.[Hornet]:Yours was a caravan sorely lacking for protection, and I am too bound by my own tasks to provide it for you.[NPC]:Why, we would never impose so! And now, no matter! Her scent may be strong, and her taste for brew bottomless, but her skill is sharp.[NPC]:If predators draw close, her talents will provide much confidence to our caravan.</entry>

<entry name="TROUPE_HUNTER_MEET_NOMAP_ACT3">*You remain, bug not flea? Would you seek service of me, eh? Mine is knowledge much, the places of the lost little ones, heard and smelt across the caves.[NPC]:You could help find! And bring! For all to come together now that times turn dark...[NPC]:But no map you hold! If learnings are wanted, a map must be owned. Until then, we have no trade to make.</entry>*

<entry name="TROUPE_MEMBER_SHORT_REPEAT_FLEATOPIA_ACT3">Our travels have end, and now soon the world will also have end! At such bitter of times, brew with friends is most sweet.</entry>

<entry name="CARAVAN_LECH_INTRO">[Hornet]:Greetings again, sir flea. I see you were able to unite safely with this caravan.[NPC]:Oh yes! All thanks to you! Dear, sweet you! Heh heh![NPC]:The Fleamaster, that old bore, tells me to call you Miss Hornet. But such a prickly name ill befits such a delicate beauty! Shall I call you something prettier, like 'Nectarsweet', my dear?[Hornet]:You shall not. Address me by my name or not at all.[NPC]:Gradak! Of course. Of course! Heh heh. And now, I shall let you in on my little secret. My carriage doubles as a soothing spa, you see. It's most ingenious.[NPC]:The water inside is piping hot, and purer than a psalm! Heh heh! I'd gladly let you soak inside, for a modest fee!</entry>

<entry name="FG_BOUNCE_INTRO_FIRST">Dear one, how shameful for the world to end while poor Kratt still has so much living left in him![NPC]:But how sweet of you to join me here! Will you play the Flea Bounce game, that I may appreciate the beauty of your agile form while I await my doom?[NPC]:To play is simple. Leap up and keep bouncing on the fleas who fly past for as long as you are able!</entry>

<entry name="TROUPE_MEMBER_TALL_REPEAT_GREYMOOR">Strange beasts prowl these grey lands. I hear them roar and shriek outside camp. Is best to stay inside and make quiet.</entry>

<entry name="FG_DODGE_CHOICE">Compete in Flea Dodge?</entry>

<entry name="TROUPE_MEMBER_SHORT_MEET_FLEATOPIA">At longest last, have our flea roamings ended! Every sandy grain and stinky squelchy maggot was worth to endure, to claim

such a home![NPC]:Is time for rest and celebrate, and none have earned such more than you, Miss Hornet! Raise your flask and drink most heartily with us!</entry>

<entry name="TROUPE_LEADER_GREYMOOR_REPEAT">We will camp here in these grey lands until more fleas find their way to the caravan. Please lend your aid to any of our fellows you find lost out on the roads!</entry>

<entry name="TROUPE_LEADER_ACCEPT_QUEST_OUTRO">[Hornet]:I am travelling these lands for my own reasons, Fleamaster. However, if I happen upon any fleas on my travels, I will aid them as best I can.[NPC]:Oh, oh, I could ask for nothing more! They must all be hiding or stuck in dangerous places, but if you rouse them they are sure to find their way here to us.[NPC]:May the kingdom bless your travels and keep you safe, stranger! You are welcome to rest here with us whenever the roads bring you back!</entry>

<entry name="TROUPE_LEADER_GREYMOOR_MEET_TRAVELED">The journey here was long, but we didn't lose a single flea! I'm told it's good luck to bring a guest along when travelling, so we must have you to thank![NPC]:I trust the trip was agreeable for you. A pleasure perhaps? Nestled in with our dear little ones...[Hornet]:They certainly make for energetic travel companions. I've not often had opportunity to socialise with such spirited sorts.[NPC]:Splendid! And now, you must go and see Grishkin, sitting there by the bubbling cauldron. After long travel, we drink to revive our spirits!</entry>

<entry name="TROUPE_MEMBER_SHORT_BREW_FULL">Miss Hornet, your bottle is full of Flea Brew. You know what such means! You must have drink! Har har![NPC]:When you have finish drinking, return and we will fill flask again! I'm is always brewing!</entry>

<entry name="TROUPE_MEMBER_SHORT_REPEAT">My fellows give much worry for the other fleas, but I'm not give at all. They will find their way to us, and if not, who keep count of them anyway? Har har!</entry>

<entry name="TROUPE_LEADER_JUDGE_REWARD">Ahh, and before the road steals you away from us again, allow me to offer you a humble gift![NPC]:One of the little ones found a pale artefact while digging about in the sands. A spiny, cold sort of thing.[NPC]:I see no use in it for we fleas, so of course we are all too pleased, eager even, to bestow it upon our dear friend!</entry>

<entry name="TROUPE_LEADER_DELIVERY_FLEATOPIA_POST">For your hard efforts and eternal friendship, please accept these meagre rosaries as reward.[NPC]:Think of we fleas when you find chance to trade them!</entry>

<entry name="CARAVAN_LECH_TALK_ACT3">Dear one, my lone light amongst the darkness! Will you bathe in Kratt's spa-carriage and let the warm waters wash away your worries?</entry>

<entry name="CARAVAN_LECH_SPA_ACCEPT_2">Please, my dear, step inside! I will stand guard here while you bathe... Right on this very spot!</entry>

<entry name="TROUPE_MEMBER_TALL_MEET_GREYMOOR">Dodeshna. Want for shelter from the thick, grey air? Is heavy, and wet. I'm worry for the little flea's health in this land.[NPC]:And they make play in the filthy water. I say them stop, but they just laugh and splash on me. They are lack respect![Hornet]:Most bugs instinctively obey those with strength and will. Speak with authority, or your commands may go unheeded.[NPC]:Ugh... really, is Fleamaster's job to teach the fleas such. I will just have rest here until is time to move on.</entry>

<entry name="FG_DODGE_DECLINE">Away then, bug. Await challenger, shall I.</entry>

<entry name="FG_BOUNCE_COMPLETED">Vikna! Our little game has ended. But I trust, after a short rest, you will play with us again?</entry>

<entry name="FESTIVAL_BOARD_TITLE JUGGLE">Juggle</entry>

<entry name="TROUPE_LEADER_ACCEPT_QUESTION">Ahh! Do I understand you rightly, stranger? You will help gather the lonely fleas to our caravan? Truly?</entry>

<entry name="TROUPE_LEADER_MEET_FLEATOPIA">Miss Hornet! Our saviour! How dearly we had hoped you would visit.[NPC]:And just look! This beautiful spot you've gifted us, safe apart from the dark and death of the lands beside. A place for fleas to grow smart and strong.[NPC]:Here we shall see our travels end, for in Pharloom there could be no finer place to settle.[Hornet]:I am glad the location suits, Fleamaster. It is a calming thing to know these many fleas may survive. Most bugs of Pharloom seem destined for far bleaker fates.[NPC]:Indeed! A hopeful future awaits! And only because of yourself and your efforts. To commemorate our arrival, it would be my pleasure to perform a small service for you.[NPC]:

I have been learning to sew, and the little fleas have been gathering materials for me. I thought I could add an extra pocket to your tool pouch, to make your travels just a little easier.[NPC]: A trifling favour, much less than you deserve, but still I hope it meets to your satisfaction!</entry>

<entry name="TROUPE_LEADER_GAMES_INTRO_REFUSE">[Hornet]:I know not what you plan, Fleamaster, and at this time I cannot participate.[NPC]:Ahhhh. Ahhhhhhhh! Wretches, wretches, all of us! How can we begin without you, dear friend?</entry>

<entry name="FESTIVAL_OUTRO_SCENE">Gathered here we are, to honour the grand champion of this very final of all festivals![NPC]:Now, Miss Hornet! Strike the great effigy with all your might!</entry>

<entry name="TROUPE_MEMBER_SHORT_REPEAT_FLEATOPIA">The little fleas like this place most of all. They are as much happy as I ever hear them!</entry>

<entry name="TROUPE_LEADER_ALLRESCUED_INTRO_FULL_EARLY">Oh, dear friend, Miss Hornet, look at our marvellous troupe! Their numbers full. Their spirits bright. All thanks to your heroic efforts!</entry>

<entry name="FG_BOUNCE_CHOICE">Compete in Flea Bounce?</entry>

<entry name="TROUPE_LEADER_MEET_JUDGE_TRAVELED">Another journey complete! And a new, high spot for our rest, upon the doorstep of that mighty Citadel, no less![Hornet]:It is fortunate that all of your companions survived the trek, Fleamaster. The howling rise beside, and the tangled wood before it, have both claimed the lives of countless bugs.[NPC]:Indeed! A perilous ascent! Maybe it was your company that brought us luck, Miss Hornet? It surely put us fleas at ease to have you and your weapon riding close.</entry>

<entry name="TROUPE_LEADER_ALLRESCUED_INTRO_ALT">Oh, and look, Miss Hornet, look at how many lost fleas have come! It seems even the last few stragglers are now with us.</entry>

<entry name="TROUPE_LEADER_MEET_1">Ah! Aha! A native of these fiery lowlands approaches! Have no fear, my friend, we fleas are but humble travellers![Hornet]:Well met, sir, though like you I am not of these lands. I am merely journeying through.[NPC]:Oh. Oho! A kindred spirit! It's good luck for wanderers to meet on an unfamiliar path.</entry>

<entry name="CARAVAN_LECH_TALK">Dodeshna, dear one, dodeshna! Heh heh! Have you returned to use Kratt's luxurious spa-carriage? I've kept it roasty warm for you...</entry>

<entry name="FG_JUGGLE_COMPLETED_HIGHSCORE">Vikna! The game is now ended, and the Flea Juggle champion has set an even higher score! Tremble in awe, dear fleas, at the might of our dear Miss Hornet!</entry>

<entry name="TROUPE_LEADER_INCOMPLETE_QUEST1">There are many lost and lonely fleas still scattered across this kingdom. If only some more of them joined us, the caravan could continue its journey.[NPC]:You'll find the little dears in all sorts of strange places, for they love to peek and pry and play, but if you rouse them they are sure to find their way here!</entry>

<entry name="TROUPE_MEMBER_TALL_FLEATOPIA_REPEAT_ACT3">Those great rumbles from beneath, they have sound similar to giant beast. Such beast is much sorrowful though, I am think.[NPC]:Fleas and monsters alike have their troubles...</entry>

<entry name="HORNET_FLEA_LAKE_FOUND">[Hornet]:The Fleamaster and his caravan sought for caves offering space and safety. This calm lake and shore may prove suitable.</entry>

<entry name="TROUPE_LEADER_JUDGE_READYTOLEAVE">Oh, Miss Hornet! Wonder at how large our caravan has grown! So bold and boisterous! This gilded chamber can barely contain us all![NPC]:The many fleas are itching to journey once more, to find a space to stretch their wings. But from here, as their leader, I am hesitant to order us so swiftly away.[NPC]:These heights hold too much danger to set forth without a safe goal held clear in mind.[NPC]:What of you, Miss Hornet? Your tasks carry you throughout this kingdom. Have you ever encountered a place appropriate?</entry>

<entry name="TROUPE_LEADER_REPEAT_GENERIC">We will camp here a time before moving onward. These moments of safety and calm must be treasured, rare as they are.</entry>

<entry name="TROUPE_LEADER_ALLRESCUED_INTRO">Oh, my dear friend, Miss Hornet, look at how many of the lost fleas have come! It seems even the last few stragglers are now with us.</entry>

<entry name="TROUPE_LEADER_MEET_2">And now that we have met, know that I am Fleamaster Mooshka, leader of this caravan![NPC]:Our own journey has barely begun, but you are most welcome to tarry here a while, stranger. Where ways are dark and winding, good bugs must stay close together!</entry>

<entry name="TROUPE_MEMBER_SHORT_MEET_JUDGE">The bellowing sandy land was full of much danger. We was almost lost poor Varga to hungry worms as we travel up![NPC]:Sadly, he is finding way here after all. Har! Is only jest. Grishkin and Varga is great friends, just like all fleas is being.</entry>

<entry name="BREW_REFILL_PROMPT">Refill Flea Brew?</entry>

<entry name="TROUPE_HUNTER_ALL_FLEAS_FOUND">You have brought them all, bug not flea. My work is done! No more searching needed. Ours is a caravan full![NPC]:Now my duty must change. To watch. To protect. This new task I am looking much to liking.</entry>

<entry name="TROUPE_MEMBER_TALL_RETURN">Is warm here, you agree? Is very... what is say, cosy?[NPC]:The Fleamaster though, is always want to move on. We will be drag away somewhere much worse soon, I think.</entry>

<entry name="CARAVAN_LECH_SPA_DECLINE">Oh... what a shame. Heh heh! I think you'd find the waters inside delectably soothing, if you'd only reconsider!</entry>

<entry name="TROUPE_LEADER_DELIVERY_FLEATOPIA">[Hornet]:Fleamaster, I bring a delivery, supplies from the couriers of Bellhart to aid your settlement.[NPC]:Such dedication you continue to show us, Miss Hornet![NPC]:While we may seem safe out here at range from danger, we cannot go far to forage, and the many fleas need much nurture![NPC]:Food and provisions, such as you bring, are crucial in these desperate times.</entry>

<entry name="FG_DODGE_INTRO_REPEAT">This trial is Flea Dodge. Stay upon platforms, avoid attacks. Longer stay gives bigger score.</entry>

<entry name="TROUPE_MEMBER_SHORT_MEET">Dodeshna, dodeshna! I am saying, welcome to our caravan, stranger![NPC]:You are a very funny, very strange flea, isn't it? No fur at all, and your wings fall off![NPC]:Har, har har har! Is just jest, of course. Us fleas famous for giving jokes!</entry>

<entry name="TROUPE_MEMBER_SHORT_RETURN">Some beasts here, I see them eat through the bony ground. Is very smart! Bone is everywhere much abundant! If only I had such stomach, har har!</entry>

<entry name="TROUPE_MEMBER_SHORT_REPEAT_FESTIVAL">Drink to full, Miss Hornet! Why waste? Be merry with us fleas before it all ends!</entry>

<entry name="FG_DODGE_COMPLETED_HIGHSCORE">Vikna. The trial has ended, and you have bested your old score. Rishkiz, champion!</entry>

<entry name="TROUPE_LEADER_OFFER_QUESTION_REPEAT">Normally I would never burden a visitor with the caravan's worries. But! Isn't it the custom of this kingdom to share your deepest wishes with strangers?[NPC]:Well, my wish is for the poor lost fleas of these lands to find their way to our caravan! Stranger, could you not help us?</entry>

<entry name="TROUPE_LEADER_JUDGE_CANLEAVE">[Hornet]:Fleamaster, if your troupe is still prepared to travel, I have discovered a cave beyond the Citadel, at the edge of some ancient aqueducts. That place may well suit your needs for safety.[Hornet]:The trek would be long, but once reached, you will find a sandy shore, free of predators, beside a wide clear lake. It is as peaceful a place as I've seen throughout these fraught lands.[NPC]:That's it! It must be! Our destination has at last been set. Our journey can continue![NPC]:True friend of fleas you are, Miss Hornet. That place shall welcome us, no doubt. Will you be joining for this new journey?</entry>

<entry name="CARAVAN_LECH_SPA_INTIMIDATED_ACT3">My treasured guest... what need have I of rosaries, now that all is ending? Please, use my spa-carriage, free of charge! Dear Kratt is only too happy to provide!</entry>

<entry name="TROUPE_LEADER_REPEAT_FLEATOPIA">So many lost fleas have made it here... Truly, I'd never dared to hope we could gather such a grand company![NPC]:But still there may be more out there in this wide world... What a wonder it would be if they too found their way to our fresh paradise!</entry>

<entry name="CARAVAN_LECH_WOUNDED_TALK">Auuggghhh... the pain! Such fury, over a mistake! Poor little Kratt did not mean to steal a look![NPC]:This old carriage needs constant care. I was only doing repairs! I had no intent to intrude! And I barely saw a thing![Hornet]:Lie no more to me, flea, and be grateful you still live. Know that if you peer again, you will die.[NPC]:Of course! Kratt would never! Let's consider the matter forgotten, and you shall forever be my treasured guest!</entry>

<entry name="TROUPE_MEMBER_SHORT_MEET_BREW">Dodeshna! Miss Hornet, is it? Welcome to our new camp! The travelling is done, and so we drink! [NPC]:Is no better way to revive spirit than to drink the famous Flea Brew! I'm have just finished a batch, bubbling and warm![NPC]:You are friend, finder of lost, little fleas, hmm? Here, take bottle of Flea Brew with you! Will keep you warm while you travel.[NPC]:I am always brewing here, so have no fear to drink plenty, and return whenever you are wanting more!</entry>

<entry name="TROUPE_HUNTER_MEET_COMPLETE_ACT3">You remain, bug not flea? If service is you here seeking, none is left for me to provide. All fleas are here, collected close.[NPC]:Much better it is now for fleas to be together, ready to face whatever end will come.</entry>

<entry name="TROUPE_HUNTER_MEET_NOMAP">[Hornet]:Fair greetings again, large flea. Of your many companions, I had little worry you would survive to find this caravan.[Hornet]:Would you tell me now of the task that saw you so apart from your fellows, and so fearsome in form?[NPC]:Grrr....Mine is to track, by trail and smell and senses sharp. Find our friend fleas, our young most of most, to bring them together and grow them strong.[Hornet]:If you have sensed the locations of other lost fleas, would you share them with me? I may be able to send them safe to the caravan.[NPC]:The locations! For price they could be shared, but you hold no map to mark! If learnings are wanted, a map must be owned. Until then, we have no trade to make.</entry>

<entry name="FG_DODGE_INTRO_FIRST">Bug. World is ending. Nothing left but to test ourselves.[NPC]:This trial is Flea Dodge. Stay upon the platforms. Avoid attacks. Longer stay gives bigger score.[NPC]:To score most is to become champion. This is only thing left to strive for.</entry>

<entry name="FG_DODGE_INTRO_CHAMP">Bug, you are champion of Flea Dodge, but trial is still open to you. Can you defeat your own score?</entry>

<entry name="TROUPE_HUNTER_ACT3_MEET">So bug not flea, you return. World is ruined. Final end comes soon, says Fleamaster.[Hornet]:This land is gravely wounded, but death need not follow. It is now my task to free this kingdom from its dark fall.[NPC]:Grrr... such words are just fancy. Nothing left now, except to protect what little we have.</entry>

<entry name="FG JUGGLE_INTRO_REPEAT">Come, you revellers! Try the Flea Juggle game! Keep striking fleas upwards. Keep them airborne for as long as possible!</entry>

<entry name="TROUPE_LEADER_JUDGE_CANLEAVE_FIRST">[Hornet]:I have seen a place, Fleamaster, a cave beyond the Citadel, at the edge of some ancient ducts. That place may well suit your needs for safety.[Hornet]:The trek would be long, but once reached, you will find a sandy shore, free of predators, beside a wide clear lake. It is as peaceful a place as I've seen throughout these fraught lands.[NPC]:That's it! It must be! Our destination has been set. Our journey can continue![NPC]:True friend of fleas you are, Miss Hornet. That place shall welcome us, no doubt. Will you be joining the caravan on this journey?</entry>

<entry name="TROUPE_HUNTER_ALL_FLEAS_FOUND_ACT3">All are here now, bug not flea. For your seeking, ours is a caravan full.[NPC]:Much better it is now for fleas to be together, ready to face whatever end will come.</entry>

<entry name="CARAVAN_LECH_SAVED">Ooh, heh heh heh! What a turn, for dear Kratt to be strung up in such a dank little cave![Hornet]:Cursed threads stretch throughout this land, set to ensnare the unwary. You seem no worse for it now, at least.[Hornet]:That metal carriage... It is

yours, I assume?[NPC]:Ooh, yes, yes! I'm setting out to join the nearest flea caravan, aren't I? Safety in numbers, yes? I've had more than enough of venturing alone.[NPC]:And you... I trust I will see you there? My carriage hides a special secret I'd gladly share with you when next we meet! Heh heh!</entry>

<entry name="TROUPE_LEADER_COMPLETE_WISHWALL_QUEST1_FULL">And now, with our caravan bursting, we've rested here long enough. We fleas must head higher![NPC]:Oh, but stranger, how remiss of me! First, please, what shall we call you?[Hornet]:You may call me Hornet, Fleamaster. Know that I, like you, am glad to see your fellow fleas safe with your caravan. These are dangerous lands to travel alone.[NPC]:Oh, vavenda! That is to say, incredible! What a beautiful thing it is! All of us together.[NPC]:Dear friend... Miss Hornet. Our caravan prepares to depart toward the wide moor high above. Would you travel with us, as our honoured guest?</entry>

<entry name="TROUPE_HUNTER_PURCHASED">I have marked your map, bug. See the learnings of fleas lost across the lands.[NPC]:If you are as brave as told by fellow fleas, seek them. Save them. For a caravan whole.</entry>

<entry name="TROUPE_LEADER_REPEAT_FLEATOPIA_ALLRESCUED">You are welcome here always, Miss Hornet, true friend of fleas![NPC]:Stay as long as you care. Rest and restore. We many fleas do so enjoy your company.</entry>

<entry name="TROUPE_LEADER_JUDGE_READYTOLEAVE_NO_LAKE_REPEAT">Dear friend of fleas, please! If ever you come upon a cave both wide and free, return with haste and tell us.[NPC]:The fleas are oh so eager to journey, and I'm eager to see them to a destination safe!</entry>

<entry name="TROUPE_LEADER_ALLRESCUED_ACT3">[Hornet]:That is well, Fleamaster. My travels through this land have been far and deep, and yet at almost every reach I met the friendly, inquisitive presence of your kind.[Hornet]:You fleas have an uncommon desire for adventure which I find admirable, even if it is seldom matched by capability.[Hornet]:Though I am long accustomed to travelling alone, following your journey, and sharing some part in its progress has been a warm thing.[NPC]:And so happy have you made we fleas! Even as the darkness comes to claim us, we would be honoured to bestow one final gift, a treasure from fleakind's glorious past.[NPC]:May it mark you in Pharloom's final moment as a friend to us all.</entry>

<entry name="TROUPE_MEMBER_SHORT_REPEAT_JUDGE">You are have luck, Miss Hornet, to lack the fur of we fleas. All the blowy sand of that place is getting very stuck inside!</entry>

<entry name="TROUPE_MEMBER_TALL_REPEAT">The beasts here are... much frightful, hm? Scary?[NPC]:But if give them space, they leave alone. You respect beast, beast respect you.</entry>

<entry name="FG_DODGE_INTRO_GAMESCOMPLETE">Grand Champion... bug called Hornet. Will you once again challenge the Flea Dodge trial?</entry>

<entry name="FG_BOUNCE_INTRO_GAMESCOMPLETE">Fierce one, my dear Grand Champion! Will you dance and fly with us above the water?</entry>

<entry name="TROUPE_LEADER_DELIVERY_FESTIVAL">[Hornet]:Fleamaster, I bring a delivery, supplies from the couriers of Bellhart to aid your settlement.[NPC]:Ahh, such a kindly

gesture adds much warmth to our celebration![NPC]:These poor little fleas will never grow to roam the world as we have, so let us give them what happiness we can before the end.</entry>

<entry name="CARAVAN_LECH_INTRO_MARROW">[Hornet]:Greetings again, sir flea. I see you were able to unite safely with this caravan.[NPC]:Oh yes! Heh heh. All thanks to you! Dear, sweet you! Pray tell, what does one call such a delicate beauty? Surely yours is a name most sweet and soothing. Are you Fairgrace? Or Nectarsweet?[Hornet]:I am Hornet, sir. Address me by that name or not at all.[NPC]:Gradak! Of course. Of course. My dear, Hornet! I shall let you in on my little secret. My carriage doubles as a soothing spa, you see. It's most ingenious.[NPC]:The water inside is piping hot, and purer than a psalm! Heh heh! I'd gladly let you soak inside, for a modest fee!</entry>

<entry name="FG_DODGE_ACCEPT">Mamashka. The trial begins. Flea Dodge!</entry>

<entry name="TROUPE_LEADER_GAMES_INTRO_ALREADYACCEPTED">[Hornet]:I saw your plea posted at Bellhart, sir flea, and accept your request.</entry>

<entry name="TROUPE_LEADER_GAMES_INTRO_TALK_1">The dirge I sing is for the end of our old lives...[NPC]:Here at the end of times, our paradise crumbles beneath us. Flea and friend alike, all will soon be consumed...</entry>

<entry name="TROUPE_LEADER_FOUND_FLEAS">Ahh, look! The poor fleas are starting to make their way to us! What a precious thing![NPC]:We have much to thank you for already! And I hope we will have even more to be thankful for very soon! Please, keep seeking out our lost fellows!</entry>

<entry name="TROUPE_HUNTER_WILD_MEET_NOCARAVAN">Grrr.. bug, not flea. Why you must bother me? This spot is mine, fair fought and earned.[Hornet]:I won't stay long, madam. Nor would I contest your right to this cave. I only ask what task causes you to perch alone atop these dank ducts?[NPC]:Task? Mine is a work most important, but not for talking of here, where danger waits close. Soon, I depart to seek fleas, my fellows, and join them.[NPC]:Now... Grrr. You leave me! I go soon to seek other fleas. A flea alone is good, but fleas together is best! Till then, rest I need! Off, bug!</entry>

<entry name="TROUPE_LEADER_GAMES_INTRO_REOFFER">Dear friend... Miss Hornet! Forgive us, but we beg one more favour from you. Will you accompany us in our final act...?</entry>

<entry name="TROUPE_LEADER_GAMES_INTRO_ACCEPT_2">It is time for the Festival of the Flea! One last, grand celebration before the black quakes pull us all down into the darkness![NPC]:Rouse yourself fleas, one last time! Let the games begin!</entry>

<entry name="TROUPE_LEADER_JUDGE_LEAVE">Ahhh! Alas. Then we shall pray your own path remains safe.[NPC]:And now, our new home is calling. We venture again![Hornet]:Good travels, Fleamaster. May your journey ahead be safe and smooth.</entry>

<entry name="TROUPE_LEADER_COMPLETE_QUEST_SKIP_FULL">But stranger! While you're with us, you must hear of the miracle that has occurred![NPC]:See all these fleas gathered to our troupe? It seems so many! An impossible number, yet here they are, safely joined together. Our most cherished wishes answered![Hornet]:If you were seeking fleas to join your caravan, I have found and freed many throughout my travels.[NPC]:Oh! Can it be? Then you here are our saviour, our dear fleafriend! For all have made their way right, straight to us![NPC]:And now, with our caravan full to bursting, we've rested long enough. We fleas must head higher![NPC]:Oh, but saviour, how remiss of me! First, please tell, what shall we call

you?[Hornet]:You may call me Hornet, Fleamaster. Know that I, like you, am glad to see your fellow fleas safe with your caravan. These are dangerous lands to travel alone.[NPC]:Oh, vavenda! That is to say, incredible! What a beautiful thing it is! All of us together.[NPC]:Dear friend... Miss Hornet. Our caravan prepares to depart toward the wide moor high above. Would you travel with us, as our honoured guest?</entry>

<entry name="CARAVAN_LECH_SPA_INTIMIDATED">Welcome back, my fierce one. Dodeshna! Heh heh! I'm sure your travels have wearied you.[NPC]:Oh no, I wouldn't dare take rosaries from such a treasured guest! Please, use my spa-carriage, free of charge! Dear Kratt is only too happy to provide!</entry>

<entry name="FESTIVAL_OUTRO_PRE">Miss Hornet! You have proven yourself the champion at each of our flea games![NPC]:I am confident now that the grand champion of our festival has emerged. It is none other than yourself, of course![NPC]:And thusly, must our final ceremony begin. Fleas, prepare yourselves!</entry>

<entry name="TROUPE_MEMBER_SHORT_MEET_FESTIVAL">Good friend of fleas is you, Miss Hornet. Now must join and drink much. Be merry before all ends. Brew is made, enough for all![NPC]:No charge for you if needing more. Why waste when future is final?</entry>

<entry name="TROUPE_LEADER_INFO_LECH">A strange flea has joined our troupe. All are welcome, but something about this one sets my fur to raise.[NPC]:His carriage offers a steaming service, but the charge in rosaries is stiff, especially for us fleas who carry few.[NPC]:For the companionship we provide, and the safety of our numbers, surely some discount is deserved?</entry>

<entry name="FG_BOUNCE_COMPLETED_HIGHSCORE">Vikna! Dear one, you outdo yourself! To beat your previous high score is a marvel indeed!</entry>

<entry name="TROUPE_HUNTER_WILD_REPEAT">You still here, bug not flea? Is rest I need before I leave for caravan. Not chat. You feel trouble-type. Make my shell tense.[Hornet]:I shall take my leave, madam. Stay strong on your own journey. May we meet again at the caravan, amongst your fellows.</entry>

<entry name="FG JUGGLE_DECLINE">Ah, of course. Perhaps you will be trying one of the other games?</entry>

<entry name="TROUPE_HUNTER_REPEAT_NOMAP">Grrr... bug not flea. Still wishing for knowings of my work? But you hold no map to mark! Until a map is owned, we have no trade to make.</entry>

<entry name="CARAVAN_LECH_SPA_ACCEPT">Thank you. Thank you! I'll treasure these sweet-smelling rosaries dearly! Now, don't be shy. Step inside!</entry>

<entry name="FG_BOUNCE_COMPLETED_CHAMP">Vikna! My dear one, my dancer, the game has ended and you have proven yourself the champion![NPC]:None can best your score. You have shamed us all with your fearsome grace! But you will keep playing for me, yes?[NPC]:The end of the world need not be a lonely thing... eheh heh...</entry>

<entry name="TROUPE_LEADER_QUESTION1_TRAVEL_ACCEPT">Excellent, excellent! Let us make preparations and be off without delay! Rouse yourself fleas, for the caravan roams once more!</entry>

<entry name="FG_BOUNCE_INTRO_REPEAT">My dear, will you play Flea Bounce for me once more? Leap up and bounce on the fleas who fly past for as long as you are able!</entry>

<entry name="TROUPE_MEMBER_SHORT_SETH">Say you dodeshna to the new flea sitting there? Is quiet one, but is very good at games![NPC]:Have no worry for him, Grishkin will look after. Will fill him with brew and meet him to all the other fleas.</entry>

<entry name="TROUPE_LEADER_REPEAT_JUDGE">Here we shall remain, for a time, Miss Hornet, and pray that more lost fleas find their way to us.[Hornet]:What others I encounter, I shall send your way, Fleamaster.</entry>

<entry name="FESTIVAL_POT_TAKE_BREW">Take Flea Brew?</entry>

<entry name="FESTIVAL_BOARD_TITLE_BOUNCE">Bounce</entry>

<entry name="TROUPE_LEADER_ALLRESCUED">[Hornet]:That is well, Fleamaster. My travels through this land have been far and deep, and yet at almost every reach I met the friendly, inquisitive presence of your kind.[Hornet]:You fleas have an uncommon desire for adventure, which I find admirable, even if it is seldom matched by capability.[Hornet]:Though I am long accustomed to travelling alone, following your journey, and sharing some part in its progress has been a warm thing.[NPC]:Ahh, and so happy too have you made we fleas![NPC]:I would be honoured to bestow one final gift unto you, Miss Hornet, a treasure from fleakind's glorious past. May it mark you forever as a friend to us all.</entry>

<entry name="CARAVAN_LECH_SPA_ACCEPT_INTIMIDATED">The spa is yours, dear guest! And always open for one so considerate and kindly as yourself... eheh heh...</entry>

<entry name="CARAVAN_LECH_SAVED_REPEAT">With luck, my dear, we will meet again when I have joined the flea caravan.[NPC]:My carriage hides a special secret I'd gladly to share with you when next we meet!</entry>

<entry name="TROUPE_LEADER_GAMES_INTRO_ACCEPT_1">The pact is made then. Fellows! Steel yourself! It is time, it is time!</entry>

<entry name="TROUPE_MEMBER_TALL_FLEATOPIA_REPEAT">This long lake... Space is much more big here. Finally I have some quiet from the little fleas.</entry>

<entry name="TROUPE_LEADER_QUESTION1_TRAVEL_DECLINE">Ahh, that is a shame, but I understand. I'm sure our roads will cross each other soon enough.[NPC]:And now, we must be off! Rouse yourself, fleas. The caravan roams once more!</entry>

<entry name="FG JUGGLE_INTRO_GAMECOMPLETE">The grand ceremony has ended, but still we play! Will you honour us with a display of Flea Juggle, Miss Grand Champion Hornet?</entry>

<entry name="TROUPE_LEADER_GREYMOOR_TRAVEL">Wonderful! Wonderful! The fleas will be overjoyed to share this next journey with our favoured companion! Let us away!</entry>

<entry name="FG_BOUNCE_ACCEPT">Mamashka! Let our beautiful game begin! Flea Bounce!</entry>

<entry

name="TROUPE_LEADER_JUDGE_READYTOLEAVE_NO_LAKE">[Hornet]:Unfortunately not, Fleamaster. I have visited many of this kingdom's caves, and none would offer the safety and space you require.[Hornet]:If ever I come upon such a place, I will let you know.</entry>

<entry name="FESTIVAL_BOARD_SPIRIT_NAME">Flealia</entry>

<entry name="FG JUGGLE_INTRO_FIRST">How do you like our festival, Miss Hornet? While the world crumbles around us, we will laugh and dance and frolick![NPC]:Make merry with us, and play some of the games of old![Hornet]:My time is slim, Fleamaster. If I am to join your games, know it will be only to hone my skills for the greater trial I must soon face

below.[NPC]:Of course! Of course! Joy or learnings! Any reason is fine by us, Miss Hornet![NPC]:And look here, we have Flea Juggle, where the challenge is to strike fleas upwards and keep them airborne for as long as possible.[NPC]:To have our treasured guest challenge this humble game would be an honour for us, truly!</entry>

<entry name="CARAVAN_LECH_WOUNDED_REPEAT">A mistake, treasured guest! Never again! Ohhh. Never again!</entry>

<entry name="TROUPE_HUNTER_MEET">[Hornet]:Fair greetings again, large flea. Amongst all of your troupe, I had little doubt you would survive to reach this caravan.[Hornet]:Would you tell me now of the task that saw you so apart from your fellows, and so fearsome in form?[NPC]:Grrr....Bug not flea! Mine is to track, by trail and smell and senses sharp. Find our friend fleas, our young most of most, to bring them together and grow them strong.[Hornet]:If you have sensed the locations of other lost fleas, share them with me. I may be able to send them safe to the caravan.[NPC]:My learnings? Not free for you, bug not flea. Rosaries! Give those and I shall say of what I have sensed. Work like mine... much long, and hard. For that, I deserve some riches held.</entry>

<entry name="TROUPE_LEADER_REPEAT_FLEATOPIA_ACT3">So many lost fleas have made it here... Truly, I'd never dared to hope we could gather such a grand company.[NPC]:But, oh! The world has grown so dangerous, and there may be more lost fleas out there. I do so hope they can find their way to us!</entry>

<entry name="TROUPE_LEADER_REPEAT_FLEATOPIA_ALLRESCUED_ACT3">We fleas are all gathered, but now the world has loudly marked its ending! As great as our numbers grew, it seems our caravan will be the last.[NPC]:There is only one thing left to do... but the preparations require time. If your travels wind their way back to us, dear friend, you yourself are welcome to participate...</entry>

<entry name="TROUPE_LEADER_FLEATOPIA_HUNTER_HINT">Miss Hornet, I must tell, we've seen evidence nearby of a hunter of our tribe, a flea that seeks fleas![NPC]:As pungent and gruff as their sort often are, they're still useful to have around a caravan.[NPC]:A flea of their rare skill, settled among us, could offer defence and more.[NPC]:If you're still to be helping grow our town, search them out, up atop the muck choked ducts.</entry>

<entry name="FESTIVAL_POT_INSPECT">A cauldron full of Flea Brew.</entry>

<entry name="TROUPE_HUNTER_MEET_COMPLETE">[Hornet]:Fair greetings again, large flea. Of your many companions, I had little worry you would survive safe to find this caravan.[Hornet]:Would you tell me now of the task that saw you so apart from your fellows, and so fearsome in form?[NPC]:Grrr....Mine was to track, by trail and smell and senses sharp. Find our friend fleas, our young most of most, to bring them together so strong they could grow.[NPC]:A task once important, mine! But not now. All fleas are here, safe. A rare many! Time for toasts, and brew to fill our bellies!</entry>

<entry name="TROUPE_LEADER_GREYMOOR_CANLEAVE">Look here! All these lively fleas flocked to our caravan. Thanks to you and your hunting, our numbers grow grand. Mayhap, in time, we could grow to match even those caravans of our fabled past?[Hornet]:To see so many safe is a welcome sight, Fleamaster. Their playful cheer suggests you are a fine steward for the swelling troupe.[NPC]:Such kind words, Miss Hornet! How lucky we are to have found a friend so fair![NPC]:But now, we must away! These moors have been our host long enough. It is time

to climb and hoist towards drier caves![NPC]:Good friend to fleas, would you join us on this next journey? </entry>

<entry name="FG_DODGE_COMPLETED_CHAMP">Vikna. The trial has ended.[NPC]:Bug not flea... impressive was your performance. Your score exceeds even my own.[NPC]:To see skill so much, moments before everything ends, gives me unexpected joy.[NPC]:Rishkiz... I congratulate you, champion.</entry>

<entry name="FESTIVAL_BOARD_TITLE_DODGE">Dodge</entry>

<entry name="TROUPE_LEADER_GREYMOOR_MEET">Ahh, Miss Hornet! Greetings, and well met, once again![NPC]:The journey here was long, but we didn't lose a single flea! And now fate has brought us back together again... what a marvel![Hornet]:It is good to see you safe, Fleamaster. The journey to this moor from the caverns below is long and dangerous.[NPC]:Dangerous, certainly, but we fleas are born to roam![NPC]:And now, you must go and see Grishkin, sitting there by the bubbling cauldron. After long travel, we drink to revive our spirits!</entry>

<entry name="TROUPE_HUNTER_WILD_MEET">Grrr.. bug not flea. Why you must bother me? This spot is mine, fair fought and earned.[Hornet]:I won't stay long, madam. Nor would I contest your right to this cave.[Hornet]:I have encountered several of your fellow fleas, united in a caravan. Perhaps you would consider joining with them?[Hornet]:Yours seems a hardy hide, and I fear alone they lack the strength to survive long in this land.[NPC]:Caravan? Grrr. Felt it in my fur... Time for change. If caravan is close, then my task, these lands, may near be complete.[NPC]:Now... Grrr. Much talk I gave. You leave me! Meet again at caravan, amongst good fellows. There I share my learnings of fleas and Pharloom. Till then, rest I need! Off, bug!</entry>

<entry name="TROUPE_LEADER_GAMES_INTRO_TALK_2">Ohhhh! What other choice do we poor wretches have?! Cruel fate leaves us with only one last task...[NPC]:Dear friend... Miss Hornet! Forgive us, but we beg one more favour from you. Will you accompany us in our final act...?</entry>

<entry name="FG JUGGLE_COMPLETED_CHAMP">Vikna! The game is ended, and we have a new Flea Juggle champion! Incredible![NPC]:Miss Hornet, with your skill, I'm certain you could best all three of our games and become the grandest champion of them all!</entry>

<entry name="CARAVAN_LECH_SAVED_ACT3">My, what a sweet face now emerges from the darkness! Poor Kratt has been hiding here from those blackened beasts for too long, all alone![Hornet]:The beasts and bugs ensnared by the black thread are dangerous indeed. You have done right to hide yourself from them, sir.[Hornet]:That metal carriage... It is yours, I assume?[NPC]:Ooh, yes, yes! I'm setting out to join the nearest flea caravan, aren't I? Safety in numbers, yes? I've had more than enough of venturing alone.[NPC]:And you... I trust I will see you there? My carriage hides a special secret I'd gladly share with you when next we meet! Heh heh!</entry>

<entry name="TROUPE_LEADER_COMPLETE_QUEST1">There are still many fleas for us to be united with though, and we've rested long enough. The caravan must head higher![NPC]:Oh, but stranger, how remiss of me! I introduced myself earlier without ever asking for your own name. Forgive me! Please, what shall we call you?[Hornet]:You may call me Hornet, Fleamaster. Know that I, like you, am glad to see your fellow fleas safe with your caravan. These are dangerous lands to travel alone.[Hornet]:I still have a long journey ahead of me. If I

come across any more fleas, I will assist where I am able.[NPC]:Oh, vavenda! That is to say, incredible! What a beautiful thing for me to hear![NPC]:Dear friend... Miss Hornet. Our caravan must be away now, toward the wide moor high above. Would you travel with us, as our honoured guest?</entry>

<entry name="TROUPE_MEMBER_TALL_FLEATOPIA">So many awful places have us fleas travelled. Many times I almost die. But here it seems safe enough.[NPC]:You will have rest too? Is space enough for us all now... friend.</entry>

<entry name="TROUPE_LEADER_MEET_JUDGE">Welcome again, Miss Hornet! See how high our caravan has climbed, resting right on the doorstep of that mighty Citadel![Hornet]:It is fortunate that all of your companions survived the trek, Fleamaster. The howling rise beside, and the tangled wood before it, have both claimed the lives of countless bugs.[NPC]:Indeed! A perilous ascent! We have seen the many husks in passing. A mighty luck must shine on us, to journey with such success.</entry>

<entry name="TROUPE_LEADER_COMPLETE_QUESTION1_INTRO">Look, look! So many fleas have joined the caravan! What a miracle! We can not thank you enough for honouring our humble wish!</entry>

<entry name="TROUPE_HUNTER_MEET_ACT3">You remain, bug not flea? Would you seek service of me, eh? Mine is knowledge much, the places of the lost little ones, heard and smelt across the caves.[NPC]:You help find! And bring! Best we come together, we fleas all... now that times turn dark...</entry>

<entry name="FG_BOUNCE_DECLINE">As you wish, sweet one. Shall we just rest here together on the shore of eternity instead?</entry>

<entry name="CARAVAN_LECH_SPA_PROMPT">Enter spa?</entry>

<entry name="FG JUGGLE_ACCEPT">Mamashka! I am saying, let the game begin! Flea Juggle!</entry>

<entry name="TROUPE_LEADER_MEET_FLEATOPIA_TRAVELED">What a beautiful spot you've gifted us, Miss Hornet! Safe apart from the dark and death of the lands beside. A place for fleas to grow smart and strong.[NPC]:Here we shall see our travels end, for in Pharloom there could be no finer place to settle.[Hornet]:I am glad the location suits, Fleamaster. It is a calming thing to know these many fleas may survive. Most bugs of Pharloom seem destined for far bleaker fates.[NPC]:Indeed! A hopeful future awaits! And only because of yourself and your efforts. To commemorate our arrival, it would be my pleasure to perform a small service for you.[NPC]:I have been learning to sew, and the little fleas have been gathering materials for me. I thought I could add an extra pocket to your tool pouch, to make your travels just a little easier.[NPC]:A trifling favour, much less than you deserve, but still I hope it meets to your satisfaction!</entry>

<entry name="FG_BOUNCE_INTRO_CHAMP">My dear Flea Bounce champion, will you play with us again? Let us dance and fly above the waters until the world itself falls away!</entry>

<entry name="CARAVAN_LECH_ACT3_MEET">Sweet one! What a delight to see you emerge from the horrible darkness now enveloping the world![NPC]:Poor Kratt feared he would have only his many fellow fleas for company at the end of everything. How kind of you to spend your last moments here with me!</entry>

<entry name="FESTIVAL_BOARD_HORNET_NAME">Hornet</entry>

<entry
name="TROUPE_LEADER_ACCEPTED_WISHWALL_QUEST1_FULL">[Hornet]:Fleamaster, I took your request from the wishwall in the pilgrim camp. You are seeking fleas to join your caravan? I have found and freed many throughout my travels.[NPC]:Oh yes, indeed! And look here, they all have made their way to us! So many gathered, it seems a miracle. Our wishes granted before even your promise was known!</entry>

<entry name="FG_JUGGLE_COMPLETED">Vikna! The game is now ended, but you can play again, as much you wish... until the end of the world comes for us all!</entry>

<entry name="TROUPE_LEADER_OFFER_QUEST1">Stranger, will you hear my worry? The time has come for us fleas to find each other and travel together, as has happened through generations before.[NPC]:The many fleas of this kingdom should be flocking to our caravan, but times have become dangerous. You feel it too, yes? Our poor cousins, out there, in hiding![NPC]:Would you, could you, help us find these poor, lost fleas? We daren't continue our journey until some of the poor dears have found their way here to us!</entry>

<entry name="TROUPE_TRAVEL_PROMPT">Travel with the Flea Caravan?</entry>

<entry name="TROUPE_LEADER_GREYMOOR_LEAVE">Alas, Miss Hornet! Until our paths cross again, our dearest wishes go with you.[Hornet]:Safe travels to you and your troupe, Fleamaster. </entry>

<entry name="FESTIVAL_OUTRO_POST">And so the great ceremony has reached its climax and its grand champion has emerged![NPC]:Thank you for spending your last moments with us here, Miss Hornet.[NPC]:Though the world will soon end, and our paradise will crumble, the memories of friendship we all shared shall surely echo through the oncoming void for all eternity![Hornet]:Fleamaster, your sentiment is kind, but this world will not end.[NPC]:Oh? How good of you to speak words of hope for our benefit, but we have accepted our fate. Come, let us forget the past and revel together![Hornet]:It is not merely hope that I offer you, sir, but a promise. This kingdom's suffering has a singular cause, and by my own claw will it be cleansed.[Hornet]:Perhaps not every flea will survive what is coming... but the world will not die, and your settlement may still see chance to prosper.[NPC]:Ahh? You speak... with such conviction. But I cannot bring myself to hope such, I am sorry.[NPC]:Come what may, we fleas will be here until the end. And the games will continue, of course! Celebrate with us for as long as you wish, dear friend.</entry>

<entry name="FG_JUGGLE_COMPLETED_CHAMP_TO_OUTRO">Vikna! The game is ended, and we have a new Flea Juggle champion! Incredible![NPC]:You have proven yourself the champion at each of our flea games![NPC]:I am confident now that the grand champion of our festival has emerged. It is none other than yourself, of course![NPC]:And thusly, must our final ceremony begin. Fleas, prepare yourselves!</entry>

<entry name="TROUPE_HUNTER_CANCELED">You not want my learnings, bug not flea? Rare it is we share such things with ones outside our own. </entry>

<entry name="FG_JUGGLE_CHOICE">Compete in Flea Juggle?</entry>

<entry name="FG_JUGGLE_INTRO_CHAMP">Miss Hornet, you are the greatest of us all in the Flea Juggle! But will you challenge yourself to ever higher achievements?</entry>

<entry name="TROUPE_MEMBER_TALL_MEET">Dodeshna, stranger. You are looking a little... tired, is it? Unhealthy?[NPC]:You can rest with us here, if wish. Is nice and dark, and

warmth from below brings good health.[NPC]:Still, you should make care not to stay much long. You are not flea, after all.</entry>

<entry name="TROUPE_HUNTER_WILD_REPEAT_NOCARAVAN">You still here, bug? Is rest I need before I travel. Not chat. You is trouble-type. Make my shell tense.[Hornet]:I shall take my leave, madam. Stay strong on your own journey. May we meet again in more hospitable surrounds.</entry>

<entry name="TROUPE_LEADER_GREYMOOR_CANLEAVE_FULL">Look, Miss Hornet! See the many lively fleas that form our caravan. Thanks to you and your hunting, so many are here! And all are eager again to travel![NPC]:We had once wished to match the numbers of our fabled past, yet now, we may even have exceeded them![Hornet]:It is a welcome sight, Fleamaster, and the playful cheer about the caravan suggests you are a fine steward to the troupe.[NPC]:Such kind words, Miss Hornet! How lucky we are to have found a friend so fair![NPC]:But now, we must away! These moors have been our host long enough. It is time to climb and hoist towards drier caves![NPC]:Good friend to fleas, would you join us on this next journey? </entry>

<entry name="TROUPE_LEADER_JUDGE_TRAVEL">Marvellous! We fleas shall be overjoyed to have your company on the road.[NPC]:Now! Our new home is calling. We must travel!</entry>

<entry name="TROUPE_MEMBER_SHORT_REPEAT_GREYMOOR">I'm wonder at this land... Something heavy hangs above, like shadow. I'm hope the little fleas have not much danger here...</entry>

<entry name="TROUPE_LEADER_ACCEPTED_WISHWALL_QUESTION1">[Hornet]:Fleamaster, I took your request from the wishwall in the pilgrim camp. You are seeking fleas to join your caravan?[NPC]:Oh, yes! The time has come for us fleas to find each other and travel together, as has happened through generations before.[NPC]:The many fleas of this kingdom should be flocking to our caravan, but times have become dangerous. You feel it too, yes? Our poor cousins, out there, in hiding![NPC]:But... do I understand you rightly, stranger? You will help find the poor, lost fleas? Truly?</entry>

<entry name="TROUPE_LEADER_GREYMOOR_HAUNTEDBELLHART">That great vein of bells there... some of the fleas wanted to shelter inside, but I was not so sure. The whole creaking mass seems unstable! It makes me tremble![Hornet]:You were wise not to head inside, Fleamaster. A silken curse has taken hold of the settlement within. Advise your fellows to avoid that place.[NPC]:A curse, you say?! W-well then! Our thanks are owed again. I shall let all fleas know they must not venture closer.</entry>

<entry name="FG_DODGE_COMPLETED">Vikna. The trial has ended. Your score can be seen on the board beside me. </entry>

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City

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<entry name="GOURMAND_SERVANT_REPEAT">Leave us! My great master needs time to reflect, and I must ponder on flavours anew!</entry>

<entry name="COG_STATUE_ALL_TALK_B">Pilgrim who would hold our song within your shell, rise above.[NPC]:Offer your most devout self unto our sacred heart. </entry>

<entry name="LIBRARY_STATUE_SPEAK_1">...ilgrim!... ast aside those many sinful hopes for rest ...d reward... remain pure... within our midst... sk for nothing! [NPC]:See... Citadel's simple stone, bare an... dorned. See h...ain our garb, how sparse o... meal. Know that... excess is sin![NPC]:Stay vigil... ys, for tho... wretched pilgrims... dare relen... their base desi... Left unpunish... thin our pure chorus... eir seductive sin... pread like flame...</entry>

<entry name="SONG_KNIGHT_OUTRO_2">Accept, a t-t-token of the sentinel's order.[NPC]:As friends... let us p-part.</entry>

<entry name="LIBRARIAN_NO_RELICS_FULL">[Hornet]:I would view your collection, Vaultkeeper.[NPC]:She may see it. A perfect set. This Vaultkeeper is rich with insights. Jealous its fellows would be... If still their minds remained.</entry>

<entry name="GOURMAND_SERVANT_ITEM_GIVE_MEAT">Aaaahh. What's this? The rasher of a courier, tied up tight! I can see its fat still dripping fresh!</entry>

<entry name="GOURMAND_SERVANT_ITEM_GIVE_STEW">This stew, of Mossberries stirred thick. Good. Good! It shall form the base once set in mould.</entry>

<entry name="SLAB_PRISONER_REMEET">Ahh... you have brought song again, though perhaps it is wasted on one as unworthy as I.[Hornet]:You needn't satisfy my curiosity if it pains you, sir, but I must ask, for what crime or sin did the Citadel imprison you?[NPC]:My sin? A grave transgression, the cause of much pain for many. But to speak of a sin... is to invite its return. I will say no more.</entry>

<entry name="LIBRARIAN_RELIC_ASK_PROMPT">Give Psalm Cylinder?</entry>

<entry name="SONG_KNIGHT_OUTRO_1">By the purity of your will... the c-c-clarity of your intent... you are innocent of the silken curse.[NPC]:Failed, has this sentinel. Your j-judgment, will it accept.[Hornet]:Is this truly failure, gilded one? You meant to test me and have done so. I would expect nothing less of a true guardian.[Hornet]:The matter is resolved. There is no need for death. Stand, and let us part as friends.</entry>

<entry name="GOURMAND_SERVANT_ROACHEGG">Seek out a Pickled Muckmaggot, the sacred treat revered and reviled for its intensity. It was a specialty of the chef Lugoli, long ago banished for culinary sacrilege.[NPC]:Rumours sing that the great chef retreated to their home-caves in the dank midlands below...</entry>

<entry name="GOURMAND_SERVANT_QUEST_COMPLETE_1">[Hornet]:With this I have fulfilled my promise, sir. The ingredients have all been delivered. I trust now the meal can be made, and the oil awarded for my efforts?[NPC]:You'll have your oil, whelp! Firstly learn some patience! The dish must be prepared perfectly, enough to rouse my master and see them sated. [NPC]:Now! Permit me to work my skill, and you'll stand to see a meal of scent and taste that would dazzle Pharloom in her prime!</entry>

<entry name="GOURMAND_SERVANT_MEET_ACT3">Hrm? Oh, 'tis merely the livid red bug. I was expecting some word from those above to explain the meaning of all this rumbling and

shaking.[NPC]:They fail in their holy duties! My master must be shielded from such inconveniences, else their digestion be disrupted.[Hornet]:There are worse fates than indigestion, sir. You are fortunate to be unharmed.[NPC]:Fortune has nothing to do with it. I am simply of a hardier breed than the insipid young servants of these recent, wretched times!</entry>

<entry name="LIBRARIAN_FIRST_RELIC_ASK_REPEAT">Rkkt! I know she has it. Keeps it. Carried coveted in her cloth. This one searched for it. Give it! Give it to us!</entry>

<entry name="LIBRARIAN_MELODY_PLAY_POST">Divine music... The soul of Pharloom eternal laid bare... That our cursed age could still receive such blessing...[NPC]:So, Weaver-spawn, our melody is yours now, held in mind to carry beyond our walls. Was the learning worth its thieving? [Hornet]:It was, Vaultkeeper. And know to me your service continues. Keep the cylinder safe, along with any others I may bring.</entry>

<entry name="LIBRARY_STATUE_SPEAK_REPEAT">...Dear... grim... Dark it seems now... et these word... become your guide...[NPC]:Hear our voice... Let it... your own! Give... of yourself... for great Pharloom, for... first-children who bequeath it to us... for our salva... sure to come!</entry>

<entry name="GOURMAND_SERVANT_NECTAR">For a sweet simmer, find me some Vintage Nectar. A rare brew, treasured by bugs with a keen scent for excellence.[NPC]:There's slim chance such an old yield might still exist. Alas! Its depth of flavour is a necessity for the holy dish!</entry>

<entry name="LIBRARY_STATUE_WAKEUP">Hark! ...ilgrim! You... climb... our eternal embrace... who stand stru... the threshold... our stark Citadel of stone... kno... true service may now commence.[NPC]:Forget... your weary shell. Forgo... urge to still... arloom commands... give... greatest gift! Join our chor... Raise... shell... voice... and sing!</entry>

<entry name="GOURMAND_SERVANT_COURIERMEAT">For the core of the meal, find that marvellous meat... The rasher of a courier, those spritely bugs who once arrived at the toll of every second bell.[NPC]:I saw many a courier gorge upon this fatty snack. Where are they all? Have they abandoned their holy toil?</entry>

<entry name="GOURMAND_SERVANT_REPEAT_ACT3">The master has a mighty endurance, yet all of this rumbling and breaking makes me fearful for their safety.[NPC]:Fear not. I will stay by their side until my old shell crumbles away.</entry>

<entry name="BROOD_MOTHER_TINY_TALK">Eggy, eggy, hee hee! I'll eat a lot, grow big and fat. Then I'll lay a lot of eggies![NPC]:They bring me plenty of food, so they must want plenty of eggies.[NPC]:And plenty they shall have, if they're nice to me! Hee hee!</entry>

<entry name="SONG_KNIGHT_INTRO_2">[Hornet]:I had thought I was answering your summons as a friend, or at least an ally, but now that we stand together in this place I can sense your intent.[Hornet]:You mean to raise your blades against me. Am I your enemy, then?[NPC]:D-defence of the sacred Citadel, and the voices that fill it-t-t, is the eternal duty of the sentinels.[NPC]:Termination, is the n-n-necessary fate of all those enthralled by the whispering Silk.[Hornet]:You believe me haunted, a slave to the pale threads? I think you are more perceptive than that. My Silk is my own, as is my will.[NPC]:Unsure, is this sentinel. B-both haunted and innocent, you seem. With regret, this sentinel must t-t-test the strength of your will.</entry>

<entry name="WARD_PIT_KEYHOLE_INSPECT">An ornate lock mechanism with a keyhole at its centre.</entry>

<entry name="GOURMAND_SERVANT_ITEM_GIVE_NECTAR">The nectar! To think, such an aged extract still exists! What an exquisite tragedy that I cannot taste it myself. My master must have every drop!</entry>

<entry name="LIBRARIAN_FIRST_RELIC_GOT">Yes! Yes! She gives... It is ours! [Hornet]:I have passed the relic, Vaultkeeper. Now uphold your promise and aid me with your insight.[NPC]:Fool! Demanding of a Vaultkeeper. Hers is impudence enough to bring death... If she did not carry the scent of Weaver-spawn.[Hornet]:So you know something of my ancestry, learned bug. If it gains me favour here, then I'll expect your service in full.[NPC]:Bleg! Dead! Dead, your vicious kind are meant to be. Better methinks to stay as such... [NPC]:Gkkkt. But this one was taught. It shall fold its claws. It shall pass its knowledge, as much as is gleaned.[NPC]:Only to a first child must a Vaultkeeper defer.</entry>

<entry name="TROBBIO_BOSS_MEET">Oh drab and trembling squib, you who timidly step upon the Great Stage, fate has seen you chosen![NPC]:Cast away your fear and join me as my partner. Pharloom's flame may flicker, but together we shall spark it ablaze![NPC]:Let us enliven this Citadel lost to silence! Let us rouse the soul of this once great land!</entry>

<entry name="LIBRARIAN_QUESTION">[Hornet]:Vaultkeeper, I am seeking a melody held by your vaults, part of a set to open a path above. Tell me what you know of it.[NPC]:The Weaver-thing would claim our sacred melody?! How grim the age we survive to see... Vile sacrilege for it to pass to an outsider...[NPC]:Only our pontiff, lived long and low within our vault, they held the melody, jealously, covetously... A learning for the highest Vaultkeeper, and them alone.[NPC]:A truth they were told to have found... There in the dark. Something within the melody, or the words. Something to set them silent... [Hornet]:I am not afraid of what I'll hear, Vaultkeeper. If your pontiff and their melody wait below, I shall find them both.</entry>

<entry name="LIBRARIAN_RELIC_GOT">Yes! A fair gift, Weaver-spawn. This Vaultkeeper shall glean what knowledge a great mind can. </entry>

<entry name="COG_STATUE_CONDUCTOR_TALK_B">As it was sung, our song sustains.[NPC]:For Pharloom eternal, we shall guide.</entry>

<entry name="LIBRARIAN_RELIC_ASK">Grkkk. What has she brought it? More treasures waiting on a Keeper's insight, yes? The sacred cylinders of our holy Citadel? Pass them. Give them. Now! She must!</entry>

<entry name="SONG_KNIGHT_INTRO_1">[Hornet]:I am here, gilded one.</entry>

<entry name="SONG_KNIGHT_MEET_2">Eternal, is the Citadel. Et-t-ternal, is the devotion of the sentinels.[NPC]:While its shell is f-f-functional, this sentinel will hold true to its duty.</entry>

<entry name="COG_STATUE_ALL_TALK_FIRST">Pilgrim of Pharloom eternal, you rare chosen who hath ascended to this final threshold, listen to our wish, deliver it, that you may rise above and see your pilgrimage end.</entry>

<entry name="LIBRARIAN_SIMPLE_MELODY">Interloper! On you, our pontiff's sacred melody! You have found it, hold it, and now you dally, lost like a mite in our shelves![NPC]:Return to the listening room below! The sacred cylinder can be played, and the melody of our vaults heard at last in this damned age stretched long.</entry>

<entry name="GOURMAND_SERVANT_QUEST_COMPLETE_2">Taste, smell, texture... It is done! A meal to rival Pharloom's finest.[NPC]:Mighty master, how long you have waited to set your jaw upon so perfect a dish! Join us, and dine!</entry>

<entry name="BROOD_MOTHER_TINY_MEET">Yummy, yummy... oh! Are you here to serve me?[Hornet]:I am merely a visitor here, little one. Have you made this place your home, then?[NPC]:My home? Oh yes! Lovely and warm. The big ones, they bring me food whenever I'm hungry. And I'm hungry now!</entry>

<entry name="GOURMAND_SERVANT_QUEST_REFUSE">[Hornet]:I have more pressing tasks, sir. Perhaps your master should content himself with a humbler meal?[NPC]:Blasphemy! My master shall have the holy indulgence they deserve, even if I must douse my shell in oil and climb onto a dish myself!</entry>

<entry name="GOURMAND_SERVANT_CRUSTNUT">To season a meal such as this... only a Crustnut will do. Once, scores of them could be gathered, high atop those coral crusted caves beyond the Grand Gate.[NPC]:Surely some must still grow within that sand-ravaged land?</entry>

<entry name="COG_STATUE_LIBRARIAN_TALK_B">As it was sung, our song sustains.[NPC]:For Pharloom eternal, we shall teach.</entry>

<entry name="COG_STATUE_LIBRARIAN_TALK_A">We would hear the voice of the Keepers, within their grand vaults.[NPC]:They who guard our history, our prayers and our secrets, across the ages.</entry>

<entry name="GOURMAND_SERVANT_ITEM_GIVE_EGG">Pickled Muckmaggot! So that banished chef's recipes outlived them after all![Hornet]:Not so, sir. I claimed the maggot from the chef himself. Their brutish work continued, even with their shell claimed by cursed thread.[NPC]:Incredible! A bug so devout, they could cook with mind expunged. This Citadel was far too hasty to expel such brilliance.</entry>

<entry name="GOURMAND_SERVANT_QUEST_ACCEPTED">[Hornet]:I could track down any ingredient you desire, for a price. The oil you keep here may be of some use to me.[Hornet]:Promise it as reward, and your master shall have his meal.[NPC]:Hrmph! Such a squalid bargain ill befits a holy servant... but so be it. Fetch me the ingredients and you shall have that pale condiment for yourself!</entry>

<entry name="GOURMAND_SERVANT_MEET">What an awful clattering! Would you kindly conduct yourself a little more carefully?[NPC]:And why are you adorned in such an awful, livid red? By my oath, those above must make a sport of sending me the most wretched servants they can find![Hornet]:I am no servant, sir, rather a guest of sorts, invited by the Citadel. Tell me, is this vial of oil on display your own?[NPC]:Nothing here is my own, you impertinent young mite! This sacred hall, and all the food contained within, belong to my most exalted master.[NPC]:The Great Gourmand! The finest connoisseur who has ever lived, the one whose tastes transcend the ages![NPC]:None are left now who venerate them as they deserve, save for the loyal, lonely bug who stands before you.[NPC]:That oil is merely a small savoury to whet their appetite for the grand meal to come. A spectacular, Pharloom spanning dish that I have been planning for an age.[NPC]:But alas, those above seem to have forsaken my poor master! And I have grown so old. Now I can never hope to gather the necessary ingredients. Blast their indolence!</entry>

<entry name="LIBRARIAN_TINKED_RETURN">Horrid she! What fool dares strike a holy Vaultkeeper! It has knowledge! Insight! As much as any could possibly retain in our fallen age.[NPC]:Would she cast it all aside just to create more death? If so, she is Weaver to the core!</entry>

<entry name="TORMENTED_TROBBIO_DEFEAT">So be it, impudent louse! Deny our kingdom's agony. Refuse its touch upon your fickle shell![NPC]:Carve your hapless path. Stalk, and strike, and fight, but know your foe is fate herself, and she has risen raging!</entry>

<entry name="LIBRARIAN_ACT3_MEET">Pain! Pain! Do you hear her cries, cursed spider-spawn!? Pharloom suffers for our pathetic, mortal ignorance! We fail it and it falls! [NPC]:Knowledge is needed. More and more! It must be hoarded, sought! Strength to understand, to calm and quell.[Hornet]:It is action now that needs taking, Vaultkeeper, by myself and those left alive who would aid me.[Hornet]:Seek solutions in your texts and psalms as you may, but they alone will not be enough to heal a pain so great.</entry>

<entry name="LIBRARIAN_ALL_RELICS">Yessss! See them all! Its collection gleams complete. Such sacred understanding, stored safe.[NPC]:You have performed your part, Weaver-spawn... The agreement is concluded. Knowledge and rosaries, all were passed fair. No more between us.[NPC]:Leave this Keeper to its treasures and their insights. It has given its service. Now this Keeper wants its time alone! </entry>

<entry name="LIBRARIAN_NO_RELICS">[Hornet]:Show me your collection, Vaultkeeper.[NPC]:Grkt, Weaver-spawn! She is a bother! Nuisance! Bring more gifts. The collection still has gaps!</entry>

<entry name="SONG_KNIGHT_RESTING_MEET_ACT3">[Hornet]:Gilded one, what remained of the Citadel has been torn apart by the black threads. Still you keep to your duty?[NPC]:While voices still fill the g-g-great chambers... the sacred task of the sentinels continues.[NPC]:To defend... To p-p-protect.</entry>

<entry name="GOURMAND_SERVANT_QUEST_REPEAT">You dally, still? If you wish to earn your reward, you should be hunting down those ingredients! Or do you need directions from a serving-bug with some experience?</entry>

<entry name="LIBRARIAN_MELODY_PLAY_PRE">The Weaver-spawn, she has found it! Our pontiff's sacred cylinder, stolen from the dark below...[NPC]:Never! States our law. Never must our melody pass to a bug not Keeper! But you, fool Weaver, would shatter those tenets with reckless ease.[Hornet]:Your pontiff is gone, Vaultkeeper. Your fellows have fallen to husk or thread. What laws once bound these vaults died with them.[NPC]:Ackk! Fine, cursed she. Claim the sacred song, and pain to you if we both are damned forever for it!</entry>

<entry name="LAST_CONDUCTOR_MEET_VAR">[Hornet]:I return, bug, and ask to hear your melody again, that I may lock it clear in my mind.[NPC]:Very well, good pilgrim. For one so fiercely devout as yourself, gladly will I give this gift.</entry>

<entry name="GOURMAND_SERVANT_QUEST_REWARD">[Hornet]:Your master seems satisfied, sir. It is time you gave what was promised.[NPC]:Yes. Yes! It has been done! Made and served. A dish to match my master's refined desires.[NPC]:The pale trifle is yours. Take it and leave! My master needs time to reflect, and I must ponder on flavours anew!</entry>

<entry name="LIBRARIAN_RELIC_ASK_MELODY_REOFFER">[Hornet]:Vaultkeeper, I bring the psalm cylinder recovered from the dark chambers below here. I would learn its

melody.[NPC]:Kak! Then pass it, filthy Weaver-spawn! A cylinder so sacred should not remain a moment longer in your grubby claws!</entry>

<entry name="LIBRARIAN_RELIC_DECLINED">Hold them, will she? Covet them? Can she not part with such a small prize?[NPC]:Remain blind fool she. This Keeper's understanding stays with itself. </entry>

<entry name="LIBRARIAN_SIMPLE_2_TALK">Weaver-thing! Does she hope to spy upon our treasured records?[NPC]:Within our vast store, always more there is to know, the old methods of prayer, to this land, to its rulers, and to the strength at its heart.</entry>

<entry name="LIBRARIAN_FIRST_RELIC_ASK">She carries a precious cylinder! She must give it! Share it! Claw to claw![NPC]:Pass it! And this Vaultkeeper shall grant their wisdom. Just a small taste! A trickle! A glimmer! Of our Citadel's sacred understandings. </entry>

<entry name="SONG_KNIGHT_MEET_1">Woken, is this sentinel. F-f-f-functional, is its shell.[NPC]:Still devoted, is this s-s-sentinel, and awaiting your commandment.[Hornet]:You speak, gilded one? I've no command for you, but my curiosity is piqued.[Hornet]:You call yourself a sentinel. What is it you are charged with protecting?[NPC]:Defence of the sacred C-c-citadel, and the voices that fill it-t-t, is our eternal duty.[Hornet]:I had assumed as much. Yet look around you, gilded one. During your slumber, the Citadel has fallen, and its voices lay silent. This place is dead, or very nearly.[Hornet]:Some would argue that standing guard over a kingdom's corpse is a foolish task, empty of meaning. I wonder then, will you still hold true to your charge?</entry>

<entry name="LIBRARIAN_SIMPLE_1_TALK">One must not wander idle between these sacred shelves! This is a holy place. Reverence! It is demanded.[NPC]:If the fool she wishes to view this Keeper's collection, head to the listening room below.</entry>

<entry name="SURFACE_EDGE_REPEAT">[Hornet]:My choice is made. I cannot leave. I must descend again, and see Pharloom freed.</entry>

<entry name="SONG_KNIGHT_RESTING_MEET">[Hornet]:*The signs of battle here are clear, gilded one. Is it your charge then to hunt the haunted, even if they be of the Citadel's ruling castes?*[NPC]:*Defence of the sacred Cit-t-tadel, and the voices that fill it, is the eternal d-duty of the sentinels.*[NPC]:*Termination, is the n-n-necessary fate of all those enthralled by the whispering Silk.*</entry>

<entry name="SURFACE_EDGE">[Hornet]:Out there lie the endless wastes... If I cross them now, Pharloom shall fall to a black fate of my making.[Hornet]:My choice is made. I will not abandon its bugs to that grim end. I must descend again, and cut them free.</entry>

<entry name="LIBRARIAN_CLOSED_FIRST">[Hornet]:Keep safe, Vaultkeeper. I may expect your service in future, and I'd not have you pass before that task is complete.[NPC]:Gyak... No fool this Keeper. It has lived long, watched its fellows wither, but it shall not die, not yet, not while knowledge needs be sought.[NPC]:This pact is made, Weaver-spawn, insight for us, both she and it.[NPC]:This holy Citadel, in glory and fall, there are holes in its history, even to a Keeper's knowledge, even to the vaults.[NPC]:Seek the cylinders, she must, those objects of intricate insight. Bring more for this Keeper and only this Keeper, for in this Citadel none are left possessed of such sound, sharp mind as it.</entry>

<entry name="COG_STATUE_ALL_TALK_A">Pilgrim of Pharloom eternal, regale us with our Threefold song, that you may rise above and worship before our kingdom's divine heart.</entry>

<entry name="GOURMAND_SERVANT_OFFER">Still you tarry here, bug who calls herself a guest? If your idle claws need work, put them to service for our exalted Great Gourmand! [NPC]: I must remain by my master, so you will need to leave the Citadel and gather the ingredients for their meal in my stead! </entry>

<entry name="LIBRARY_STATUE_INSPECT">A rusted statue of a pilgrim. </entry>

<entry name="MELODY_PICKUP_HINT_MET">[Hornet]: To learn the melody upon this cylinder will require a working listening device. This one here has long ceased to function. [Hornet]: That last keeper still sane, in the vaults above... Their chambers hold just such a machine. I need only return. </entry>

<entry name="LIBRARIAN_RELIC_ASK_MELODY">[Hornet]: Vaultkeeper, I recovered a psalm cylinder in the dark chambers below here. I believe it contains the melody unique to these vaults. I would have you play it for me now. [NPC]: Kakrt! She has visited the pontiff's depths and stolen the sacred song! Where is your respect, Weaver-spawn?! Our venerable dead deserve better than to have their chambers transgressed by your filthy foraging! [Hornet]: In this moment, Vaultkeeper, I've slim patience for your impudence. Either prepare the cylinder and stay silent, or ready yourself to learn regret. </entry>

<entry name="BROOD_MOTHER_TINY_REPEAT">Eggy, eggy! I want to lay a lot of pretty eggies! So tell the big ones, bring me more food! </entry>

<entry name="LAST_CONDUCTOR_WEAVERS">[Hornet]: Your chambers are surely grand, sir bug, but it is plain to see you are no sovereign here. [NPC]: Is our state so bare, pilgrim?... "By the will of the Conductors," we once boomed, and this Citadel shook at our decree. [NPC]: But the words... How hollow they echoed. The mantle of rule, claimed greedily from Pharloom's fading first children, those bitter Weavers... it was yoke, not crown. [NPC]: Now, in our Citadel's silence, we share their truth. Only one monarch's claws ever clutched this kingdom, though we raised our voices to cry otherwise. [NPC]: Would you see her, pilgrim? Up there at our Citadel's crown? Reach those heights we'd hoped to hide and bow before this land's true ruler. [Hornet]: In time near, sir bug, I shall indeed climb to meet your monarch... </entry>

<entry name="SONG_KNIGHT_RESTING_REPEAT">Cleansed, is this place. Eternal, is the d-d-duty of the sentinels. </entry>

<entry name="GOURMAND_SERVANT_ITEM_HAS">[Hornet]: Sir, I bring ingredients for the dish. [NPC]: At last! My master is withering away from hunger! Let us see what gifts you bring. </entry>

<entry name="SLAB_PRISONER_TALK2">[Hornet]: Will you tell me of those who guard this structure? They are servants of the Citadel, are they not? [NPC]: Servants...? They too are penitents. In a past age, that caste committed their own sacrilege against the Citadel. [NPC]: A sin long forgotten, but so grave that their offspring and the offspring of their offspring carry the guilt with them still. To serve here is their only hope of absolution. </entry>

<entry name="COG_STATUE_ALL_TALK_A_REPEAT">Pilgrim of Pharloom eternal, regale us with our Threefold song, that you may rise above and worship before our kingdom's divine heart. </entry>

<entry name="SLAB_PRISONER_TALK1">[Hornet]: If this place was holy once, no evidence remains. Even as a prison, it has been neglected. [Hornet]: If you wish, I can free you. You can descend through the caverns below until you find a settlement. [NPC]: You... are asking me to leave this place? Wh-what a strange, fearful thought! Such a sin would never... no. [NPC]: By the

grace of the Citadel, I am here as a penitent. Here, I can hide from the shame of my sins until they are withered away by time.[NPC]:Leave this place...? Please! Strike me down dead before you speak such blasphemy again!</entry>

<entry name="LAST_CONDUCTOR_REPEAT">The mantle of conductor weighs heavy. Had I known the cost before its bearing, would I have accepted the duty?</entry>

<entry name="SLAB_PRISONER_MEET">S... song, is it? You have brought song? You are of the Citadel, then? How... how many of you?[Hornet]:I am alone, sir. You needn't fear, I am no servant of the Citadel. Are you a prisoner of theirs?[NPC]:P... prisoner? I understand you not. There is no prison here.[NPC]:This is a holy place of forgiveness. Please, speak with reverence.</entry>

<entry name="COG_STATUE_ARCHITECT_TALK_B">As it was sung, our song sustains.[NPC]:For Pharloom eternal, we shall build.</entry>

<entry name="COG_STATUE_ARCHITECT_TALK_A">We would hear the song of the Architects, at the core of our Citadel.[NPC]:They who sustain our realm, its walls, its floors and its voice, even as others fall silent.</entry>

<entry name="GOURMAND_SERVANT_ITEM_GIVE_CORAL">A Crustnut! Stale and dull, you'll be thinking, yes? But ground to finest powder, that's when its tart taste blooms!</entry>

<entry name="MELODY_PICKUP_HINT_NOTMET">[Hornet]:If I'm to learn the melody upon this cylinder, I'll first need to find a working device to play it. This one here has long ceased to function.[Hornet]:The vaults above would surely hold another such device. I must search thoroughly.</entry>

<entry name="TORMENTED_TROBBIO_MEET">You! Mite or mourner! Fell fated chosen left till last![NPC]:Relent! Submit! The fatal blow was struck. Fair Pharloom wails its end.[NPC]:We woe befallen few remained, let us join here, at last, and show our fires fierce.[NPC]:Together to share our kingdom's pain, feel it scorch our shells, and know clear its suffering, its sorrow!</entry>

<entry name="LAST_CONDUCTOR_GIVE">Our song upon a silken thread.... Such beautiful sound, so long absent from our halls.[NPC]:Keep safe our melody, good pilgrim. You shall likely be the last to receive it.</entry>

<entry name="COG_STATUE_CONDUCTOR_TALK_A">We would hear the melody of the Conductors, high in their gleaming towers.[NPC]:They bearing the heaviest mantle, who would guide our land ever on to greatness. </entry>

<entry name="LAST_CONDUCTOR_MEET">A visitor? Now this is rare.[NPC]:I must apologise for not rising to greet you. After an age spent sickly, I find myself unable to lift from this bedchamber.[NPC]:I hope, good pilgrim, our Citadel has shown you the courtesy deserved of a bug devout.[Hornet]:I've borne its hospitality well enough, aged one...[NPC]:Ahhh... My sympathies, pilgrim... We have fallen so far. And now, sadly, if you've come seeking aid or understanding, I fear I too shall disappoint. [NPC]:Whatever you would ask, I have only my melody left to offer. It is a simple thing, the smallest of gifts, but perhaps more special now, for it has been rarely heard in these quietened times.</entry>

<entry name="SLAB_PRISONER_REPEAT">If the weight of your sins bear down upon you, you may remain here with me in penitence, sister.</entry>

<entry name="SLAB_PRISONER_NEEDOLIN">Ah.... your s-song. So long I've sat in silence. Tell me... are all songs played now as exquisite as this? Or has time made my hearing unrefined?[Hornet]:This art is new to me, and my skill is limited, but your appreciation is not

unwelcome.[NPC]:Ahh. The beauty of it. It is almost painful to my weary senses. Perhaps though, this pain is merely part of my penitence. [NPC]:Play on, will you? I would join your tune. Just forgive me if my voice has become brutish.</entry>

<entry name="LIBRARIAN_MELODY_NOPLAY">You refuse to play our sacred melody! Why pause, Weaver-thing? Do you cower at the truths it may illuminate? Surely you are not the lesser sort that bows to fear?[Hornet]:When the moment calls, Vaultkeeper, I shall listen. For now, your task remains to keep the cylinder safe. And know, you shall answer to my blade if you fail.</entry>

<entry name="LIBRARIAN_RELIC_ASK_PROMPT_PLURAL">Give Psalm Cylinders?</entry>

<entry name="GOURMAND_SERVANT_MOSSSTEW">For our base, we require the gelatinous Mossberry Stew. Its concoction is a druidic art, a jealously guarded secret of the moss-painted caverns deep below us.</entry>

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<entry name="PINSTRESS_INTERIOR_GROUND_POST">How grand! To face an opponent with a bit of energy.[NPC]:You're a skilled one, clear enough. I hope my training has granted some insight.</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_MEET">So rude! To raise a Pinstress from their deep meditation![NPC]:You carry on with that kind of brash behaviour and you're likely to be stuck quick through![Hornet]:I'm surprised to find a bug of sound mind alive in such an inhospitable place. You are a warrior learned in the blades of this land?[NPC]:Aye! A Pinstress! Your needle there might fit you fair, strange as it is'n all, but it's the pin that's the glorious weapon of Pharloom.[NPC]:Given I'm now awake, maybe you'd fancy a little training? Care to test the power of a Pinstress? Might be even this old master could show you a thing or two.</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_TALK_ACT_3">It's a right long time since I've felt so vigorous. All those dulled pilgrims were useless for testing my talents.[Hornet]:Your blade proved an impressive challenge, Pinstress. I've travelled the length of this kingdom, yet the strength and skills hidden throughout continue to surprise me.[NPC]:You bear your own strange strengths, needle bug. If only we'd met in less troubled times, just think of all we could have learned from one another!</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_ACCEPTED">Bold choice, needle bug. Let's get our shells a'shaking!</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_PROMPT">Train with Pinstress?</entry>

<entry name="WORLD_EDGE">[Hornet]:These sands mark the edge of Pharloom's territory. I was brought to this land through the caverns beyond.[Hornet]:Something at this kingdom's height still hungers for me. Were I to flee now, I would again be pursued.[Hornet]:Until I find the source of that hunger, and slay it, I will not be free. </entry>

<entry name="PINSTRESS_NPC_TALK_01">PINSTRESS_NPC_TALK_01</entry>

<entry name="PINSTRESS_INTERIOR_STAND_MEET">Back again, needle bug? Surely you've more important places calling than these sandy steps?[Hornet]:I shan't stay long, Pinstress. Your home and your skills offer a sense of safety rare about these lands.</entry>

<entry name="STEEL_SENTINEL_QUEST_REPEAT">Find the vassal... pale It. Return them to us... Save us both from the Masters' wrath.</entry>

<entry name="PINSTRESS_FINAL_MEET_RETURN">Needle bug! With those black quakes, Pharloom's finale is fast arriving.[NPC]:Raise your blade! Let's see at least one of us end true to our nature!</entry>

<entry name="PINSTRESS_FINAL_MEET">Ah ha! Needle bug! Who else would dare wake a Pinstress with such force?![NPC]:Saw my wish, I'm guessing? Here hopin' to fulfill it?[Hornet]:I know what you are seeking, Pinstress... a death duel, an end from battle, not cavern's collapse.[Hornet]:I can oblige... to a point... But a greater challenge still awaits me below.[NPC]:Whatever else you're about, you might be finding it futile now, needle bug. The black quakes... Pharloom's finale arrives.[NPC]:So let's stop the yapping, aye! How's 'bout we begin? Let's see at least one of us end true to our nature!</entry>

<entry name="STEEL_SENTINEL_REOFFER">Creature, higher... It has been sent... by Masters served... to retrieve Zi's vassal lost?</entry>

<entry name="STEEL_SERVANT_END_1_ACT3">No. No. No... My saviour slain! [NPC]: Why do you do this, cruel slasher? Why must I stay, and serve, so long, long, long? [Hornet]: That void must not be called, bug. Already it attacks these lands with enough force to end them. To summon it stronger will only hasten that fall. [Hornet]: For this moment at least, your shell is saved. It was only by wish of your steel companion, and fear of her Masters' punishment, that I arrived in time.</entry>

<entry name="PINSTRESS_FINAL_DEFEATED_PRE">Gah! Bested fair, and yet you choose to stay the killing blow? [Hornet]: I can test you, Pinstress, and myself for what's to come, but I will not cut you down. [Hornet]: Despite its quakes, Pharloom's demise is not as certain as it seems. I shall act to change that fate. [Hornet]: If I succeed at my task, the land that remains will require the watch of strong bugs like you. [NPC]: Well, ain't you an inspiration! Makin' me seem a right fool, here thinkin' only on the end while you're looking to a future fair... [NPC]: Seems you've beaten me twice, needle bug, both my pin's edge, and my heart's resolve...</entry>

<entry name="STEEL_SENTINEL_ACCEPT"> [Hornet]: Not for your Masters, but by my own will I may aid you, Zi, as long as the path permits. [Hornet]: Of your vassal, I have met one before, a scurrilous, scheming sort, and well able to remain hidden. [Hornet]: If your own servant shares similar disposition, they may prove hard to retrieve. Where would you advise I begin my search? [NPC]: Zi has sensed their movement... She knows their places of rest. For pale It... Zi shall mark their chart. [NPC]: Seek the vassal... Retrieve them, or their corpse... either is appropriate... either will aid... to avoid the Masters' wrath.</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_MEET_ACT_3"> So rude! To raise a Pinstress from their deep meditation! [NPC]: You carry on with that kind of brash behaviour and you're likely to be stuck quick through! [Hornet]: I'm surprised to find any bug still alive in such an inhospitable place. You are a warrior learned in the blades of this land? [NPC]: Aye! A Pinstress! Your needle there might fit you fair, but it's the pin that's the glorious weapon of Pharloom, least it was... It's sure starting to feel like Pharloom doesn't have long left. [NPC]: Well, given I'm now awake, and time's suddenly short, maybe you'd fancy a little training? Might be even this old master could show you a thing or two?</entry>

<entry name="PINSTRESS_NPC_REPEAT"> PINSTRESS_NPC_REPEAT</entry>

<entry name="PINSTRESS_INTERIOR_SIT_TALK_REPEAT"> Off with you now, needle bug. I've respect for you and your sharp blade, but my hospitality shouldn't be abused.</entry>

<entry name="PINSTRESS_FINAL_ICECORE_VISITED"> Dunno if you've heard it, needle bug, but supposedly there's a gleaming secret hidden at this mountain's core. [NPC]: Meant to be a marvel, or so my sisters past once told, a giant cavern all of crystal. [Hornet]: I have visited the core, Pinstress. It was a remarkable site indeed. I only hope that it shall not soon be lost. [NPC]: Course you've seen it! Master at the blade and at the seeking. You've proven yourself an imposing talent. [NPC]: Well, given you seem done up here, maybe it's time you get back to your all important business?</entry>

<entry name="STEEL_SERVANT_END_2"> [NPC]: But the seer knows nothing! Nothing of the pain. All small Sula's to bear... To watch, watch these lands dying, slow, the bugs suffering, falling, while our shell sustains... [NPC]: The steelhearts feel so little... but we forced to serve, we endure it all. We alone. Why? [Hornet]: ...Others may know that pain, small bug... Or at least

something similar.[NPC]:So will you chain me again? Herd me by point of your blade, and knowingly return me to that pain?[Hornet]:...I will not. I will inform the child of steel of what has transpired here, but I cannot force any bug to return to a task so cruel.[NPC]:Then, then... Sula is free? At least to run? By your mercy, bug, these legs must move, quick, quick and far, far!</entry>

<entry name="STEEL_SENTINEL_REPEAT">Zi must watch, record... and wait... Always she is true to her function... Ore-bound... To duty.</entry>

<entry name="PINSTRESS_FINAL_DEFEATED_REPEAT">A mighty battle we had, my friend... Time now you get to your all important business. I'll be wishing for your success.</entry>

<entry name="STEEL_SENTINEL_OFFER">...Creature, higher... Its meeting. Zi's awakening... It is not chance... It has been sent to Zi, yes? By Masters served?... To retrieve her vassal lost?</entry>

<entry name="PINSTRESS_INTERIOR_SIT_TALK_01">[Hornet]:Pinstress, why do you choose to live amidst these storm-swept caverns? Surely there are more hospitable places?[NPC]:Somewhere gentler? Warmer? I'd only go soft! How else is one expected to maintain their wits?[Hornet]:Then this is not a place of hiding? That Citadel up top seems no friend to the free, or the strong who'd choose to remain apart.[NPC]:...Aye. Well, yes. That too's a reason, though one that shames me some.[NPC]:Our grand Citadel learnt well from the training of Pinstresses past. Then it went and turned those teachings upon us![NPC]:Despite our superior skills, our numbers have always been few, and their strength overwhelmed.[NPC]:Of my once revered order, only two of us remain, wormed away in Pharloom's forgotten corners, and my pin-sibling, she's lost herself to more peaceable pursuits.</entry>

<entry name="WORLD_EDGE_REPEAT">[Hornet]:I cannot yet leave this land. Until I slay its source, this kingdom's hunger for me will never abate.</entry>

<entry name="STEEL_SENTINEL_DECLINE">Pale It... You would reject the role? Are you not tamed, bound, by Masters?... You would know... obedience is essential.[NPC]:Recall, the fate of those who defy... Even you higher... Especially you higher...[NPC]:...Compression... We have suffered it. We would never wish it upon another.</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_DECLINED">Ahh, is your needle too shy to show its edge? What a shame.</entry>

<entry name="PINSTRESS_INTERIOR_STAND_REPEAT">Even my welcome has limits, needle bug.[NPC]:I've become well accustomed to solitude, and it's unnerving to play host to your strange strength overlong.</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_REOFFER">Planning to hang about are you, needle bug?[NPC]:Fancy a little training? Care to test the power of a Pinstress? Might be even this old master could show you a thing or two?</entry>

<entry name="PINSTRESS_FINAL_REOFFER">Having second thoughts on our bout, needle bug? Good! I'll not hold back my blade, and I'll expect the same from you.</entry>

<entry name="STEEL_SENTINEL_MEET">...Bug... Higher... It has come seeking... Zi is found... She is awoken.[Hornet]:Greetings, child of steel. I have known your type, in past. From your presence, it is clear this land too has caught the long gaze of your Masters.[NPC]:Masters... Yes... For them, Zi observes... obedient... always...[NPC]:And you... a creature in half... Pale It... Bug It... old... stubborn... alone... You too are observed.</entry>

<entry name="STEEL_SENTINEL_OFFER_NO_MAP">...Creature, higher... Its meeting, Zi's awakening... It is not chance... It has been sent, by Masters served?... To retrieve her vassal lost?[NPC]:But no... pale It cannot.. First, a chart is needed. Pale It must acquire one. Only then can Zi provide the marks... Their vassal's location sensed strong.</entry>

<entry name="STEEL_SENTINEL_END_1">[Hornet]:Zi, your vassal is gone, alive, fled beyond these lands.[Hornet]:I chose to allow their escape, even if your wish may not be granted.[NPC]:The wish? No... pale It... Zi sensed clear your meeting... The rite... The vassal is tarnished. They have touched the dark. By the Masters, they will now be hunted... no matter the distance fled.[Hornet]:Perhaps, for your vassal, that is preferable? Waste here in servitude or flee free. They made their choice, and proclaimed it clear by their black action.[Hornet]:Their dark champion is slain, but luck or guile may yet see them survive.[NPC]:Hope!.. Pale It... For a vassal who defies the Masters?... You give Zi a thought, complex...[NPC]:The outcome is different... and Zi must now observe alone... but this may be the better way?[NPC]:Zi shall accept the happening... shall pray the Masters still see her loyal... and Zi too will share the hope... that her vassal lives long unbound.</entry>

<entry name="PINSTRESS_FINAL_DEFEATED_POST">For your talents, needle bug, in blade and strength... and restraint, take this emblem of my order.[NPC]:Hadn't ever thought another'd be joining our slim ranks, but you're as deserving a member as's ever come before.</entry>

<entry name="WORLD_EDGE_ACT3_REPEAT">[Hornet]:I will not flee. I cannot abandon the kingdom to a collapse of my making.</entry>

<entry name="STEEL_SENTINEL_REOFFER_NO_MAP">Creature, higher... return when a chart is acquired. A chart is needed, essential, to serve the Masters... to aid Zi.</entry>

<entry name="PINSTRESS_FINAL_DECLINE">Ahh... Shame. Surely battle'd be the better end, no?[NPC]:If not by blade, we'll just have to accept whatever conclusion this new quaking calamity flings upon our heads.</entry>

<entry name="STEEL_SERVANT_RITUAL">[Hornet]:Cease your summoning, fool bug![Hornet]:Though you may yearn for freedom, that saviour you hope to call will bring only death.</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_TALK">It's a right long time since I've felt so vigorous. All those dulled pilgrims are useless for testing my talents.[Hornet]:Your blade proved an impressive challenge, Pinstress. The strength and skills hidden about this kingdom continue to surprise me.[NPC]:You bear your own strange strengths, needle bug. More I think than you'd be willing to reveal to me.[NPC]:What, I wonder, are you planning to turn all that power towards?</entry>

<entry name="STEEL_SERVANT_END_1">No. No. No... My champion slain![NPC]:Why do you do this, cruel slasher? Why must I stay, and serve, so long, long, long?[Hornet]:That void must not be called, bug. Not ever. None can control it, though many have tried. [Hornet]:Any strength you hoped it offered would fast be proven false.[Hornet]:Consider yourself fortunate I arrived in time. Your shell is saved, all by wish of your steel companion, and fear of her Masters' punishment.</entry>

<entry name="WORLD_EDGE_ACT3">[Hornet]:If I chose to head beyond, I would abandon Pharloom to a collapse of my making.[Hornet]:While I live, and still possess the strength to act, I will not allow that end to come to pass.</entry>

<entry name="PINSTRESS_FINAL_ICECORE">Dunno if you've heard it, needle bug, but supposedly there's a gleaming secret hidden at this mountain's core.[NPC]:Meant to be a marvel, or so my sisters past once told, a giant cavern all of crystal.[NPC]:If you're hanging around these heights, and time's allowing, maybe you'll get to seeking it?[NPC]:Course you'd first have to find the entrance, but you've certainly shown the skills to wriggle up in there, provided you're so inclined.</entry>

<entry name="STEEL_SENTINEL_END_2">[NPC]:A small gift for you, pale It... for the thought, complex... rock of the home spear... and of Zi's birth. May it aid your further action in this land.</entry>

<entry name="PINSTRESS_INTERIOR_GROUND_REPEAT">Off with you now, needle bug! A Pinstress of my substantial talent requires their deep meditation, especially after such a satisfying bout.[Hornet]:Goodbye, Pinstress. May your blade remain sharp.</entry>
</entries>

Crawl

<entries>

<entry name="BLUE_SCIENTIST_OFFER">Oho? You linger here still? Perhaps, like myself, you have been bewitched by the Plasmium's beautiful glow?[NPC]:Then join me, you must! A new assistant is needed. Together we shall unlock the secrets of this wondrous substance!</entry>

<entry name="BLUE_SCIENTIST_REFILL_ACCEPT">There, you are replete with wonderful Plasmium once more! You can begin injecting it at once. Now, off with you!</entry>

<entry name="BS_SIT_QUEST1_REOFFER">Assistant... You will help, yes? The buds have ripened... The Plasmium harvest can begin...</entry>

<entry name="BS_SIT_QUEST2_REFUSE">Leave your fear behind... Cast it off like an old shell. Give me what I need...</entry>

<entry name="BS_SIT_QUEST1_REPEAT">Bring the Pure Plasmium. It must be tested... ingested.[NPC]:Ready the Needle Phial to full charge... Strike deep the ripened buds. Return that precious liquid life to me... Assistant.</entry>

<entry name="BLUE_SCIENTIST_ACCEPT">Excellent! With two bugs at the task, the rate of discovery shall greatly increase![NPC]:Now! Before he up and vanished, my previous assistant seeded the warrens below with Plasmium buds.[NPC]:The buds should be ripening as we speak, and the nectar within must be extracted before they reach maturity.[NPC]:With the right tool in claw, collecting the nectar is an easy process. I'll even lend you my own Needle Phial for the job.[NPC]:Once you locate a bud, simply charge the Phial until readied, then release its needle into a bud's core. Do it right, and it'll suck out the nectar in one clean pop![NPC]:Return them to me when you've retrieved the necessary samples. With the right nectar, and the right testing, Plasmium can reveal even more of its wondrous properties!</entry>

<entry name="BS_SIT_QUEST2_CANCOMPLETE">Assistant, that odour... aahhh... you have the Plasmified Blood...</entry>

<entry name="BLUE_SCIENTIST_REPEAT">Keep using the Plasmium Phial, and enjoy all the wonderful effects it has on your body. Once your Plasmium reserve runs dry, visit me again.[NPC]:I'll charge a few rosaries for refills, but you can be confident that every bead goes towards our vital studies!</entry>

<entry name="BS_SIT_REFILL_REFUSE">Do you fear the Plasmium, even now? Ahhh... Assistant... open your mind to the possibilities...</entry>

<entry name="BS_SIT_REPEAT">Assistant... What we might become... together.</entry>

<entry name="BS_SIT_QUEST1_ACCEPT">Ahhhh. Yes... Assistant. So loyal... Take the Needle Phial... find the buds below. They are ripe...[NPC]:Charge the Phial to full strength... Pierce them deep... Extract that Pure Plasmium.[NPC]:This shell shall become what you need it to be... Plasmium can cure all.</entry>

<entry name="BLUE_SCIENTIST_QUEST_REPEAT">Assistant! You're still dallying about here? I've an eager need for pure Plasmium, fresh from the bud.[NPC]:Just one fully charged stab of my Needle Phial straight into a ripe bud! You'll suck the Plasmium right up![NPC]:Now, pop down into those worm warrens and extract it for me! What could possibly be more important?</entry>

<entry name="BLUE_SCIENTIST_OFFER_ZANGO">[Hornet]:I am curious about the equipment you have here, and the blue liquid contained within. What study consumes you?[NPC]:Ahh yes! So this miraculous substance intrigues you too! A wonder beyond wonders, miracle made material![NPC]:Plasmium! A naturally occurring elixir with no equal! It heals wounds and strengthens shells! I suspect it can even defy death itself![Hornet]:Plasmium, you call it? I have encountered its like before, or else a substance of remarkable similarity...[NPC]:Highly unlikely! The grey and barren soil of the mainland could never produce something as singular as this, and that is undisputable fact![NPC]:Plasmium was discovered by my master at the farthest edge of Pharloom, hidden deep in salt-stricken waters. I brought it to these caves under her direction, to study how it flourishes in a foreign place.[NPC]:Perhaps, like myself, you have been bewitched by the Plasmium's beautiful glow? Would you assent then, to assisting me in my studies?</entry>

<entry name="BLUE_SCIENTIST_REOFFER">Plasmium is a marvel of nature! And a new assistant is sorely needed. Together, let us unlock its secrets!</entry>

<entry name="BLUE_SCIENTIST_MEET_ZANGO">Oho? A new face! Not here to bother, I hope? I've critical studies underway in these twisting tunnels and can afford no distractions![NPC]:You haven't met Zango, my assistant, by chance? An indolent sort? Short, slovenly, rather unreliable-seeming?[Hornet]:In a dark cave below here, I encountered a shell not dissimilar from your own. I suspect your assistant may have met an unfortunate end.[NPC]:Ah ha! That careless buffoon. No surprises then. That lump never shone with the talent for true discovery.[NPC]:Now! To my work I must return! With my assistant so rudely dying on me, I've tasks enough for two bugs.[NPC]:Unless you have further interest in my precious Plasmium, kindly leave me in peace!</entry>

<entry name="BLUE_SCIENTIST_REFILL_REFUSE">Oh? Those who hesitate learn nothing, you know! The wondrous bright glow of Plasmium makes all things clear!</entry>

<entry name="LIFEBLOOD_GLAND_MSG">Plasmium Gland</entry>

<entry name="BS_SIT_QUEST2_OFFER">Assistant... to learn more of Plasmium's wonders... I know what we must do... [NPC]:The bugs below... who have imbibed the substance... and evolved... their bodies are full with Plasmified Blood...[NPC]:You must use the Needle Phial and extract this precious nectar... only by scrutinising it... can we attain higher knowledge...</entry>

<entry name="BS_SIT_QUEST1_COMPLETE_1">[Hornet]:I have retrieved the Pure Plasmium, as requested. Know that, in your current state, I feel some reservation passing it to you.[Hornet]:This path your research takes... The final result may not be pleasant.[NPC]:Pure Plasmium? No... Assistant... You must not doubt... It is precious. Perfect. It was needed... You have done well. As always...</entry>

<entry name="BS_SIT_QUEST2_OFFER_PRE">These lands have taken the Plasmium well... the soil has drunk it deep, and the creatures bloom so beautifully... have you seen them?[Hornet]:The effect of your Plasmium on the beasts here is all too evident. Great change has been inflicted upon them.[Hornet]:There is an echo also of other infections I have witnessed. I wonder at the meaning of it all... or if I am perhaps imagining similarities where there are none.[NPC]:Assistant, ahhh... you grow more inquisitive... We both seek deeper insight...[NPC]:Could we... peer deeper inside somehow...? Let us think on it...</entry>

<entry name="BS_SIT_QUEST1_REFUSE">Ahhhh... Assistant... greed was ever your greatest failing. Do not guard your discoveries so jealously...</entry>

<entry name="BS_SIT_REPEAT_DONE">For you... dear assistant... drink deep my liquid life...</entry>

<entry name="BLUE_SCIENTIST_QUEST_COMPLETE_2">Since you have proven yourself a capable assistant, take this delightful implement of my own invention, a Plasmium Phial.[NPC]:With it, you can inject precious Plasmium straight into your body. Almost painlessly![Hornet]:Your tool certainly looks sharp enough to pierce my shell, sir, but why should I want to do so?[NPC]:Because filling your body with Plasmium is so beneficial! It protects you from harm! And it feels so exquisitely good![NPC]:My assistant and I have been injecting Plasmium into the local flora and fauna since we arrived. No ill effects have been observed, and so we can conclude that the process is utterly, completely safe.[NPC]:Keep using the Plasmium Phial, and enjoy all the wonderful effects it has on your body. If you ever run out of Plasmium, visit me again.[NPC]:I'll charge a few rosaries for refills, but you can be confident that every bead goes towards our vital studies!</entry>

<entry name="BLUE_SCIENTIST_QUEST_COMPLETE_1">Ahh, and exactly the required amount! A satisfactory effort, assistant![NPC]:With this pure Plasmium extract, I may finally come to understand this wondrous substance.</entry>

<entry name="BS_SIT_QUEST2_REPEAT">Ready the Needle Phial... find the plasmified bugs below...[NPC]:Charge the Phial to full strength... Pierce them deep... Extract the Plasmified Blood...</entry>

<entry name="BS_SIT_QUEST1_OFFER">Assistant... You will help, yes? The buds have ripened... The Plasmium harvest can begin...</entry>

<entry name="BS_SIT_QUEST2_REOFFER">The bugs below who have imbibed the substance and evolved... their bodies are filled with Plasmified Blood...[NPC]:You must use the Needle Phial and extract this precious nectar... only by scrutinising it... can we attain higher knowledge...</entry>

<entry name="BS_SIT_QUEST2_COMPLETE_1">[Hornet]:Take it, sir, though what insight it will grant you I cannot say.[NPC]:Have faith, dear assistant... After all this I understand... the greatest knowledge comes only from faith... faith in Plasmium.[NPC]:This blood you have collected... sparkles... I see it! A glorious form... a glorious future, shimmering back at us...</entry>

<entry name="BS_SIT_QUEST1_DECLINE">You decline, Assistant? You cannot. The buds... The harvest. It must occur... For the source, and your saving...</entry>

<entry name="BS_SIT_QUEST2_DECLINE">What fear arrests you...? This must be done... or we will never learn the deeper truth... Never become what is needed...</entry>

<entry name="BLUE_SCIENTIST_DECLINE">You would refuse?! There is much work to be done, and it is all so achingly slow when I have no aid!</entry>

<entry name="BS_SIT_QUEST2_ACCEPT">Ahhhh. Yes... Assistant. So loyal... Take the Needle Phial... find the plasmified bugs below...[NPC]:Charge the Phial to full strength... Pierce them deep... Extract their Plasmified Blood.[NPC]:Once we have it... we can peer deeper... learn more... enlighten ourselves fully...</entry>

<entry name="BS_SIT_MEET">Ohhhhh... Assistant? Is that you?... You return at last, my friend?[Hornet]:Sir, you are in a disturbing state. This substance sprouts from within your shell. Time will see it consume you entirely. Would you seek aid?[NPC]:No... No... Assistant... you are

confused. A wonderful thing, we become. The Plasmium, our great research... We have progressed.[NPC]:The research must continue. Soon... I shall become a source. </entry>
<entry name="BLUE_SCIENTIST_REFILL_OFFER">Assistant! Have you come to refill your reserve of Plasmium?</entry>

<entry name="LIFEBLOOD_REFILL_PROMPT">Refill Plasmium Reserve?</entry>

<entry name="BLUE_SCIENTIST_MEET">Oho? A new face! Not here to bother, I hope? I've critical studies underway in these twisting tunnels and can afford no distractions![NPC]:You haven't met Zango, my assistant, by chance? An indolent sort? Short, slovenly, rather unreliable-seeming?[Hornet]:I have not, sir. I am curious though, about the equipment you have here, and the blue liquid contained within. What study consumes you?[NPC]:Ahh yes! So this miraculous substance intrigues you too! A wonder beyond wonders, miracle made material![NPC]:Plasmium! A naturally occurring elixir with no equal! It heals wounds and strengthens shells! I suspect it can even defy death itself![Hornet]:Plasmium, you call it? I have encountered its like before, or else a substance of remarkable similarity...[NPC]:Highly unlikely! The grey and barren soil of the mainland could never produce something as singular as this, and that is indisputable fact.[NPC]:Plasmium was first discovered by my master at the farthest edge of Pharloom, hidden deep in salt-stricken waters. I brought it to these caves under her direction, to study how it flourishes in a foreign place.[NPC]:Now! To my work I must return! Unless you have further interest in my precious Plasmium, or chance upon my truant assistant, kindly leave me in peace!</entry>

<entry name="BS_SIT_REFILL_ACCEPT">There... more. Let it seep deep into your shell... do not begrudge the pain...</entry>

<entry name="BS_SIT_QUEST1_CANCOMPLETE">The Pure Plasmium... you have it. I can... smell it on you.</entry>

<entry name="BS_SIT_QUEST2_COMPLETE_2">Through consumption of the blood... we shall at last attain enlightenment...[NPC]:For your reward... take the gland from within my shell... my gift to you.[NPC]:I have no more need of it... and it shall grant you... unending reserves of Plasmium...[NPC]:Yes... Plasmium. Pure... beautiful... Plasmium...</entry>

<entry name="BLUE_SCIENTIST_CANCOMPLETE">Assistant! How goes your work? Have you extracted a sufficient amount of Plasmium for me?</entry>

<entry name="BLUE_SCIENTIST_ACCEPT_ZANGO">Excellent! With two bugs at the task, the rate of discovery shall greatly increase![NPC]:Now! Before he went and died, my previous assistant seeded the warrens below with Plasmium buds.[NPC]:The buds should be ripening as we speak, and the nectar within must be extracted before they reach maturity.[NPC]:With the right tool in claw, collecting the nectar is an easy process. I'll even lend you my own Needle Phial for the job.[NPC]:Once you locate a bud, simply charge the Phial until readied, then release its needle into a bud's core. Do it right, and it'll suck out the nectar in one clean pop![NPC]:Return them to me when you've retrieved the necessary samples. With the right nectar, and the right testing, Plasmium can reveal even more of its wondrous properties!</entry>

<entry name="BLUE_SCIENTIST_REFUSE">Are you so enchanted by the Plasmium that you will not part with it? You are more like that dolt Zango than I first thought![NPC]:Its enlightenings are beyond your meagre mind! Give me the phial, assistant, or the deeper secrets of this substance will never be revealed!</entry>

<entry name="BS_SIT_REFILL_OFFER">Aahhh... and you have been using your Plasmium... good. Let me replenish your reserve...</entry>

<entry name="BS_SIT_QUEST1_COMPLETE_2">Now. Share the discovery... Take this Plasmium Phial... Plunge it deep. Feel its vigour soak your shell...[NPC]:If more is needed... If the Plasmium runs dry... return. Visit me again... That you may live, long... my loyal assistant.</entry>

</entries>

Credits List

<entries>

<entry name="CREDITS_CHARVOICE_HORNET">Hornet</entry>

<entry name="CREDITS_TRANSLATE_CHINESE_LOC_TRADITIONAL_TITLE">Chinese Localisation (Traditional)</entry>

<entry name="CREDITS_KNIGHTS_OF_U_SUPPORT_NAME_L">Kamil Kloc
Jan Mróz</entry>

<entry name="CREDITS_TEST_QA">Testing & QA</entry>

<entry name="CREDITS_TESTERS_NAMES_L">Ditte Wad Andersen
Matthew Griffin
Sam Griffin
Daniel James Freer
Matthew Trobbiani
Peter Yong</entry>

<entry name="CREDITS_ENVIRONDDRESSING">Additional Environment Dressing</entry>

<entry name="TUTORIAL_CREDIT_NAME_03">Jack Vine</entry>

<entry name="CREDITS_MUSIC_STRINGS">Strings</entry>

<entry name="CREDITS_MUSIC_PROD_SUB">Production</entry>

<entry name="PERMA_GAME_OVER">GAME OVER</entry>

<entry name="CREDITS_TRANSLATE_CHINESE_TRADITIONAL_TITLE">Chinese (Traditional)</entry>

<entry name="CREDITS_CHARVOICE_TROBBIO_AND">and</entry>

<entry name="CREDITS_MUSIC_EDITING_NAME">Hew Wagner</entry>

<entry name="CREDITS_USS_BPORTUGUESE_TITLE">Brazilian Portuguese</entry>

<entry name="CREDITS_USS_ITALIAN_TITLE">Italian</entry>

<entry name="CREDITS_THANKS_MUSIC">Special Thanks Music & Sound</entry>

<entry name="CREDITS_MUSIC_WIND_BRASS">Wind & Brass</entry>

<entry name="CREDITS_TRANSLATE_CHINESE_NAME">Finn Wu 吴华锋
Hertzz Liu 刘辉洲</entry>

<entry name="CREDITS_ORCHESTRA_TYPESET_NAME">Nathan Cummins</entry>

<entry name="CREDITS_ENVIRONDDRESSING_NAME">Tyler Bartley
Nathan Elmer
James Ross McNab</entry>

<entry name="CREDITS_KNIGHTS_OF_U_SUPPORT_NAME_R">Jakub Augustyniak
Karol Fornalczyk</entry>

<entry name="CREDITS_USS_ITALIAN_NAME">Laura Innocenti
Oliver Cozzio</entry>

<entry name="CREDITS_CONGRATS_BODY_PERMA">You played masterfully and proved you have a Steel Soul.
Thank you for taking the time to explore and conquer the world of
Hollow Knight: Silksong.
We'll meet again with a new challenge for you...</entry>

<entry name="CREDITS_MUSIC_SINGERS_ADDITIONAL_NAME_R">James Scott
Courtney Turner
Gerry Masi
Hew Wagner
Brooke Window </entry>

<entry name="CREDITS_ORCHESTRA_TYPESET">Orchestration & Typesetting</entry>

<entry name="CREDITS_EXTRA_THANKS">Extra Special Thanks</entry>

<entry name="CREDITS_CHAR_DESIGN_ADDIT_NAME">Makoto Koji</entry>

<entry name="CREDITS_TRANSLATE_JAPAN_NAME">Kakehashi Games
Ryu Ito</entry>

<entry name="CREDITS_UNITY_TECH_SUPPORT_NAME_L">Paul Burslem
Attilio Carotenuto
Paul Georges</entry>

<entry name="CREDITS_TRANSLATE_CHINESE_TRADITIONAL_NAME">craft
(indienova)</entry>
<entry name="CREDITS_TRANSLATE_GERMAN_ADDITIONAL_TITLE">German
(Additional)</entry>
<entry name="CREDITS_TRANSLATE_JAPAN_BASIC">Japanese</entry>
<entry name="CREDITS_PROGRAM_ADDIT_NAME">Huy Le</entry>
<entry name="CREDITS_CHARVOICES_NAMES_R">Anna Braunack-Mayer
Monte
Masi
Lex Pellen
Thomas Pellen
Victoria Pellen
Zara Pellen
Ned
Rogers
Shalulu
Peter Yong
Benjamin Zarb</entry>
<entry name="CREDITS_USS_SPANISH_NAME">Gabriel Pérez-Ayala Huertas
Débora
Ferroni Avi</entry>
<entry name="CREDITS_UNITY_TECH_SUPPORT_NAME_R">Sebastian Hein
Kjetil
Kalla
Karolis Ozerovas</entry>
<entry name="CREDITS_MUSIC_SINGERS_ADDITIONAL">Additional Singers</entry>
<entry name="CREDITS_MUSIC_SINGERS_ADDITIONAL_NAME_L">Victoria
Coxhill
Michael Denholm
Christian Evans
Adam Goodburn
Sidonie
Henbest
Brock Roberts</entry>
<entry name="CREDITS_SCORE">Sound & Music by</entry>
<entry name="CREDITS_TRANSLATE_CHINESE">Chinese Localisation (Simplified)</entry>
<entry name="CREDITS_USS_KOREAN_TITLE">Korean</entry>
<entry name="CREDITS_USS_BPORTUGUESE_NAME">Simone Verdi Fronza
Cristine
Martin
Rafael Antunes Dotti</entry>
<entry name="CREDITS_MIC_ENGINEERING_NAME">Lachlan Bramble</entry>
<entry name="CREDITS_CHARVOICES">Character Voices</entry>
<entry name="CREDITS_USS_GERMAN_NAME">Alexander Faisst
Christoph
Bechtel</entry>
<entry name="CREDITS_TEST_LEAD">Testing Leads</entry>
<entry name="PERMA_UNLOCK_UNLOCK">Unlocked</entry>
<entry name="CREDITS_CHAR_DESIGN_ADDIT">Additional Character Design</entry>
<entry name="CREDITS_TECH_DIRECT">Technical Director</entry>
<entry name="PERMA_UNLOCK_BODY">No Reviving. Death is Permanent.
The Ultimate
Challenge.</entry>
<entry name="CREDITS_TEST_LEAD_NAME_R">Benjamin Zarb</entry>
<entry name="CREDITS_CHARVOICE_TROBBIO_TITLE">as Trobbio</entry>
<entry name="CREDITS_CHARVOICE_LACE_NAME">Mitsuki Hashimoto</entry>
<entry name="CREDITS_MUSIC_SINGERS">Solo Singers</entry>
<entry name="CREDITS_MUSIC_EDITING">Additional Audio Editing</entry>
<entry name="PERMA_GAME_OVER_CONTINUE">Press any button to continue.</entry>
<entry name="CREDITS_UNITY_TECH_SUPPORT">Unity Technical Support</entry>
<entry name="MR_MUSH_CONTINUED">TO BE CONTINUED</entry>
<entry name="CREDITS_TEST_QA_NAME">Nassim "Simo" Gebrail
Benjamin
Zarb</entry>
<entry name="CREDITS_GAME_BY">a game by</entry>
<entry name="CREDITS_GAME_BY_NAME">Team Cherry</entry>

<entry name="CREDITS_TEST_LEAD_NAME_L">Nassim "Simo" Gebrail</entry>
<entry name="CREDITS_THANKS">Special Thanks</entry>
<entry name="CREDITS_ORCHESTRA_TYPESET_MUSIC">Music Orchestration &
Typesetting</entry>
<entry name="CREDITS_TRANSLATE_CHINESE_BASIC">Chinese (Simplified)</entry>
<entry name="TUTORIAL_CREDIT_NAME_01">Ari Gibson</entry>
<entry name="TUTORIAL_CREDIT_NAME_02">William Pellen</entry>
<entry name="CREDITS_TESTERS">Playtesters</entry>
<entry name="TUTORIAL_CREDIT_NAME_04">Matthew Griffin</entry>
<entry name="TUTORIAL_CREDIT_NAME_05">Matthew Griffin</entry>
<entry name="CREDITS_USS_KOREAN_NAME">Haejung Lee
Inwoo Lee</entry>
<entry name="TUTORIAL_CREDIT_SCORE">Sound and Score by</entry>
<entry name="CREDITS_MUSIC_SINGERS_NAME">Amelia Holds
Jamie
Moffatt
Siobhan Owen</entry>
<entry name="CREDITS_TRANSLATE_GERMAN_ADDITIONAL_NAME">Tobias Gut</entry>
<entry name="CREDITS_USSPEAKING">Universally Speaking</entry>
<entry name="CREDITS_PROGRAM_ADDIT">Additional Programming</entry>
<entry name="CREDITS_USS_RUSSIAN_NAME">Dmitry Usov
Yuliia Tatsenko</entry>
<entry name="CREDITS_CHARVOICES_NAMES_L">Ditte Wad Andersen
Adam
Atkins
Eric Barone
Tyler Bartley
Beau Fitzgerald
Matthew Fitzgerald
Nassim
"Simo" Gebrail
Nic (Bitter Bits)
Matthew Griffin
Lillian Hollitt
Lauren
Koopowitz</entry>
<entry name="CREDITS_SCORE_NAME">Christopher Larkin</entry>
<entry name="GAME_COMPLETE_PERCENTAGE">PERCENTAGE</entry>
<entry name="GAME_COMPLETE_TITLE">GAME COMPLETION</entry>
<entry name="CREDITS_MIC_ENGINEERING">Mics & Engineering Assistance</entry>
<entry name="CREDITS_THANKS_NAME">Ed Bernard
Rohan Fraser
Harrison
Gibbins
David Kazi
Lukas Stobie</entry>
<entry name="CREDITS_CHARVOICES_ADDITIONAL">Additional Character Voices</entry>
<entry name="CREDITS_CHARVOICE_LACE">Lace</entry>
<entry name="CREDITS_GUITAR">Guitar</entry>
<entry name="CREDITS_USS_SPANISH_TITLE">Spanish</entry>
<entry name="CREDITS_CHARVOICE_HORNET_NAME">Makoto Koji</entry>
<entry name="CREDITS_CONGRATS_BODY">Through the darkness and dangers, you
persevered.
 Thank you for exploring the world of Hollow Knight: Silksong.
 Let's meet
again on the road ahead.</entry>
<entry name="CREDITS_MUSIC_STRINGS_NAME_L">Lachlan Bramble
Timothy
Cheel
Linda Garrett
Belinda Gehlert</entry>
<entry name="CREDITS_EXTRA_THANKS_TEXT">2158 Kickstarter Backers</entry>
<entry name="CREDIT_PROGRAM">Systems & Tools Programming</entry>
<entry name="CREDITS_TRANSLATE_TEAM_CART_FIX">Team Cart Fix 修车组</entry>
<entry name="CREDITS_USS_RUSSIAN_TITLE">Russian</entry>
<entry name="CREDITS_TRANSLATE_FRENCH">French Localisation</entry>
<entry name="CREDITS_EXTRA_THANKS_SETH_TEXT">
Seth Goldman</entry>

<entry name="TUTORIAL_CREDIT_GAME">a game by</entry>
<entry name="CREDITS_KNIGHTS_OF_U_SUPPORT">The Knights of U</entry>
<entry name="CREDITS_MUSIC_CREATURE_VOCALS_NAME">Tim Whitt</entry>
<entry name="CREDITS_SOUND_ASSIST">Additional Atmos</entry>
<entry name="CREDITS_LETH">Marketing & Public Relations</entry>
<entry name="CREDITS_CHARVOICE_TROBBIO_NAME">Matthew Trobbiani</entry>
<entry name="CREDITS_SOUND_ASSIST_NAME">Tim Whitt</entry>
<entry name="CREDITS_MUSIC_CREATURE_VOCALS">Additional Creature Vocal Design</entry>
<entry name="CREDITS_TRANSLATE_FRENCH_BASIC">French</entry>
<entry name="GAME_COMPLETE_TIME">TIME</entry>
<entry name="CREDITS_CONGRATS">Congratulations</entry>
<entry name="CREDITS_MUSIC_PROD">Music & Sound</entry>
<entry name="CREDITS_TRANSLATE_GENERIC">Localisation</entry>
<entry name="CREDITS_TRANSLATE_FRENCH_NAME">Shalulu</entry>
<entry name="CREDITS_TRANSLATE_JAPAN">Japanese Localisation</entry>
<entry name="CREDITS_USS_GERMAN_TITLE">German</entry>
<entry name="CREDITS_MUSIC_WIND_BRASS_NAME_L">Mitch Berick
Nathan Cummins
Peter Duggan
Samantha Hennessy
Ed Koltun</entry>
<entry name="CREDITS_TRANSLATION">Translation</entry>
<entry name="CREDITS_MUSIC_STRINGS_NAME_R">Belinda Kendall-Smith
Emma Perkins
Gemma Phillips</entry>
<entry name="PERMA_UNLOCK_TITLE">STEEL SOUL MODE</entry>
<entry name="CREDITS_KNIGHTS_OF_U_SUPPORT_NAME">Kamil Kloc
Jan Mróz
Jakub Augustyniak
Karol Fornalczyk</entry>
<entry name="CREDITS_MUSIC_WIND_BRASS_NAME_R">Hannah Kovilpillai
Kathryn Moorhead
Jackie Newcomb
Joshua Oates</entry>
<entry name="PERMA_GAME_OVER_BODY">In attempting the feat, one proves their courage.
May your soul find its rest.</entry>
</entries>

Deprecated

<entries>

<entry name="LACE_NEEDOLIN_PLAYED">Oh spider dear! The way you pluck and pound at that crude instrument! What tragedy![NPC]:(etc.)</entry>

<entry name="QUEST_CORAL_TITLE">Coral Curative</entry>

<entry name="PILGRIM_STOMPER_QUEST_ACCEPTED_WISHWALL">[Hornet]:I saw your request upon Bone Bottom's wishwall, sir, and have accepted. This is an unusual task... but I am well able to assist.</entry>

<entry name="PILGRIM_STOMPER_QUEST_MEET_2_ACT3">Death... or something worse, perhaps?[NPC]:It matters not. I have sworn a holy oath, to halt my pilgrimage here until I can understand this affliction. And perhaps through understanding... resist it.</entry>

<entry name="QUEST_CORAL_INV_DESC">Hunt coral-shelled creatures and collect Coral Crust from their bodies.</entry>

<entry name="BLUE_SCIENTIST_QUEST2_REPEAT">I'm eager for the mossblood, assistant. While research needs doing, one must never slack.[Hornet]:If time permits, sir, I shall acquire your samples for you.</entry>

<entry name="PILGRIM_STOMPER_QUEST_ACCEPT">Ahh! At last, one as curious as myself! Hurry then! Hunt down lost, wandering pilgrims and wrench the organs from within their shells![NPC]:Together, we will come to understand. We will learn what haunts the pilgrims...</entry>

<entry name="QUEST_CORAL_WALL_DESC">Our medicines are in short supply and pilgrims often arrive here injured. We can prepare a soothing salve from the ground shells of coral creatures, if we only had some...</entry>

<entry name="PILGRIM_STOMPER_QUEST_MEET_2">Hm. Something is haunting the steps of we pilgrims. Tugging at the fringes of our minds, pulling us deep into madness. Leaving nothing but a babbling, grovelling shell.[NPC]:I have halted my own pilgrimage until I can understand this affliction. I won't allow myself to be overcome, to have my sacred journey end in such a pathetic fashion!</entry>

<entry name="BS_SIT_QUEST3_REOFFER">Assistant? Would you still do it? For me? For us? Still... assist? The blood, we need more, further... to understand.</entry>

<entry name="CARAVAN_SPIDER_BELLHART_ARRIVE">We've arrived, small spider. Bellhart waits just through that tunnel. From this distance at least it seems safe enough?[NPC]:Perhaps the rumours of its danger were overstated? If you're needing travel here again, I'm inclined to offer a more reasonable rate.[Hornet]:Thank you for your service, sir. It may seem safe from here, but I shall keep my guard up nonetheless.</entry>

<entry name="TUNING_FORK_INSPECT">A Weaver tuning mechanism.</entry>

<entry name="BLUE_SCIENTIST_QUEST2_DECLINE">These are crucial studies, assistant! Plasmium's nature demands understanding.[NPC]:If that doesn't motivate you, then I worry your mind has dulled.</entry>

<entry name="BS_SIT_QUEST3_REPEAT">The muckblood... Please, dear Assistant. Plasmium demands its final challenge.[NPC]:Use the Phial... Strike deep. Suck that foul liquid from the swamp things' shells... For your forever...</entry>

<entry name="CARAVAN_SPIDER_PURCHASED">(purchased passage, "get in!" etc)</entry>

<entry name="CARETAKER_REPEAT">Those bells. Even you're impressed? The Weavers worked out the way, tapping the resonance of the land itself, and the lingering echoes of song, feeding it up here.[NPC]:It's all so wonderous, but awakened it's a blasted nuisance! I'd just about accepted our fate to come, then you had to appear and stir everything up!</entry>

<entry name="PILGRIM_STOMPER_QUEST_FINAL_DECLINE">Ohh-hhh.... organs... for me...</entry>

<entry name="PILGRIM_STOMPER_QUEST_ACCEPT_ACT3">You assent, then... hurry and begin the task. Hunt down lost, wandering pilgrims and take the organs from within their shells.[NPC]:Together, we will come to understand. We will learn what haunts the pilgrims...</entry>

<entry name="PILGRIM_STOMPER_QUEST_OFFER">You, who are not a pilgrim. Though your path is not holy, you can still aid me![NPC]:I wish to understand what haunts these pilgrims, and to do that I must peer into their bodies. Their organs hold the secret of their terrible affliction! You must harvest them for me!</entry>

<entry name="LACE_MEET_GROTTO_1">How sad. A little spider has fallen from its cage. So lost. So weak. Poor little morsel.</entry>

<entry name="CARETAKER_MEET">Gah! Of course it had to be you bellringer! Wriggling your way up here, making all this racket![NPC]:Now look at what you've done! Activated the old bells, the lot of'em and linked'em![NPC]:There they go, peeling out their sorrowful song, weakening our monarch, even as she wakes.[Hornet]:You'd still remain cowed before me, sir? Your family is known to me, and no ordinary bug would dare ascend to this cradle. Don't you think it's past time you dropped the act of helpless pilgrim?[NPC]:Gah! Curse you, Old One! Permit a bug their small disguise will ya! It's been a pleasant thing to play the fool! And I weren't calling for change, even if you insist on bringing it![Hornet]:Change was unavoidable, whether I arrived or not. The monarch stirs. My prescence only accelerates the inevitable.[NPC]:So what is it your hopin to achieve, missy? Planning to usurp, aye? Want to become the new queen above us all, to string us up in your own beastly web? Surely it's the way of Weavers and gods both...</entry>

<entry name="CARAVAN_SPIDER_MEET_NO_BELLHART">Many thanks for freeing me, small spider. It was a careless move, to blundered into those deadly threads.[Hornet]:You too look a spider, but these ropes suggest you use no silk in your service?[NPC]:Hoi. No! Don't mistake. I am arachni, sure, but no Weaver, and the better for it! If I could produce silk I'd be fast seized by the Citadel.[NPC]:To weave... Quite a talent, and I'll not deny some envy, but my weakness means my hide stays safe.[NPC]:It's no matter really. I'm a fair talent with my vineropes. Trade me a few rosaries and I'll take you via routes only I'm able to scale.</entry>

<entry name="BS_SIT_QUEST3_COMPLETE">Dear Assistant. Loyal, wonderful... Zango... you have done it. Without you... never could we have, so much... transfigured.[NPC]:I need only consume this last... pure blood... To force the reaction. To become a source. For all... For you... May you be eternal...[NPC]:Take my gift, dear Zango. A symbol... of us... Now.... Always. Reach in, deep. Feel the new form that grows within my shell... It is yours. Yours forever...</entry>

<entry name="LACE_NEEDOLIN_R">(final lace line)</entry>

<entry name="CARAVAN_SPIDER_STRUNG_MEET">Gah! Traveller, please! This wretched thread has me snared tight. [NPC]:There must be a thick knot up above. Cut me free! </entry>

<entry name="LACE_MEET_GROTTO_3">Delicious! I like you already!</entry>

<entry name="PILGRIM_STOMPER_QUEST_ACCEPTED_WISHWALL_ACT3">[Hornet]:I remember now, sir. You left your request upon Bone Bottom's wishwall, and I accepted it. The nature of this Haunting has changed since then, but I can aid you still.</entry>

<entry name="BS_SIT_QUEST2_REPEAT">With the Needle Phial... The mossblood from the humid caves at Pharloom's base...[NPC]:We shall force the Plasmium to respond... We need it... You need it... Bring the mossblood...</entry>

<entry name="CARAVAN_SPIDER_BELLHART_CONFIRM_PROMPT">Travel to Bellhart?</entry>

<entry name="BS_SIT_QUEST3_DECLINE">No? Assistant... But you must. For your forever... you must.</entry>

<entry name="QUEST_CORAL_LOC">Residents of Bellhart</entry>

<entry name="PILGRIM_STOMPER_QUEST_MEET_1">You there! Just embarking on your pilgrimage? Tell me, have you been feeling strange? Have you been wandering aimlessly? Does murderous intent suddenly flare up inside you?[Hornet]:I am no pilgrim sir, but I've seen the affliction upon those who wander these roads. Are you investigating the cause?</entry>

<entry name="BLUE_SCIENTIST_QUEST2_COMPLETE_2">And of course, you shall have your recompense. I strung these rosaries together myself, with an exactness and symmetry that none other in this land can match!</entry>

<entry name="PILGRIM_STOMPER_QUEST_READY">Ahh.... ahhh... the organs?</entry>

<entry name="CARAVAN_SPIDER_STRUNG_REPEAT">Curses! Traveller! Help me, please!</entry>

<entry name="LACE_NEEDOLIN_1">Look at you, sleeping down there like you've only just hatched! Silly little spider.[NPC]:And think! I could have pinned you to the stone to rest forever beside the shells of your ancestors.[Hornet]:Yet you let me live while I lay defenceless. Your words feign more cruelty than your actions suggest.[Hornet]:What is your role here, pale child? Do you abide the silk sickness that strikes this land? Do you aid it? Or would you fight against it?[NPC]: What dull questions, little spider! I care nothing for this lands wasting. Only curiosity brought me here, deep under the Kingdom, where the songs are but a whisper.[NPC]: To delight in your pathetic plight is enough! You are a rare treat, entertainment this decaying kingdom rarely grants.</entry>

<entry name="BLUE_SCIENTIST_QUEST2_OFFER">Assistant! If you plan on hanging around, maybe you'd care to take on a smaller task?[Hornet]:If my path allows, and the compensation is fair, I may consider it. What would you have me do?[NPC]:I seek the blood of the moss creatures, in the humid caves below here. Not to study them. They are unremarkable. It is for the further understanding of Plasmium! We shall unite the substances and see how the plasmium reacts.</entry>

<entry name="PILGRIM_STOMPER_QUEST_MEET_1_ACT3">Ahh! You... you still have your wits about you! So I am not the only pilgrim left who has resisted the Haunting...[Hornet]:I am no pilgrim sir, but I am well aware of the affliction that haunts these lands.[Hornet]:The black thread creeps through these caverns. Linger here will mean your death.</entry>

<entry name="PILGRIM_STOMPER_QUEST_REOFFER_ACT3">To understand what haunts the pilgrims I must peer into their bodies. Their organs hold the secret of their terrible affliction. Please... you must harvest them for me!</entry>

<entry name="LACE_REMEET_GROTTO_1">How sad. A little spider has fallen from its cage. So lost, so weak. Poor little morsel.</entry>

<entry name="PILGRIM_STOMPER_QUEST_CONVO_1">You will find haunted pilgrims wandering the roads of the Marrow and beyond. It seems that even this affliction can not turn these wretches from their pilgrimage.[NPC]:Strike them down wherever you see them and pull the organs from their fallen bodies.[NPC]:And fret not for their suffering! If their mind still remains trapped within their shells, you are surely granting a mercy.</entry>

<entry name="PILGRIM_STOMPER_QUEST_CONVO_3">The organs. Bring them to me! I must understand this haunting! I must!</entry>

<entry name="PILGRIM_STOMPER_QUEST_CONVO_2">[Hornet]:This affliction that plagues the creatures of this land, the haunting as you call it... what do you know of its nature?[NPC]:An unholy sickness, it grips both the living and the dead. Victims lose their senses, attacking any unhaunted creatures they encounter. An ignoble end![Hornet]:I see. And what do you believe is the cause?[NPC]:The cause... I feel as though I have almost discerned it. The answer is close, tugging at me as I peer into these lifeless shells...</entry>

<entry name="BLUE_SCIENTIST_QUEST2_ACCEPT">Good! Good! Take again my Needle Phial. Find the moss creatures, any will do, ready the Phial and stick them through to extract their mossblood.[NPC]:This is an easy task and you'll find little challenge, so the compensation shall only be rosaries. But! Think of the true reward! Understanding! For wonderous Plasmium, every small step is worth taking.</entry>

<entry name="TUNING_FORK_PROMPT">Activate the device?</entry>

<entry name="WEAVER_ABILITY_INTRO">[Hornet]:Ancestor... What strength remains in your shell, I have need of it.[Hornet]:May your Silk be bound to my own. And may those who seek to see me chained feel your power full.</entry>

<entry name="BS_SIT_QUEST2_OFFER">Assistant... More may be done... For science, and for you... We shall force the Plasmium's response...[NPC]:Our great understanding... I can see it there... closer. Would you aid again... Assistant? </entry>

<entry name="PILGRIM_STOMPER_QUEST_REMEET_ACT3_1">Ahh! You still have your wits about you! So I am not the only pilgrim left who has resisted the haunting.[NPC]:But wait... have we not met? Yes, a traveller garbed in red, who is not a pilgrim. How strange that you have returned here, after all this time.[Hornet]:I travel these lands in search of a means to cleanse them of the black thread. You were once investigating the cause of the haunting, sir... what have you learnt?</entry>

<entry name="LACE_REMEET_GROTTO_3">Delicious! I like you already!</entry>

<entry name="BS_SIT_QUEST3_ACCEPT">Gooooood. That's it Assistant... My dear Assistant.[NPC]:The muckblood... From the swamps beside the sea. Vile, impure... necessary, for great discovery... To become that great discovery.[NPC]:The Needle Phial. Use it. Extract the blood... Bring it. I must ingest that crudest liquid life...</entry>

<entry name="CARAVAN_SPIDER_CANCEL">(canceled shop menu)</entry>

<entry name="BLUE_SCIENTIST_QUEST2_COMPLETE_1">Excellent! With the mossblood to aid my Plasmium research the speed of discoveries shall greatly increase.[NPC]:You are proving a perfectly adequate assistant! Far better than the last lout, whatever his name was.</entry>

<entry name="BLUE_SCIENTIST_Q2_REFUSE">Guarding a meagre substance with such jealousy... it does not reflect well on your intellect!</entry>

<entry name="LACE_MEET_GROTTO_2">I can save you little spider. All the trouble you'd face above. All the suffering. It's so simple.[NPC]:I'll just skewer you here and now, pluck that flickering life right out of you.[Hornet]:Your threats are worthless. If you are my foe, stay your voice and raise your blade.</entry>

<entry name="BS_SIT_QUEST2_REOFFER">Our great understanding... I can see it there... closer. Would you aid again... Assistant? </entry>

<entry name="PILGRIM_STOMPER_QUEST_REMEET_ACT3_2">I... I am close to understanding. Yes, achingly close! I can feel the answers to all of my questions slowly slithering out of the darkness.[NPC]:My work continues... I will not leave this place until I understand. I must know what haunts the pilgrims...</entry>

<entry name="BS_SIT_QUEST2_DECLINE">No? Assistant... But you must. For your forever... you must.</entry>

<entry name="PILGRIM_STOMPER_QUEST_OFFER_ACT3">You are not a sister pilgrim, but your defiance of the black thread's thrall marks you as holy, surely?[NPC]:To understand what haunts the pilgrims I must peer into their bodies. Their organs hold the secret of their terrible affliction. Please... you must harvest them for me!</entry>

<entry name="BS_SIT_QUEST2_ACCEPT">Ahhh. Wonderful... Together, we can achieve it...[NPC]:The Needle Phial... The mossblood from the humid caves at Pharloom's base...[NPC]:We need it... You need it... Bring the mossblood...</entry>

<entry name="PILGRIM_STOMPER_QUEST_DECLINE_ACT3">You refuse me? The task is unseemly, but you do these poor pilgrims no favour by allowing them to wander mindlessly. You must reconsider!</entry>

<entry name="CARAVAN_SPIDER_MEET">Many thanks for freeing me, small spider. It was a careless move, to blunder into those deadly threads.[Hornet]:You too look a spider, but these ropes suggest you use no silk in your service?[NPC]:Hoi. No! Don't mistake. I am arachni, sure, but no Weaver, and the better for it! If I could produce silk I'd be fast seized by the Citadel.[NPC]:To weave... Quite a talent, and I'll not deny some envy, but my weakness means my hide stays safe.[NPC]:It's no matter really. I'm a fair talent with my vineropes. Trade me a few rosaries and I'll take you via routes only I'm able to scale.</entry>

<entry name="BS_SIT_QUEST3_OFFER">Assistant? Would you still do it? For me? For us? Still... assist? The blood, we need more, further... to understand.</entry>

<entry name="PILGRIM_STOMPER_QUEST_FINAL">[Hornet]:Sir, I have delivered what you desired. How fare you?[NPC]:Th... the haunting... I know now. It's in the thread... I understand... I un-der-stand![NPC]:Ahhh-aahhhhhhhhhhh!</entry>

<entry name="CARAVAN_SPIDER_BELLHART_CONFIRM_DLG">Spider, I can take you to Bellhart, but I warn you, the pilgrim's speak of bad happenings around that place.[NPC]:Though I've not seen it for myself, I'm charging a premium to cover the risk.</entry>

<entry name="PILGRIM_STOMPER_QUEST_FINAL_ACT3">[Hornet]:Sir, I have delivered what you desired. How fare you?[NPC]:Th... the haunting... I know now. The black thread... the darkness! There is... nothing![NPC]:Ahhh-aahhhhhhhhhhh!</entry>

<entry name="BS_SIT_QUEST2_COMPLETE">The mossblood... The Plasmium. It demands that foreign, lesser life... It demands violent coercion...[NPC]:You have done so well, Assistant...

*For your kind efforts, you may relieve this shell of its rosaries. They are heavy, mortal things...
On a transcending shell, they will only weigh... </entry>*

*<entry name="BLUE_SCIENTIST_Q2_CANCOMPLETE">Assistant! How goes your latest task?
Have you extracted a sufficient amount of mossblood for me?</entry>*

*<entry name="BLUE_SCIENTIST_QUEST2_REOFFER">Assistant! If you're wanting more
rosaries to fill your pockets, then aid me with the collection of mossblood from the caves
below.[Hornet]:</entry>*

*<entry name="QUEST_CORAL_INV_DESC_READY">Turn in the Coral Crust to the Bellhart
wishwall and collect the reward.</entry>*

<entry name="CARAVAN_SPIDER_TALK_THREAD">(No longer needed. Remove.)</entry>

*<entry name="PILGRIM_STOMPER_QUEST_DECLINE">You refuse me as well then, like all
the others? You do these wretches no favour by allowing them to wander mindlessly!</entry>*

*<entry name="PILGRIM_STOMPER_QUEST_REOFFER">I wish to understand what haunts
these pilgrims, and to do that I must peer into their bodies. Their organs hold the secret of their
terrible affliction! You must harvest them for me!</entry>*

*<entry name="CARAVAN_SPIDER_MEET_CORAL">Well well. I've not seen this old stop in
many a beat. You have my thanks for clearing it.[Hornet]:The coral overgrowth has grown wild.
The bug built structures about these climes are subsumed beneath it. [NPC]:I'd heard the coral
was always a hard thing to keep under control, even back when the place was well
travelled.[NPC]:Now there's no one left to tend the path, it's no surprise so few pilgrims find their
way through.</entry>*

*<entry name="LACE_REMEET_GROTTO_2">I can save you little spider. All the trouble you'd
face above. All the suffering. Its so simple.[NPC]:I'll just skewer you here and now, pluck that
flickering life right out of you.[Hornet]:Your threats are worthless. If you are my foe, stay your
voice and raise your blade! </entry>*

</entries>

Dust

<entries>

<entry name="TRADERS_QUEST_OFFER">[Hornet]:The roaches outside, why are they kept in pens? They seem a dangerous creature to cage or tame.<page=S>Us moorbugs gotta eat, don't we? They're wild fast breeders, them Muckroaches. Hard shells and tough meat, if you can even crack 'em open, but options ain't plentiful so we ain't choosy.<page=S>Ain't so bad to eat, once you're used to it. The guts is the best bit, but them's a choice cut and we ain't had it for ages now.<page=L>Har har, life is tough all right! Benj'n here's wasting away before us, poor wretch!<page=L>Tugs at your emotions, eh missy? How 'bout you put that poker to good use? Go poach some of them roaches and get us some tasty guts. There'd be fair trade waitin' for you.</entry>

<entry name="GRUBFARMER_DELIVERY">[Hornet]:Sir, I have brought a Queen's Egg, at request of Bellhart's couriers. It was a hazardous journey, but the creature inside has made it here alive.[NPC]:Sssssss! How sss-ssublime! To think that my dear misss-stress would be the one to deliver the preciousss package! I had feared for the competence of those feeble courierssss...[Hornet]:It surprises me to know you correspond with them. I must wonder where else you go and who else you speak to after you scurry back up into the darkness...[NPC]:Ssss. My whispersss-ss travel far, misstresssss. You need not worry yoursssself with my comingsss and goingss-ss. All I do... is in your ssssss-service.[NPC]:And now, pleasssse... give her to me... the little queen!</entry>

<entry name="TRADERS_TALK_GENERIC_2">[Hornet]:The beasts outside and their masters alike are all ensnared by this land's silken affliction. You are lucky bugs to have not succumbed.<page=L>The Haunting? Oh, we's got that all worked out. Benj'n and me are a right pair of philosophers when we bend our minds to it.<page=L>It's faith that gets you. It's all caused by being too devout!<page=S>Yeah! Or maybe not bein' devout enough!<page=L>Or maybe it's safest not to think about it at all. Har har!</entry>

<entry name="GRUBFARMER_GROWING_ACT3">While you sss-stalk through the black-ravaged world, morsss-ssels will I grow. For the promiss-sse of what my misss-tress will become... I will toil, alwayssss...</entry>

<entry name="TRADERS_TALK_GENERIC_1"><page=S>It's said the moors used to grow a bounty of fresh food, way back befores that Citadel set us about catchin' their fallin' thread.<page=S>Sounds right lovely, eh missy? Always eatin', never troubled by no grumblin' belly?<page=L>Har har! Yer like a hatchling, Benj'n! So given to fancies! <page=L>Now breedin' roaches is what keeps us from starvin'. Dangerous work, and not the finest diet, but we ain't complainin'.<page=L>Specially as more and more of them keepers are succumbing to the strange sickness. Only means more meat for us. Har!</entry>

<entry name="TRADERS_TALK_REPEAT"><page=L>We're all fine here, miss. Content, like. P'raps it were time you made your way, eh?<page=S>Yeah, be on your way! And, erm, thanks for yer help there.</entry>

<entry name="TRADERS_PINS_PROMPT">Buy Steel Spines?</entry>

<entry name="GRUBFARMER_POPPED">Sssss. Your hunger betraysss-ss you, misstress. The morsel was not yet grown, but let it anger you not. I will grow you another... for I am your sss-ssslave.</entry>

<entry name="GRUBFARMER_MEET_3_ACT3">Ssss! You have come to claim me, and I am yours. I am your humble sss-ssslave![Hornet]:I've no interest in mastery over you, sir. If my cutting down of those black masses aided you, it was merely by chance.

Farewell.[NPC]:Farewell...? No... the sss-strong claim the weak, and the weak must sss-ssserve! I am yours, my mistress, and you must protect me![NPC]:Sss-sssee what I have built here! Prepared, for the coming of my mistress. My powerful missssss-tress![NPC]:While you are away hunting, I will grow you... ssss-something good. But the work takes time. Return to me sssss-soon, and you may have what I grow...</entry>

<entry name="TRADERS_TALK_REFUSE_GIVE"><page=S>Wh... why the delay? You keepin' them guts for yourself? Here, Crull, she's goin' back on her promise!<page=L>Har. Promises is easily broken. But then, so's a lot of other things. How 'bout you reconsider yer greed there, missy?</entry>

<entry name="TRADERS_PINS_DECLINE"><page=S>Oi! You ain't got the beads? Or you just not wantin' to part with 'em? <page=L>Hardly the time to be a miser, missy. You're gonna be livin' sick till you buy these spines from us.</entry>

<entry name="GRUBFARMER_MEET_3">Ssss! You have come to claim me, and I am yours. I am your humble sss-ssslave![Hornet]:I've no interest in mastery over you, sir. If my slaying of these creatures aided you, it was merely by chance. Farewell.[NPC]:Farewell...? No... the sss-strong claim the weak, and the weak must sss-ssserve! I am yours, my mistress, and you must protect me![NPC]:Sss-sssee what I have built here! Prepared, for the coming of my mistress. My powerful missssss-tress![NPC]:While you are away hunting, I will grow you... ssss-something good. But the work takes time. Return to me sssss-soon, and you may have what I grow...</entry>

<entry name="PRINCE_CELL_INSPECT">A cage with a simple lock.</entry>

<entry name="GRUBFARMER_MEET_1">Ssss! I saw you. I sssss-saw what you did!</entry>

<entry name="GRUBFARM_MIMIC_REMEET_PRE">[Hornet]:I would speak again. Show yourself.</entry>

<entry name="TRADERS_PINS_OFFER">[Hornet]:Good bugs, I am here on request of the doctor Yarnaby. She requires spines forged of steel for a crucial operation.<page=L>Argh! Look at 'er, Benj'n. She's all sick like! Coiled up tight with somethin' weird. I reckon that operation's for her herself!<page=S>She's a sad sight for sure Crull, but sick or not our scrap's hard-found. If she's wantin', we's gotta be gettin' paid!<page=L>Ah! 'Fraid the little one speaks true, missy. You might be ailin', but we can't be offerin' charity. <page=L>We're stockin' the spines you need. You just gotta be ready to part with some beads!</entry>

<entry name="GRUBFARMER_MEET_2">Strong you are, mistress! Sss-sssmall, but so so deadly. And your ssscent! Well-aged!</entry>

<entry name="PRINCE_CELL_REPEAT">Leave it, bug. I accept my place.[Hornet]:Very well, prisoner.</entry>

<entry name="GRUBFARMER_NEEDOLIN">Ssss! Such sssss-sounds, plucked from the air and caught in your Silk! A marvel, my misss-stress...[Hornet]:It is a skill that any can learn. You could master this sound yourself, if you cared to.[NPC]:No... a slave must grow morsels for his mistress. But the sssound... is so ssssss-soothing...</entry>

<entry name="GRUBFARMER_DELIVERY_POST_SETUP">It is done. Our nest is larger, and the little queen begins her toil. [NPC]:More morsels can I grow for you now! Are

you pleasssed with me, my missstress-ss?[Hornet]:You are diligent at your work, and have raised no claw against me. If it remains so, I will have no reason to be displeased.[NPC]:Ssss! Then my work will continue! For I am ever your devoted sss-ssslave!</entry>

<entry name="GRUBFARMER_OPENED1">Ssss! Mistress, is the morsss-sssel I grew worthy? You must consssume... consssssume and become sss-stronger.[NPC]:Thissss is how I will sss-sserve my misstress-ss. While you hunt, I will prepare morsssels. Alwayssss, preparing them for my mighty misssss-tresss...[Hornet]:Continue this work if it pleases you sir, but do not call me your mistress, for I am not.[NPC]:Sss... but you are... misstress. You are ssss-strong and I am weak.... a sss-ssslave. Alwaysss-sss, your ssss-slave...</entry>

<entry name="TRADERS_QUEST_COMPLETE"><page=S>That smell! S'overwhelming! I ain't never seen so many roach guts at once!<page=L>Benj'n, me old mate, get a grip on yerself. These guts still need cuttin', and cleanin', and stewin'. You got a lotta work ahead of you.<page=S>Fine by me, Crull, if it means such a feast! We'll be eatin' like they do up in the Citadel soon enough!<page=L>And what about you, missy? You be joinin' us for this exquisite meal?[Hornet]:I'm afraid not, sirs. I must keep moving, and I fear the taste of such a delicacy is wasted on me.<page=L>I was hopin' as much. Two can sing, but three's too many, eh? Har har!<page=L>Still, maybe this tool is enough for you to 'member us by? A pointed weapon of me own makin', from when I used to wrangle the Muckroaches meself. I bet you'll get some good use from it.</entry>

<entry name="GRUBFARM_MIMIC_GIVE_POST">Take. Ahhh, my reward. Give them.</entry>

<entry name="GRUBFARMER_DELIVERY_POST_DELIVERY">With thissss... sssso caringly delivered by the misstresss... our nsssst can be expanded!</entry>

<entry name="PRINCE_CELL_TALK_ACT3">Leave me be. This kingdom's collapse has come. Better I stay here to accept it.[NPC]:To die within a cage... A fitting finale for this shell, and a well deserved fate for these cursed lands.[Hornet]:As you wish, prisoner.</entry>

<entry name="GRUBFARM_MIMIC_MEET">I can sense you. Hidden.</entry>

<entry name="TRADERS_PINS_REPEAT"><page=L>Another trade fairly conducted, har. Those spines are sharp, and they's hardly begun to rust. Better be gettin' back to your doc to get yerself sorted out, eh?</entry>

<entry name="TRADERS_QUEST_ACTIVE_REPEAT"><page=L>We're still waitin' on them roach guts you promised us, missy. Patiently, but not too patiently, you get me?<page=S>You can find the Muckroaches all 'round these roads. Cut one down and reach inside its shell to pull out the tasty guts! Mmmmm!</entry>

<entry name="GRUBFARM_MIMIC_GIVE_DENY">Give them. Take wrong. Ssss someone, ssssave me.</entry>

<entry name="GRUBFARM_MIMIC_MEET_PRE">[Hornet]:I can sense you there, hidden in the darkness. Show yourself.</entry>

<entry name="TRADERS_QUEST_REFUSE"><page=L>Refuse us, do you, missy? No matter then. We'll just get back to slowly starving, har har!</entry>

<entry name="TRADERS_QUEST_CANCOMPLETE"><page=L>Ooh, someone's carrying a delectable scent! Come to deliver us what you promised, missy?</entry>

<entry name="GRUBFARM_MIMIC_GRUB">The morsselsssss. Give them. Take.</entry>

<entry name="TRADERS_PINS_REOFFER"><page=L>Thinkin' serious about the spines, missy? Surely your good health's worth more than a few beads!</entry>

<entry name="GRUBFARM_MIMIC_GIVE">Yes, give it here!</entry>
<entry name="TRADERS_QUEST_REOFFER"><page=L>How 'bout you put that poker to good use then, missy? Go poach some of them roaches and get us some tasty guts? There'd be fair trade waitin' for yer!</entry>
<entry name="GRUBFARMER_RETURN">Misstress, you called for your ssss-slave? I obey... for you are ssss-sstronger. My gatheringsss can wait.</entry>
<entry name="TRADERS_QUEST_ACCEPT"><page=L>Har. I reckon you don't know how much trouble you've promised yourself just now, missy.<page=L>Ah well, best you get to it. Muckroaches are everywhere along these old roads. Just find a few and pluck their guts out. Easy as sin!</entry>
<entry name="GRUBFARM_MIMIC_NOGRUB">Not right. Nothing. Go.</entry>
<entry name="PRINCE_CELL_TALK">Leave me be, traveller. Better I accept this kingdom's cruelty than rage helpless against it.[NPC]:To waste in a cell, forgotten. 'Tis no worse a fate than the Haunting that binds Pharloom's many fragile minds.[Hornet]:As you wish, prisoner.</entry>
<entry name="GRUBFARMER_TENDING">Tending to the morss-sseles is a delicate tasssk, and requiresss much patience. Let me toil for you, missstresss, under your exquisite protection...</entry>
<entry name="GRUBFARM_MIMIC_REMEET">Show again. Speak yourself.</entry>
<entry name="GRUBFARMER_GROWING">A ss-sslave must feed his misstress-sss. Morsss-sels will I grow. While you hunt, I am working... alwayssss-sss...</entry>
<entry name="TRADERS_PINS_ACCEPT"><page=S>S'a pleasure doin' business, ma'am. It's only the finest scrap we're sellin'. Promise!<page=S>For your shell's sake, we'll be hopin' all them spines can get the job done!</entry>
<entry name="GRUBFARMER_MEET_ACT_3">Ssss! My misstress hasss returned to me! Under her protection, I have no fear of the ssslithering black sssss-sstringss![NPC]:How the world trembles in their terrible grassssp! In such times, only the mighty sssurvive... and those who loyally ss-sserve them...[Hornet]:I cannot remain here to protect you sir, but know that my aim is to cut this land free of the black threads. In the meantime, you should concern yourself with your own safety.[NPC]:Ssss. I hear more than your words, misssstress. I hear your true dessiresss, pulsing within you. To see them met, I will continue to toil for you... alwayssssss.[NPC]:</entry>
<entry name="TRADERS_MEET"><page=L>Oi, why you come in here, all treadin' muck? With that nasty-lookin' poker by yer side? Eh?<page=S>Yeah, why you comin' in here? We ain't done nothin' wrong. We ain't all twisted like them roachkeepers!<page=L>She's come to kill us, Benj'n! S'the blimmin' end for us, old mate! Har har![Hornet]:I mean you no harm, good bugs. I cut down only those who bar my path.[NPC]:<page=L>That so? Well, them keepers outside ain't inclined to let strangers pass by, so you'll be makin' good use of yer poker there, missy.</entry>
</entries>

Enclave

<entries>

<entry name="PILGRIM_LARGE_SK_SAVED_ACT3_REPEAT">That golden knight's out there, sister, cutting down the lost, keeping us safe.[NPC]:Reckon this place would've already been overrun if not for them'n their noble blades.</entry>

<entry name="CARETAKER_DELIVERY_POST">Take some beads for your effort, miss bellringer, and know this sad lot'll be survivin' a little longer thanks to you.</entry>

<entry name="CARETAKER_SNARE_COMPLETE_POST">S'done! The parts are prepared. I'm headin' up now to set the heavy thing.[NPC]:Even with the trap laid, best be guessin' her on top won't go down so simple. She'll sense what's comin'.[NPC]:That blade of yours is gonna have to do its work 'fore this thing can snap.[Hornet]:I'd expected such, sir. And I am ready. Set your snare. I shall attend shortly.</entry>

<entry name="CITY_MERCHANT_SHOP_REPEAT_ACT3">Everything is falling apart, my dear one. Be sure to share your rosaries with me before it's too late!</entry>

<entry name="CITY_MERCHANT_TALK1">Lots of stories being sung about you, dear one. Gathering supplies, saving lost bugs... all sorts of good deeds![NPC]:Very clever to craft such a reputation for yourself. If you keep it up, you'll fast become a legend among these simple sorts.[Hornet]:I've no interest in becoming one, madam. In my long life, I've known enough legends, watched them rise and fall and fade away, many times.[NPC]:Is that so, dear? How humble you are! You should know though, this old pilgrim has her sight keenly trained on you! Nothing gets by old Jubilana!</entry>

<entry name="CARETAKER_MEET_2">It was you, wasn't it? Ringin' that great clanging bell just now! Right when I'm tryin' to get some sleep!</entry>

<entry name="PILGRIM_LARGE_REPEAT">Please don't go too far, sister. Right here's the only safety you'll find within this whole cursed place.</entry>

<entry name="CITY_MERCHANT_BRIDGE_REPEAT">There must be a few more goodies to gather up here, and I don't need you lingering around in the meantime. Blessings, and farewell!</entry>

<entry name="CARETAKER_LV1_MEET">Well, well! See here what your brash behaviour has wrought, bellringer![NPC]:Just as I predicted, this once-peaceful sanctuary is now crawling with all sorts. We've the beginnings of a shabby little settlement, all huddled around this old shrine![Hornet]:These poor bugs, all are victims of the Citadel and its insidious attraction. This place draws them up, into its maw, only to consume them, utterly.[NPC]:Aye, inside and out, s'nothing but a grand, gilded lie. Well, at least these few stragglers can enjoy a moment's safety. Poor fools...</entry>

<entry name="CITY_MERCHANT_ITEM_SEAL_CHIT">A precious order passed down by the holy conductors. Rare now to find these old texts, and rarer still to find a bug able to read 'em.</entry>

<entry name="CITY_MERCHANT_SAVED_1">Ooh, what a turn-up! I'd feared t'was naught but meself left sane about these halls. Seems this old bug's luck has not yet worn thin![Hornet]:It was more than luck that saw me to you, madam. I promised the wish of bugs concerned for your safety.[Hornet]:I urge you to head their way now, beside the old bell, up and over.[Hornet]:A small settlement has formed there, and the bell, reawakened, seems to ward away the worst of

the Citadel's many dangers.[NPC]:A settlement? In these long-haunted halls? Are you telling naughty little lies, dear one? Well, I suppose there's not too much danger in going and seeing the truth for meself.</entry>

<entry name="CITY_MERCHANT_SAVED_2">Be away then, dear one, and leave me to gather up my trinkets and baubles.[NPC]:If this settlement of yours truly has bugs settled safe, I'll be able to make some lucrative trades. Blessings and farewell!</entry>

<entry name="CARETAKER_SNARE_OFFER">It's feelin' almost time, eh, bellringer? You and her who waits up there. That fated meeting won't hold forever... Ready to make your play, to oust one ruler and claim her place?[Hornet]:I'll not deny some part of me desires that outcome... Dominance, it seems, is baked deep in my blood, as too, no doubt, for the one up top.[Hornet]:And yet, another part resists... A part, over time, I find myself siding with more...[Hornet]:That part wishes not to claim a monarch's mantle, rather it would see my freedom regained, and this kingdom's bugs unshackled from their pale chains.[NPC]:...Remarkable idea you're speakin' there, bellringer, a world cut free. Not a wish I've had much cause to hope on, serious like... but I ain't so surprised to hear you speak it.[NPC]:For all your helpin', I been seein' it clearer. You've still got the monarch in you, alright, and the glare of a Weaver, but the ambition... that's wild different from both.[Hornet]:If you have already guessed to my desire, sir, and share some part of it, would you offer me aid in the conflict to come?[NPC]:Aye... Maybe, yes. I can barely bear to tell it... But there's an idea, one rare discussed, for fear of her up there sensin' the score.[Hornet]:You have conceived a method, I take it? A way to see a monarch... removed? And me left free from claiming her station?[NPC]:...We have, me and what remains of my family. S'a trap, of a sort, beyond the skill of this Citadel, one to go further than just her binding. You'd be just the hunter to set it, if you're dare enough to try...</entry>

<entry name="CARETAKER_SWAMP_SOUL">What's that you got there, bellringer? Stole someone else's soul for yourself?[Hornet]:You speak of the remnant I found in the muck-choked caves beside the Citadel? This is soul siphoned from a once powerful bug.[Hornet]:It's only a thin mix now, but there is still some strength left. At peak, their talents must have been impressive.[NPC]:Aye, they was that. I knew the bug, in 'is prime, long time back. Braver'n most, and as little a fan of this Citadel as you yourself.[NPC]:Went seekin' alliance with those basic bugs of the swamps. Thought they'd both gain from the union... Scheming defiance, or some such stupidity![NPC]:Now he's as dead as he was daft! Don't go tryin' ta make friends in Pharloom, bellringer. Nothin' good comes of it.</entry>

<entry name="CARETAKER_BEAST">Hmph. Bellringer, you might think me a dullard, but I understand this place and have well-good senses.[NPC]:Brought here, weren't you? From beyond the border of our lands?[Hornet]:You are correct. The one who waits atop this Citadel... Through their hospitality, I arrived in this kingdom. I seek now to return that welcome in kind.[NPC]:Hmph. Beastly words, them. Finely spoken, but beastly all the same.[NPC]:I just pray you don't bring any more unneeded pain down on the heads of these gormless little pilgrims...</entry>

<entry name="CARETAKER_SNARE_COMPLETE_PREPARE">Found it all, did ya, bellringer? Then join me and let's get to preppin'! I'll be askin' both your Silk and your claws 'fore the construction.</entry>

<entry name="PILGRIM_SMALL_02">The Citadel chose us, granted us a little more living. For what purpose though, who could say?</entry>

<entry name="CARETAKER_SNARE_REPEAT">If'n your wantin' that trap made, you'd best get to collectin'. I'll point you toward what's needed, best as I can.</entry>

<entry name="CARETAKER_MERCHANT">Heard you did the savin' for our dear merchant there? I've seen her about, sneaking and scrounging, even a'fore you was ringing that bell.[NPC]:She's a useful sort, but don't let her age be foolin', she's still the sharpest mind for a deal.[NPC]:Won't be long till there's nary a rosary about this shrine that ain't found its way into her pockets.</entry>

<entry name="CARETAKER_SNARE_REOFFER">Bellringer... Re-thinkin' on that trap, are ya? It's a mad method, for sure, but you'd be just the hunter to set it, if'n you're dare enough to try...</entry>

<entry name="CARETAKER_SNARE_ACCEPT">[Hornet]:Grant me your aid, sir. If your trap provides a path to freedom, both for myself and your land's bugs, I may indeed choose to trigger it.[Hornet]:What work do you require of me now to see your service made?[NPC]:It's my family's strength you'll need be seeking, bellringer, us three ol' bugs still alive, spread 'cross this kingdom, and one poor cousin dead and drained in swamps choked rotten.[NPC]:Each has power. Raw, savage stuff! For you, they'll give it, if for their fascination at the act, or the thrill of defiance... or because they have no choice at all.</entry>

<entry name="CITY_MERCHANT_ITEM_WARDKEY">Real fine key this. No doubt it'll open the way to somewhere special. Somewhere full of goodies, I'll bet. Find the lock, and it'll practically pay for itself!</entry>

<entry name="CARETAKER_DELIVERY">[Hornet]:Caretaker, I bring supplies from the town of bells below the Citadel.[NPC]:And badly needed they are, miss bellringer. Ain't much finding or foraging happening with this mob, what with them choir types all stalkin' about the chambers beside.</entry>

<entry name="CARETAKER_SNARE_REPEAT_BELLHERMIT">Buried in the warren of bells, at Pharloom's core, seek my sullen uncle. That one has power to spare.</entry>

<entry name="PILGRIM_SMALL_01">So you found this place too, sister? This Citadel's grand promise has been strangled away by cursed thread, but at least the great bell here grants us some sanctuary.[NPC]:We're amongst the blessed few... granted just a little more living.</entry>

<entry name="CITY_MERCHANT_REPEAT">Off you go now, dear one. If it's my trinkets you covet, you can trade me your rosaries up at the shrine. Blessings and farewell!</entry>

<entry name="PILGRIM_GENERIC_ACT3_REPEAT">Ooohh... If we're no longer pilgrims... What are we?</entry>

<entry name="CITY_MERCHANT_ITEM_TOOLMETAL">Crafty types used to go all a'clamour for this metal. S'not much to look at, but I still remember its value.</entry>

<entry name="CARETAKER_MEET_1">Oi! You there!</entry>

<entry name="CARETAKER_MEET_REPEAT">This shrine, awakened... it calls out to 'em, you see. "It's safe here. Come on over!" ringing in the ears of every lost pilgrim and grubby so-and-so unlucky enough to have made it to this blasted Citadel with their wits intact.[NPC]:Well, what's done is done, and what's rung is rung. Just make sure you come back here soon, you lout! I ain't dealing with all the fresh intake myself![Hornet]:If time permits, sir bug, I shall visit again. </entry>

<entry name="CARETAKER_SNARE_DECLINE">Guess I shouldn't be surprised. It's a fool act to try such a thing... Maybe even to think on it. Your kind ain't designed to die.</entry>

<entry name="CARETAKER_SNARE_ACCEPT_SNARE">For the last part, I'll also be needin' that rune setter you're carryin'. Clever old Weaver tool, that thing, and the perfect base on which to stretch our power.[NPC]:Once you've collected for yourself the other critical parts, I'll ask you pass it over as well.</entry>

<entry name="CARETAKER_SNARE_REPEAT_SWAMP">Find the husk of my cousin, claimed by the scorned bugs of the swamps. A careless fool to let himself be taken, and dead they might be, but some glimmer of his soul can still be sensed.</entry>

<entry name="CARETAKER_SNARE_COMPLETE_PRE">[Hornet]:Sir, I have the items requested. Craft me your trap that we may see these lands free.</entry>

<entry name="CITY_MERCHANT_MEET_AFTERBRIDGE">T'was a good deed you did up above, dear one, saving me from them screeching flocks. Not seen the like of it in a long, long time.[NPC]:I've returned with all sorts of new goodies, too. Let's see if anything I've scavenged will fit your fancy.</entry>

<entry name="CARETAKER_WISHES_PROGRESS">Don't think I ain't see'in it, bellringer! A whole lotta helpin' you've been up to, both here and down below![NPC]:S'a strange mantle you're takin' for yourself, seeing all them bugs saved and wishes promised.[Hornet]:You find it strange, sir? I've found some solace in the service, and the rewards received have proved a boon on my journey.[NPC]:Aye! But it ain't your place now, is it? I see well what you are, Weaver'n more! It's below your station! You ain't no common sort meant for carin' on us low folk.[Hornet]:I could say the same for you, who still chooses to remain cowed. You continue to pose as only a simple pilgrim. Don't you think it's past time you ceased the performance?[NPC]:Leave off, Old One! Permit a bug their small disguise! It's been a pleasant thing to play simple. And I weren't calling for change, even if you seem insistent on bringing it![Hornet]:Change was unavoidable, sir, whether I arrived or not. The monarch stirs. Its threads stretch far. My presence only accelerates the inevitable.[NPC]:So what're you hopin' for, eh? Planning to usurp, to perch above us all as queen? Build up our hopes only to string us all in your own beastly web? Such is the way of Weavers and gods both...</entry>

<entry name="CARETAKER_LV3_MEET">You keep at all that helpin', you're gonna start inspiring it in others! Best you think serious about what effect you might be causin', bellringer![NPC]:Too much hope could prove a dangerous thing, 'specially for all these bugs starved so long of it.</entry>

<entry name="CITY_MERCHANT_SAVED_BRIDGE_2">Now, why don't you hurry back to the shrine and let them all know what a good job you've done?[NPC]:There might be a few more goodies to gather up on my way back, and I don't need you lingering around in the meantime. Blessings and farewell!</entry>

<entry name="CITY_MERCHANT_ITEM_SIMPLEKEY">Simply forged, and simply styled. Designed to open all sorts of different locks, if they be basic enough.</entry>

<entry name="PILGRIM_STANDARD_MEET">Sister, sister! Let me confide in you! As I ascended the Citadel's chambers to reach this place, I swear I heard the laughter of a child![NPC]:Wasn't much more than an echo, and I confess me fear's been playing awful tricks on me... and yet that voice still keeps ringing in my head.[NPC]:Surely though, no bug so young and lively could survive within those heartless halls?</entry>

<entry name="PILGRIM_LARGE_SK_SAVED_ACT3_MEET">Sister, you seen 'em out there? Our new champion, that golden knight stalking the Citadel's crumbling halls?[NPC]:Tall, righteous bug. Not much for conversing. Still! I'd be long dead if not for their appearance.[NPC]:And I ain't the only one. Others have spoken of the knight's timely deeds and rare bravery.[NPC]:We're desperate for any protection we can get, and that gleaming champion's been offering their aid almost as much as you yourself.</entry>

<entry name="CITY_MERCHANT_RUMMAGE_REPEAT">If you're going to keep skulkin' around here while I work, you may as well buy something. Take a look dear one, don't be shy!</entry>

<entry name="CARETAKER_SNARE_ACCEPT_NO_SNARE">And last, as the base, seek a weapon of Weavers past. Should still be one left, down there in their largest nest, a snare to set a rune'o searing Silk. Our own trap'll be woven tight about it.</entry>

<entry name="CARETAKER_MEET_3">Admit it! You done it! You shifty li'l bell-runger![Hornet]:You have chosen a curious place to rest, sir. Do you perhaps know something of this shrine and its companions in the lands below?[NPC]:Oh, so you ask funny questions as well as cutting bells free, eh? You certainly ain't a pilgrim, but you're clearly not of the Choir either. No! I know exactly what you are...[NPC]:A bell-ringing lout! A weirdo! Don't you realise what you've done, waking that shrine back up?[NPC]:That bell has rung out far and wide! The wretched and the lost will have heard its call. They'll be making their way here now.[NPC]:Well, what's done is done, and what's rung is rung. Just make sure you come back here soon, you lout! You can help me deal with all the dirty little pilgrims and desperate scavengers who turn up.</entry>

<entry name="CARETAKER_SNARE_COMPLETE_PRE_CANCEL">Oi! What's this? Suddenly havin' second thoughts? For sure it's a frightful thing to attempt, but you've already put in all the leg work![NPC]:She up top'll already be sensin' your goal, vague-like maybe, but there ain't no worth to backin' out now.</entry>

<entry name="CITY_MERCHANT_ITEM_SPOOLEXTEND">Stretch a spool out nice and long with this fine-wrought tool. The perfect purchase if you're planning to hoard a lot of Silk for yourself!</entry>

<entry name="CARETAKER_WISHES_PROGRESS_REPEAT">*You keep at all that helpin', you're gonna start inspiring it in others! Best think serious about what effect you might be causin', bellringer!*[NPC]:*Too much hope could prove a dangerous thing, 'specially for all these bugs starved so long of it.*</entry>

<entry name="PILGRIM_GENERIC_ACT3_MEET">Ooohh... What new horror now besets us?[NPC]:Is this fresh punishment for our sins, or yet another test to prove our faith?[Hornet]:It is neither, good bug. In this disaster you bear no blame.[Hornet]:Hold close to your companions, and I will work swift to see this madness stilled.</entry>

<entry name="CARETAKER_SNARE_REPEAT_SNARE">For the base, we'll be needin' a weapon of Weavers past. Search down low, aside the paths of bone, inside their largest nest. S'a snare device, one to set a rune'o searing Silk.</entry>

<entry name="PILGRIM_STANDARD_REPEAT">I swear I heard it, sister... That laugh! It almost sounded like they were enjoying themself...</entry>

<entry name="CITY_MERCHANT_ITEM_NEEDOLIN_TOOL">Hold this while makin' music and you'll soon hear its function. Amplifies song, it does! Sends it out full and bright. Ideal if you're ever planning on performing for a crowd.</entry>

<entry name="CITY_MERCHANT_ITEM_ROSARYSTRING">How about we get your loose beads all strung up safe? I'll pinch a few for their braiding, but that's surely worth it for the peace of mind.</entry>

<entry name="CITY_MERCHANT_RUMMAGE_GRAND_FORUM">Ooh, I'm glad I wriggled my way over here! What a bounty's been laid out by our benefactors, those generous Conductors! Giants amongst bugs they are, all-seeing and kind![NPC]:It's beautiful here, and goodies are everywhere. Only enough for one though, deary, so don't be greedy! You know I got here first. Blessings, and farewell! </entry>

<entry name="PILGRIM_LARGE_MEET">You stay close, sister. Them halls beside are crawling with haunted husks.[NPC]:Wandering will only bring death, pointed and painful!</entry>

<entry name="CARETAKER_WARD">Have you done it yet, bellringer? Wriggled deep? Discovered the depths of obsession that brought this place so low?[Hornet]:If you speak of this Citadel and its Silk, Caretaker, then yes, I now know the start of it. [Hornet]:In the ward down below, I saw it clear, the hollowed husks, and the many torturous implements... machines to instill a bug with thread, that would see their life extended.[NPC]:Aye! That's it, in part! But there's more scale to it than all that. Just think of'em greedily shoving the Silk into their shells, the madness that overcame them, eternal life for mortal bugs! Then think on how long it's all gone on...[Hornet]:...The children born of them, and all the pilgrims after... The Silk has seeded deep into this kingdom's shells, generations deep...[Hornet]:No wonder Pharloom's bugs proved such easy prey for that haunted thread. It had only to seek for itself to reach them.[NPC]:Ho ho! Now you're seein' it, bellringer! These poor pilgrims, all born bound to the cruel system of our world, now stricken in its new cursed web.[NPC]:You at least are free from it. And free to shake it all up... if'n that's your choosing.</entry>

<entry name="CITY_MERCHANT_SAVED_BRIDGE_1">Well, well, if it isn't my very own shadow, the clever little red-cloak! You still following me around, trying to pinch away some of the goodies I sniff out?[Hornet]:You mistake my intent, ma'am, somewhat ungenerously. The pilgrims of the settlement below were worried by your long absence. It was on their behalf that I tracked you, again.[NPC]:Is that so? What a worrying bunch of busybodies they are! I'm still able to fend for meself![NPC]:Hmph... and yet, perhaps 'tis a warm thing that I remain in their thoughts so. I hadn't expected that. And I can't deny that you too have done me a good turn once more.[NPC]:That awful flock almost had me, truth be told, and I still have to wonder at your intentions, dear one... but bless you, all the same!</entry>

<entry name="CITY_MERCHANT_RUMMAGE_LIBRARY">Looking for goodies of your own, dear one? You'd do well to avoid the dark vaults near here. They say the keepers inside were jealous hoarders even before the silken curse came down.[Hornet]:You have more familiarity with the Citadel than most, madam. How long have you spent here, surviving amongst the haunted corridors?[NPC]:Oh, long enough. S'not such a bad lot, all told. The memories of my pilgrimage have all faded now, but a life spent in the Citadel's golden halls was all I ever wished for.[NPC]:And lo and behold, my humble wish was granted! Certainly, the place might be a bit past its prime, but it'd be churlish of me to complain now, wouldn't it?</entry>

<entry name="CITY_MERCHANT_ITEM_SHELL_FRAGMENT">Part of an ancient mask, or a fractured shard of someone's visage? With the full thing, you'd be better able to protect your shell. </entry>

<entry name="CITY_MERCHANT_MEET_ACT3">What a calamity has befallen our holy Citadel! I ain't never seen anything like it in my long life.[NPC]:Times like this, we must be sure to help each other. Dig deep, dear one, I'll be needing a lot of rosaries to survive what's comin'!</entry>

<entry name="CARETAKER_LV2_MEET">All your work, and look! They keep arrivin'. It's bugs aplenty up here now. Hapless, weak, but alive they are![Hornet]:More scared than weak, they seem to me. It is heartening knowing these few have survived safe for your care.[NPC]:That's your work, bellringer! Not mine. Ringin' and helpin'! Hope they recognise your efforts, 'cause I ain't providing much, and I ain't one for fighting if that Choir and their pins ever come callin'.</entry>

<entry name="CARETAKER_REPEAT">Here they limply lay, the castaways and the disillusioned and the used-up.[NPC]:It's a sorry settlement you've summoned, miss bellringer, and a blasted bother for me. Not sure we have anything to offer 'em... Not even hope.</entry>

<entry name="CITY_MERCHANT_SHOP_REPEAT">Stop and share some of your rosaries before you go scurrying off again, dear one. I'm sure to have something that's to your liking!</entry>

<entry name="CITY_MERCHANT_ITEM_SPOOLPIECE">Half a spider's spool. You'd just have to find its match. Them ol' Weavers built some fine things alright. They're all long dead, but their craftwork still gleams bright. </entry>

<entry name="CITY_MERCHANT_ITEM_WALLCLING">A gleaming find for you climbing types. With this in your claw, you'll be able to stick to walls for as long as you like!</entry>

<entry name="CARETAKER_SNARE_REPEAT_CHURCHKEEPER">Down in the mosslands, still clinging to her failed chapel, my sister'll part with her power, if asked kind enough.</entry>

<entry name="CARETAKER_SNARE_ACCEPT_SWAMP_SOUL">[Hornet]:Grant me your aid, sir. If your trap provides a path to freedom, both for myself and your land's bugs, I may indeed choose to trigger it.[Hornet]:What work do you require of me now to see your service made?[NPC]:It's my family's strength you'll need be seeking, bellringer, us three ol' bugs still alive, spread 'cross this kingdom, and that sad soul you're already carryin' there, the last of my poor cousin, dead and drained in those rotten swamps.[NPC]:Each of my family has power, raw, savage stuff. For you, they'll give it, if for their fascination at the act, or the thrill of defiance... or because they have no choice at all.</entry>

<entry name="CARETAKER_LACE_DEFEATED">[Hornet]:Sir, I have opened the way above these halls, and bested the white knight that stood as guardian.[Hornet]:Child of the monarch, she claimed herself at the end, and her shell suggested it true, a being born purely from Silk woven tight. [Hornet]:That such a feat is possible... I have seen life woven from Silk before, but tiny, transient... Never like this...[NPC]:Aye, bellringer! You've slain a marvel indeed... Well, flawed marvel, at least.[NPC]:One to keep far from she was, least for us mortal sorts. Look of a child and a mind to match, but her's been up wanderin' this Citadel longer'n most. Even in its long silence, way 'fore you came and roused its ire. [NPC]:Might'a seen herself this place's protector, keepin' it clean and quiet as she did. Course quiet meant most crossin' her path found

a painful end from her pin.[NPC]:I'd be sayin' thanks for the slaying, but with all the other husks now awoken and enraged, a bug's chances ain't grown by much.</entry>

<entry name="CITY_MERCHANT_MEET">Hello again, dear one. Looks like we both made it up here, safe as told. And what a shock to find you were speaking the truth about this place![NPC]:A settlement like this in the Citadel, nice and safe, cloistering so many bugs with minds intact! Never seen anything like it, nor even imagined such.[NPC]:Makes trading away all of my nice bits and baubles much easier. After all, I want to take lots and lots of rosaries with me when my strength finally fails!</entry>

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Error

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<entry name="SAVE_FAILED_DESC">Please try again. If the issue persists, please visit hollowknightsilksong.com/help for more info.</entry>

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Fast Travel

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<entry name="STATION_NAME_DOCKS">Deep Docks</entry>
<entry name="STATION_NAME_SHADOW">Bilewater</entry>
<entry name="TUBE_NAME_HANG">High Halls</entry>
<entry name="TUBE_LIST_TITLE">VENTRICA</entry>
<entry name="TUBE_NAME_SONG">Choral Chambers</entry>
<entry name="TUBE_NAME_HUB">Terminus</entry>
<entry name="STATION_NAME_BONEFOREST_EAST">Far Fields</entry>
<entry name="STATION_NAME_WEAVE">Weavenest</entry>
<entry name="MAP_LIST_TITLE">BELLWAYS</entry>
<entry name="STATION_NAME_CITADEL">Grand Bellway</entry>
<entry name="TUBE_NAME_CITYBELLWAY">Grand Bellway</entry>
<entry name="STATION_NAME_BELLTOWN">Bellhart</entry>
<entry name="STATION_NAME_BONETOWN">Bone Bottom</entry>
<entry name="PAY_TOLL_MSG">Insert Rosaries?</entry>
<entry name="TUBE_NAME_ENCLAVE">First Shrine</entry>
<entry name="STATION_NAME_PEAK">The Slab</entry>
<entry name="STATION_NAME_AQUEDUCT">Putrified Ducts</entry>
<entry name="TUBE_NAME_UNDER">Underworks</entry>
<entry name="STATION_NAME_BONE">The Marrow</entry>
<entry name="STATION_NAME_CORAL_TOWER">Blasted Steps</entry>
<entry name="STATION_NAME_GREYMOOR">Greymoor</entry>
<entry name="TUBE_NAME_ARBORIUM">Memorium</entry>
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Forge

<entries>

<entry name="BALLOW_CONTROL_KEY">Ho, miss! How's all this then? Lotta dials to be trackin', but at least the controls seem in good order.[NPC]:From here, I can guide your bell down, best as any bug.[NPC]:[Hornet]:Then you've no prior experience with this type of transport?[NPC]:No one does, miss! Them's who used to dive're all long dead, or cursed ta half life. An' there ain't no bug left alive's been brave or stupid enough to try... 'til now, at least.[NPC]:I'll work it best's I can. Can't do much more, I'm afraid. At least the forgings of these docks were built to last. Now we's only gotta pray they hold for you.[NPC]:Here's the key that'll see you inside its metal belly. Pop in there once you're feelin' good and ready. In the meantime, I'll get to seeing things set up here.</entry>

<entry

name="FORGE_DAUGHTER_ACT_3_WHITE_FLOWER_REPAIR_UNSEEN">[Hornet]:Forge Daughter, I have acquired a power that will enable me to end this black madness. Soon I will act to stop the quakes and save this land.[NPC]:Excellent, pointy bug. Your drive, and your vigour, both have proven surprisingly large for one so small.[NPC]:Know we have heard from Ballow, who told of his repair efforts upon the diving bell below. By now, that task is likely completed.[NPC]:If you are hoping to put his work to the test, then we shall wish again on your survival. And if our own service can aid your critical task, know we will continue to provide it gladly.</entry>

<entry name="LADY_BUG_DEPLETED_A">Erm, you may notice your prize there is a little light, my lady...[NPC]:Awful truth is, you've cleaned us out. We've not a single measly rosary left between us. Turns out we were just no match for you![Hornet]:It was a game fairly played, sir, though I've no wish to see you destitute. Would you like to make another kind of wager, perhaps?</entry>

<entry name="BALLOW_DIVING_BELL_PT2">Grfff... So it's gotten that bad, aye? I guess... If that's how it is, I'll be your bug.[NPC]:Meet me below, at the diving bell. We'll see if I can get you ready for the drop.</entry>

<entry name="DIVING_BELL_POST_INSPECT">Holler when you're ready, miss. The upgrades are done. That bell's as ready as it'll ever be.</entry>

<entry name="BALLOW_SAUNA_REPEAT">Ahhh... Can you feel it yet? All your troubles dripping away...</entry>

<entry name="FORGE_DAUGHTER_CANCEL_NOMETAL">The deposits around here, those long-burning rocks. They're useful to the Citadel, in whatever their shadowy business, but useless if you require tools of us![NPC]:We need finer material. Rare metal. Pharloom would provide a bounty to the able explorer. Find us some, and we'll build your violent aids.</entry>

<entry name="LADY_BUG_CHALLENGE_FINAL_END">*Ola, ola! Our lady has missed her mark, and so thusly ends our challenge!*</entry>

<entry

name="BALLOW_DIVING_BELL_ABYSS_BLACK">...iss...istake...erwhelm...retrie...a...ssible...</entry>

<entry name="LADY_BUG_DECLINED">My lady, I pray you reconsider! T'would be an honour to see those strong limbs of yours in action, truly!</entry>

<entry name="LADY_BUG_CHALLENGE_FINAL_POOR">A respectable enough effort, truly. You didn't earn enough rosaries to make a profit off us, but that should only spur you on to try again!</entry>

<entry name="DOCK_KEY_RECEPTICLE_INSPECT">An old diving bell. Its door is shut tight by an ornate clamp.</entry>

<entry name="BALLOW_REPAIR_REPEAT">The diving bell'll be ready again soon, miss. Once this new shield-shell is fitted, it'll surely withstand the drop!.. Surely!</entry>

<entry name="BALLOW_DIVING_BELL_ABYSS_REPEAT">...tract...annot...ap...en...epair...orry..iss...</entry>

<entry name="LADY_BUG_ACCEPTED_3">Ola, ola, time to play! Take these straight pins and strike the target when you see it!</entry>

<entry name="BALLOW_DIVING_BELL_TO_BENCH_REPAIRED">[Hornet]:Sir, I require a moment. Please unlock the bell for me.[NPC]:Aye. Can do, miss. Hail me again when you're ready to travel.</entry>

<entry name="BALLOW_SAUNA_MEET">Here to sweat away your sorrows, miss? The steam does wonders for a mind set sullen, or a shell gone stiff.[Hornet]:I've found these lowlands hot enough already, and mine is a shell more resilient than most.[Hornet]:To challenge that further seems a unique sort of madness.[NPC]:Aye, well, this is Pharloom, miss! Madness is catching. I'd say this here's the smallest form of it.</entry>

<entry name="LADY_BUG_DEPLETED_REPEAT">What an honour it was to play with you, my lady! I hope you'll think of us whenever you feel those rosaries rattling around in your pockets.</entry>

<entry name="DIVING_BELL_TO_BENCH_INSPECT">Cancel Descent?</entry>

<entry name="FORGE_DAUGHTER_ACT_3_START_FIRST_MEET_2">There is no choice! Not for us. We cannot leave, not ever. We are a Forge Daughter, fixed to this forge and its service. Ours is a duty lifetime bound.</entry>

<entry name="FORGE_DAUGHTER_DIVING_BELL_REPEAT">If you're planning passage below, Ballow's the one to assist you. We must remain by the forge, always.</entry>

<entry name="FORGE_DAUGHTER_ACT_3_START_FIRST_MEET_1">Oh! Pointy bug, why do you bother us at our work? The world cracks and quakes to some grave new calamity, surely you should seek somewhere safer?[Hornet]:As far as I might flee, I suspect no such place exists, and in any case, I would not see this land's bugs abandoned to their end.[Hornet]:What of you? Why do you choose to remain so diligent at your task, given the fell state of your lands?</entry>

<entry name="FORGE_DAUGHTER_MEET_1">Oh! Small pointy bug, why do you bother us at our work?[Hornet]:The sound of your craft called me to investigate. What is your duty here? Are you a smith of some kind?</entry>

<entry name="LADY_BUG_ACCEPTED_1">Ola, ola, time to play! Take these straight pins and strike the target when you see it![NPC]:If you can strike the target fifteen times, the prize is yours!</entry>

<entry name="FORGE_DAUGHTER_MEET_2">A smith? Hardly so crude! We are Forge Daughter! How can a pointy bug not tell?[NPC]:Ours is the ancient line and honoured role. These docks and lands around are fortunate to have our skills.[Hornet]:If you are as talented as

you suggest, would you lend me your aid? I've lacked for my usual tools, and I suspect you could craft fine replacements.[NPC]:Blades and traps, no doubt? We know your type![Hornet]:Of sorts, but maybe strange to this land? Some would likely prove fine challenge for your craft.[NPC]:Hmph! Then we'll construct them. But! You'll provide the materials, and compensation for our time.</entry>

<entry name="LADY_BUG_ACCEPTED_2">Ola, ola, time to play! Take these straight pins and strike the target when you see it![NPC]:If you can strike the target twenty-five times, the prize is yours!</entry>

<entry name="LADY_BUG_REST">Well, perhaps that's enough games for now, eh?[NPC]:We'll need to come up with a much trickier challenge to best you, my lady!</entry>

<entry name="FORGE_DAUGHTER_ACT_3_REPEAT">This world may not have long, but we shall face its end still delivering our duty.</entry>

<entry name="FORGE_SHARD_POUCH_DESC">To maintain one's tools is a constant task. These shards should be kept close when you travel, that you can repair and replenish as the need arises.</entry>

<entry name="BALLOW_CONTROL_REPEAT">Pop inside the diving bell once you're feelin' good and ready. In the meantime, I'll get to seeing things set up here.</entry>

<entry name="FORGE_ITEM_STING_SHARD_DESC">A vicious stabbing trap? We can build it. Just know, it disturbs us, these devious implements you conceive to kill.</entry>

<entry name="LADY_BUG_OFFER">Ola, ola! Welcome, my lady, so glad you found us here! I can see you're blessed with strong limbs and keen sight.[NPC]:Fond of frolics are you? Keen to test your aim? We'd be right honoured to play a little game with you. A little test of skill we've set up.[Hornet]:I've no need to test my skills, sir, nor do I have time for frivolities.[NPC]:Oh, but we'd make it worth your while! A prize awaits you, if you can meet our challenge![Hornet]:If you offer a prize, that changes matters. I can meet any challenge if the reward is sufficient. What are the rules of your game?[NPC]:Exceedingly simple, my lady! I'll provide the pins for throwing, and my associate will provide a target. Hit the target fifteen times and you'll earn yourself a worthy prize!</entry>

<entry name="KNIGHT_LOCK_INSPECT">A heavy door chained with a simple padlock.</entry>

<entry name="DOCK_KEY_RECEPTICLE_HINT">[Hornet]:This bell could carry me below, but it will first require a key, and an operator to aid its descent.[Hornet]:I cannot complete this task alone. Someone upon these docks will have to assist me.</entry>

<entry name="BALLOW_GENERIC_ACT3">Oi! What's with all these tremors? This smelt still need shovelling, and the shakes're only making it harder.</entry>

<entry name="FORGE_DAUGHTER_DIVING_BELL_TALK_FIRST_SHOP_ACT_3">[Hornet]:Though tied by charge, would you provide me your service, Forge Daughter? I have need of tools that your skills could likely provide.[NPC]:Blades and traps, no doubt? We know your type![Hornet]:Of sorts, but maybe strange to this land? Some would likely prove fine challenge for your craft.[NPC]:Hmph! Then we'll construct them. But! You'll provide the materials, and compensation for our time.</entry>

<entry name="BALLOW_DIVING_BELL_TO_TRAVEL_UP">[Hornet]:Sir, I need to return above. Please ready the bell for me.[NPC]:Aye, miss. Sit on the bench, and let's get you hauled up.</entry>

<entry name="LADY_BUG_CHALLENGE_FINAL_WIN">Quite a lot of targets struck, and quite a lot of rosaries earned! Our lady never fails to impress us!</entry>

<entry name="LADY_BUG_CHALLENGE_FAILED">Ola, ola! Have to stop you there. That's three times now you've missed your mark! I'm afraid that makes you the loser of our little game, with all due respect.[NPC]:Fret not though, for we never tire of playing! Step over here, and we can start another game.</entry>

<entry name="DIVING_BELL_TO_BENCH_INSPECT_ASCEND">Cancel Ascent?</entry>

<entry name="FORGE_LAVA_CHARM_DESC">This trinket is our own invention. It wards against the deadly lava and heat around these docks. The workers used to request them of us. Now they've lost the mind to care.</entry>

<entry name="FORGE_DAUGHTER_CANCEL_HASMETAL">Farewell, then. If you require our craft, this forge is always hot.</entry>

<entry name="BALLOW_CONTROL_POST_REPEAT">The new shell-shield's all bolted on tight, miss. If you're planning another descent, head down, holler, and I'll get you where you're goin'.</entry>

<entry name="FORGE_DAUGHTER_TALK_2">[Hornet]:The behaviour of your fellow workers, I've seen similar... agitation upon the roads. These docks are not alone in the strangeness of their occupants.[NPC]:'Tis odd behaviour to be sure, but not for Ballow and us to know. Ours is busy work, and we keep to ourselves.[NPC]:Whatever the goings on of the world outside, no bother to us, as long as our craft can continue.</entry>

<entry name="FORGE_DAUGHTER_TALK_3">[Hornet]:How did you come to serve these docks, Forge Daughter?[NPC]:Sent from our Forgehome we were, at request of those holy bugs above.[Hornet]:The Citadel dwellers? The veiled bugs? They ordered you here?[NPC]:Yes! An age ago that. Such is duty! We Forge Daughters live to hone the craft, and aid the line.[NPC]:By the Citadel's patronage, and our long duty upon these docks, our Forgehome would swell in holy esteem.</entry>

<entry name="FORGE_DAUGHTER_TALK_1">[Hornet]:I'd expected this workshop too would contain only combative types, but you seem composed, Forge Daughter.[NPC]:You've met the workers? They're all wound up! They still work at their tasks, in a simple way, but they're useless for conversation. It's only ourselves and young Ballow with any sense left.</entry>

<entry name="BALLOW_CONTROL_POST_MEET_NO_REPAIR_SEEN">Miss! Errr... Ulllo... I see you've survived... somehow... Thought that last plunge must'a been your end.[Hornet]:It was not. I survived the fall, and managed a treacherous return.[Hornet]:For the diving bell's failure, the risks were clear to me. The fault lies not with you.[NPC]:Aye! As you say! This bell's old. And time has a way of breaking things even as fine forged as this.[NPC]:And see below, for its failure I've been workin' hard at improving the design! Your last journey ended up being a valuable test... ahem.[Hornet]:Good. That return path is long closed to me, and your bell is now needed again.[NPC]:Again? Well if you're game enough to try a second time... A shell-shield's been fitted, and the bell's like new. Better'n new!</entry>

<entry name="BALLOW_DIVING_BELL_TO_TRAVEL">[Hornet]:Sir, I am ready. Please prepare the bell for departure.[NPC]:S'time to take the plunge, aye, miss? Just sit on the bench, and I'll see you strapped in tight.</entry>

<entry name="DOCK_KEY_RECEPTACLE_INSPECT_DEMO">An old mechanism with a keyhole.</entry>

<entry name="BALLOW_CONTROL_POST_MEET">It's done, miss! I've fitted the shell-shield. Bell's like new. Better'n new even![NPC]:If you're planning another descent, head down, holler, and I'll get you goin'.[Hornet]:Your work is appreciated, sir. Know that, with luck, the threat from below might soon be quelled, and your lands shall rest calm.[NPC]:Well... Good! I'm only really wishin' to return to the forge, and my regular duties... A little purpose, routine...[NPC]:Frankly, miss, all this action's more'n a bit overwhelming for bugs like me. I'll be glad when it's all over... Providing we survive, of course.</entry>

<entry name="BALLOW_REPAIR_MEET">Miss! Errr... Ullo... I see you've survived... somehow... Thought that drop must'a been your end.[Hornet]:It was not. I survived the fall, and managed a treacherous return.[Hornet]:For the diving bell's failure, the risks were clear to me. The fault lies not with you.[NPC]:Aye! As you say! This bell's old. And time has a way of breaking things even as fine forged as this.[NPC]:And you can see here, for its failure I'd already been workin' at improving the design! Ended up being a useful test... ahem.[Hornet]:Good. That return path is now closed to me, and your bell may still be needed if I choose to descend again.[NPC]:Again? Well, if you're game enough to try a second time...Once this new shield-shell is fitted, it'll surely withstand the drop!.. Surely!</entry>

<entry name="FORGE_DAUGHTER_MEET_2_DEMO">*A smith? Hardly so crude! We are Forge Daughter! How can a pointy bug not tell?*[NPC]:*Ours is the ancient line and honoured role. These docks and lands around are fortunate to have our skills.*[Hornet]:*If you are as talented as you suggest, would you lend me your aid? I've lacked for my usual tools, and I suspect you could craft fine replacements.*[NPC]:*Blades and traps, no doubt? We know your type!*[Hornet]:*Of sorts, but maybe strange to this land? Some would likely prove fine challenge for your craft.*[NPC]:*Hmph! Then soon, yes! I may accept. But not now! Now there is much work to be done, and we cannot afford to be bothered so.*</entry>

<entry name="FORGE_DAUGHTER_DIVING_BELL_TALK_FIRST_MEET">Oh! Small pointy bug, why do you bother this Forge Daughter at their work?[Hornet]:These black quakes that wrack your lands, I am seeking to see them quelled at their source, below the lakes of flame.[NPC]:You would wish to descend so deep?... It is true these docks possess the means. Alas, we ourselves cannot help. Whether Pharoom's health or fall, our charge ties us to this forge, always.[NPC]:Ballow there's the bug to ask, and if our fate is as dire as your action suggests, we are sure he is only needing of some quick convincing.</entry>

<entry name="FORGE_DAUGHTER_REPEAT_DEMO">*Return later, pointy bug! Now there is much work to be done, and we cannot afford to be bothered so.*</entry>

<entry name="FORGE_DAUGHTER_ACT_3_WHITE_FLOWER">[Hornet]:Forge Daughter, I have acquired a power that will enable me to end this black madness. Soon I will act to stop the quakes and save this land.[NPC]:Excellent, pointy bug. Your drive, and your vigour, both have proven surprisingly large for one so small.[NPC]:We shall remain here, still. If our service can aid your critical task, know we will continue to provide it gladly.</entry>

<entry name="FORGE_DAUGHTER_ACT_3_SHOP_REPEAT">[Hornet]:Stay safe, Forge Daughter. If I require your aid, I shall return.[NPC]:Our wishes go with you, pointy bug. Calm the raging of our world, that our task can continue.</entry>

<entry name="DOCK_DIVING_BELL_CONTROLS_HINT">[Hornet]:These controls are complex. If I'm to descend within the bell below, I will first require an operator.[Hornet]:Someone upon these docks will have to assist me.</entry>

<entry name="BALLOW_DIVING_BELL_TO_TRAVEL_DOWN">[Hornet]:Sir, I wish to depart. Please ready the bell for travel.[NPC]:Sure thing, miss. Sit on the bench, and I'll send you down.</entry>

<entry name="LADY_BUG_REOFFER">Interested in our little game, my lady?[NPC]:If you can hit the target fifteen times you'll earn yourself a worthy prize!</entry>

<entry name="FORGE_DAUGHTER_ACT_3_START">Oh! Pointy bug, you return? Our world cracks and cries from some grave new calamity.[NPC]:Nevertheless, we must remain, fixed to this forge and its service. Ours is a duty lifetime bound.</entry>

<entry name="BALLOW_GENERIC">If you need something, talk to the boss. I'm busy.</entry>

<entry name="DOCK_DIVING_BELL_CONTROLS">A control panel with various levers and gauges.</entry>

<entry name="BALLOW_DIVING_BELL_PT1">[Hornet]:Sir, I have need to head below the lakes of flame.[Hornet]:There is a diving bell at the base of this structure that seemed fit for the task. I require it opened, and an operator to send it deep.[Hornet]:As one of few upon these docks with mind still sound, that role must fall to you.[NPC]:Can't you see I'm busy, miss? Ain't got time for naught else while the shovelling needs doing.[Hornet]:Choose to aid me, or all your efforts will soon be wasted. This kingdom crumbles. Its collapse is inevitable. If you wish for your work and your life to continue, you must help me, now.</entry>

<entry name="BALLOW_DIVING_BELL_PT1_BELL_UNSEEN">[Hornet]:Sir, I have need to head below the lakes of flame. Can you aid me in this task?[Hornet]:[NPC]:Hmmm... Well if you head down below to the very base of the docks, there's an old diving bell built for just what you're askin'. [NPC]:Thing is, you can ride it, but it takes an operator stood dockside to send it. I might be capable, but I ain't got time for naught else while the shovelling still needs doing.[Hornet]:Choose to aid me, sir, or all your efforts will soon be wasted. This kingdom crumbles. If you wish for your work and your life to continue, you must help me, now.</entry>

<entry name="LADY_BUG_OFFER_PROMPT">Start Challenge?</entry>

<entry name="BALLOW_DIVING_BELL_TALK_PRE_POST_MEET">Oi! Who'sat? Whoever's down there, if you're feelin' mad enough to try and travel, best meet me up at the controls, and we can chat.</entry>

<entry name="FORGE_DAUGHTER_POST_ABYSS">Well. Well. Still alive! You have proved yourself made of the hardest stuff, pointy bug.[NPC]:Ballow did tell, shamefully, of complications with your diving bell, and of your absence upon its retrieval.[NPC]:He had feared you lost to the flame, but we ourself had slight guessed otherwise.[Hornet]:To return from below proved as difficult a climb as ever I have faced, and yet, in time near, I will need to descend again.[NPC]:Then twice mad you are, bug! Or brave beyond measure. We shall wish on your continued survival, even if you seem intent on ending it.</entry>

<entry name="LADY_BUG_REOFFER_2">The frolics haven't ended, my lady! If you'd like to really test yourself, we should play again![NPC]:Hit the target twenty-five times and you'll earn yourself a beautiful necklace of rosaries! What say you?</entry>

<entry name="FORGE_DAUGHTER_TALK_REPEAT">[Hornet]:Keep well, Forge Daughter. I shall return if I require your aid.[NPC]:Yes! Or no. Either is fine by us, as long as the craft continues.</entry>

<entry name="LADY_BUG_IN_CHALLENGE">Hesitate not, my lady! Take aim and throw true!</entry>

<entry name="FORGE_ITEM_TOOL_KIT_DESC_EXPAND">If you add the implements from this set to your own, the quality of your crafting will increase. You will produce finer, sharper, and deadlier tools... if that is your wish.</entry>

<entry name="FORGE_ITEM_TACKS_DESC">Planning to lay a carpet of spikes? These would surely slow your prey. We'd never have considered using such common tools for combat.</entry>

<entry name="LADY_BUG_DISQUALIFIED">Ola, ola, ola! Perhaps I neglected to tell you not to cross past those markers? It's a law of the game, and we all abide by laws here, don't we?[NPC]:Your actions have disqualified you, my lady, but we harbour no ill will! Step over here and we can begin a new round at once!</entry>

<entry name="LADY_BUG_CHALLENGE_WIN_1">Ola, ola! That's it then. Our lady has struck the target fifteen times! A beautiful victory![NPC]:Hopefully you enjoyed yourself! A little levity is a balm in these troubled times, don't you think?[Hornet]:I'd have thought such games best saved for times of peace, but perhaps there is truth in what you say.[Hornet]:And now that I have bested your challenge, you will produce the prize I have earned?[NPC]:Oh... o-of course! I see you have a tool pouch of your own there. Full to bursting with baubles and trinkets, no doubt![NPC]:I'll fit another pocket onto it, so you can carry even more tools and shards with you. A fair prize, wouldn't you say?</entry>

<entry name="LADY_BUG_REOFFER_3">Ola, ola! We've devised a final challenge for you, my lady, if you're interested.[NPC]:Hit the target as many times as you can without missing. The more targets you hit, the more rosaries you'll win from us! Care to try?</entry>

<entry name="FORGE_DAUGHTER_WEAVERSHOT">[Hornet]:Forge Daughter, within an old Weaver nest I discovered a weapon. Though much damaged by age, I believe your skills could see it restored.[NPC]:Ho. An impressive tool that, and a fine challenge. We can reforge the weapon, if the price fits.</entry>

<entry name="FORGE_DAUGHTER_PURCHASED">A fair exchange made, pointy bug. Now our work calls. Return again if you find need of our trade and talent.</entry>

<entry name="FORGE_DAUGHTER_ACT_3_REPEAT_BALLOW_LEFT">We hope Ballow serves you well, pointy bug. In our long time serving these docks, he's the finest assistant we've found.</entry>

<entry name="DIVING_BELL_TO_TRAVEL_INSPECT_ASCEND">Ascend?</entry>

<entry

name="FORGE_DAUGHTER_ACT_3_WHITE_FLOWER_REPAIR_AND_FORGE_UNSEEN">Well. Well. Still about, pointy bug! You have proved yourself made of the hardest stuff.[NPC]:Ballow did tell, shamefully, of complications with your diving bell, and of your absence upon its first retrieval.[NPC]:He had feared you lost to the flame, but we ourself had

slight guessed otherwise.[Hornet]:To return from below proved as difficult a climb as ever I have faced, and yet I now need to descend again.[NPC]:Then twice mad you are, bug! Or brave beyond measure.[NPC]:Know we have heard from Ballow, who told of his repair efforts upon the diving bell below. By now that task is likely completed.[NPC]:If you are hoping to put his work to the test, then we shall wish again on your survival. And if our own service can aid your critical task, know we will continue to provide it gladly.</entry>

<entry name="LADY_BUG_CHALLENGE_FINAL_FAIL">And not a single target was struck... a right shame, that! We can't reward you with any rosaries, my lady, but we'd love to see you test your aim once more!</entry>

<entry name="FORGE_SILSHOT_DESC">A weapon from a long distant past. We can combine the Weaver components with our own mouldings to repair the tool.</entry>

<entry name="FORGE_DAUGHTER_DIVING_BELL_TALK">[Hornet]:Forge Daughter, these black quakes that now wrack your lands, I am seeking to see them quelled at their source, below the lakes of flame.[NPC]:You wish to descend so deep, pointy bug?... It is true these docks possess a craft capable.[NPC]:Alas, we ourselves cannot help. Whether Pharloom's health or fall, our charge ties us to this forge, always.[NPC]:Ballow there's the bug to ask, and if our fate is as dire as your action suggests, we are sure he is only needing of some quick convincing.</entry>

<entry name="FORGE_ITEM_TOOL_KIT_DESC">Crafting by claw alone produces inferior results. With this kit, you can craft finer, sharper, and deadlier tools... if that is your wish.</entry>

<entry name="DIVING_BELL_TO_TRAVEL_INSPECT">Descend?</entry>

<entry name="LADY_BUG_LEFT_IN_CHALLENGE">My lady, you left our game in such a hurry! No doubt some task of great import pulled you away.[NPC]:That's an instant disqualification, of course. You understand. But we don't hold it against you, not at all! Care to play again?</entry>

<entry name="BALLOW_DIVING_BELL_TO_BENCH">[Hornet]:I need a moment, sir. Please unlock the bell that I may exit.[NPC]:Seein' some sense? Can't blame ya if you're thinkin' on backin' out. It's a mad hope that old bell'd even survive the trip. </entry>

<entry name="BALLOW_DIVING_BELL_ABYSS">[Hornet]:Sir, if you can hear me, there has been an accident during the descent.[Hornet]:In this broken state, the bell is unfit for travel. Retrieve it if you may, but I shall not return

within.[NPC]:...iss...istake...erwhelm...retrie...a...ssible...</entry>

<entry name="LADY_BUG_DEPLETED_B">Oh no... no, not at all. Wouldn't do us any good, would it? No, it seems like this little frolic of ours is well and truly finished.[NPC]:Oh, but what an honour it was to play with you, my lady! I hope you'll think of us whenever you feel those rosaries rattling around in your pockets.</entry>

<entry name="LADY_BUG_CHALLENGE_WIN_2A">Ola! That's... that's twenty-five times the target has been struck![NPC]:My lady... I thought perhaps you'd have a little more trouble with this round, but you've emerged victorious again.[NPC]:I'll have to speak to my associate. I don't think he provided you with enough of a challenge, truth be told.[Hornet]:It was challenge enough. My prize, sir?[NPC]:</entry>

<entry name="LADY_BUG_CHALLENGE_WIN_2B">Urk! A prize, of course! My lady must have a prize![NPC]:Here then... a lovely necklace full with rosaries. I'd been hanging onto this for a

while, but you've earned it fairly.[NPC]:I just hope you think of me when you wear it, my lady!</entry>
</entries>

General

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<entries>
<entry name="DEMO_END_MESSAGE">Thank you for playing the demo.</entry>
<entry name="GAME_TITLE">Hollow Knight: Silksong</entry>
<entry name="PROLOGUE_EXCERPT_02">They see your peace, woven of faith and
toil,</entry>
<entry name="ACT_3_SUPER">ACT 3</entry>
<entry name="SAVE_WARNING">This game saves data automatically at certain
points.<br>Please do not turn off the software while this symbol is displayed.</entry>
<entry name="HORNET_NAME">Hornet</entry>
<entry name="ACT_2_SUPER">ACT 2</entry>
<entry name="CONTROL_PROMPT">use of a controller is highly recommended</entry>
<entry name="ACT_2_NAME">CITADEL OF SONG</entry>
<entry name="PROLOGUE_EXCERPT_AUTHOR">- From 'Pharloom's Folly' by the Conductor
Romino</entry>
<entry name="ACT_1_SUPER">ACT 1</entry>
<entry name="PROLOGUE_EXCERPT_03">They forget your heart, bound in slumber and
servitude,</entry>
<entry name="PROLOGUE_EXCERPT_01">They see your beauty, so frail and fine,</entry>
<entry name="ACT_1_NAME">PHARLOOM</entry>
<entry name="ACT_3_NAME">ABYSS</entry>
<entry name="PROLOGUE_EXCERPT_04">When you wake they shall see your truth, </entry>
<entry name="PROLOGUE_EXCERPT_05">A beast's nature bare to all.</entry>
</entries>
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Greymoor

<entries>

<entry name="HH_BARTENDER_NECTAR_PROMPT">Purchase Vintage Nectar?</entry>

<entry name="HH_BARTENDER_GREET_ACT3">Ho, traveller! With the lands outside fresh struck by fell events, it's good to see someone still survivin'.[Hornet]:This new curse proves a threat even to my strengthened shell. For your own safety, barkeep, I strongly suggest you remain within your walls.[NPC]:Aye, well, you're welcome to do the same. Stay and wash the troubles away with a few bells of nectar... though, given the scale to them shakes, I'm thinkin' it might take more'n just a few.</entry>

<entry name="HH_BARTENDER_CURSED">Phew. You're lookin' a bit raw there, miss. I'm thinkin' it'll take more than my nectar to fix you up.[Hornet]:A parasite of your land has twisted itself into my shell. Its writhing is causing some discomfort.[Hornet]:If not for my unique constitution, I suspect it would have already consumed me entirely.[NPC]:Well, don't be bringing such dangerous things in here! Head to the top of the moors. There's an old doctor up there hiding in her bell.[NPC]:Her remedies are said to often hurt more'n they help, but given your state, I'd say it's worth the risk.</entry>

<entry name="HH_BARTENDER_NECTAR_OFFER">[Hornet]:Bartender, I've been tasked to acquire a nectar of significant age. Would you retain any such drink?[NPC]:After the finer stuff, eh? Sure, I might have a few vessels left, but I can't be selling 'em cheap.[NPC]:The shells in my cellar are the last left in Pharloom. Once they're gone, no bug'll ever taste such sweetness again.</entry>

<entry name="HH_BARTENDER_DRINK_DECLINED">[Hornet]:Another time, perhaps. Among the few gifts of my birth, I find rare need for sustenance.[NPC]:S'at so? Well the nectar's always on tap if you find yourself feelin' different.</entry>

<entry name="HH_BARTENDER_NECTAR_REOFFER">[NPC]:Thinkin' again on the Vintage Nectar?[NPC]:My price might seem steep, but I assure you, the few finer bugs who passed used to pay a lot more.</entry>

<entry name="HH_BARTENDER_OFFER_REPEAT">Any chance you'd reconsider dealing with my blasted craw problem? I'd offer fair reward for your efforts.</entry>

<entry name="HH_BARTENDER_OFFER_QUESTION">Traveller, I'm not wanting to impose, but I've a wish that one of your able sort could likely grant.[Hornet]:I've my own task to attend, good sir, but I'll hear you out.[NPC]:It's those blasted craws atop here. My roof is fast becoming their cosy nest! Now they've grown so bold they're starting to attack pilgrims as they pass.[Hornet]:Would you simply have them slain? If so, your sturdy shell seems more than up to that task?[NPC]:If only it were so simple. Kill the ones above, and more just keep coming. It's the warmth of this home you see. Draws 'em right in.[NPC]:I'm looking for a long-term solution. A scarecrow! I'll build the biggest there's ever been, so fearsome it'll keep those craws away for good!</entry>

<entry name="HH_PATRON_LEFT_TALK_1">Tis a blessed bit of luck to find this place, eh, sister?[NPC]:The climb's proved harder than even my best guessin', but there's still some vigour left in these old limbs. Doubly so, now I have a belly full of nectar!</entry>

<entry name="HH_BARTENDER_REPEAT">Care for a drink, traveller? My nectar's got a kick that'll warm your shell in these sodden climes.</entry>

<entry name="HH_PATRON_RIGHT_TALK_1">Hoy... sister! I'm sat here all bent and bedraggled, but you look fresh as when you was hatched![NPC]:How do you fare so well in these drenched and dangerous lands? Maybe you got a secret you could share?[Hornet]:None that would offer easy aid, good bug. Whatever luck or savvy brought you this far, may it continue on your journey.</entry>

<entry name="HH_BARTENDER_NECTAR_DECLINE">[Hornet]:For now, bartender, I cannot spare so many rosaries.[NPC]:Suit yourself. Maybe you'd rather a pour of the cheap stuff? Give your shell a kick before you head out into our blighted lands. </entry>

<entry name="HH_BARTENDER_BELLHARTHAUNTED">[Hornet]:My travels took me through a town beside your moors, in a vein of old bells. Its residents are bound upon a vicious thread.[NPC]:Ahh. So Pharloom's curse has strung'em tight. A frightful thing. Word'd long gone silent from over their way.[Hornet]:I suggest you pass warning to your patrons, bartender. If they're travelling the bellside paths, best they give that place wide berth.[NPC]:Aye. I'll let'em know, traveller, though in these cursed times, does any safe path still exist?</entry>

<entry name="HH_BARTENDER_CURSED_REPEAT">Best be visiting that doctor right quick, miss! She's up there, at the top of the moors, over toward the bellvein.[NPC]:Her methods might be suspect, but you're lookin' sorely in need of service.</entry>

<entry name="HH_PATRON_LEFT_TALK_REPEAT">Might have taken me a beat to build the courage, but I can feel it, closer now... the Citadel calling me up.</entry>

<entry name="HH_BARTENDER_QUEST_COMPLETE">[Hornet]:Here is the Ragpelt, sir. I hope the amount is sufficient for your work.[NPC]:Aye. This should be enough. Once I find a quiet moment, I'll get straight to building that mighty scarecraw.[NPC]:With a little luck, my roof should be clear of those pests when next you pass by. Thank you kindly, traveller!</entry>

<entry name="HH_BARTENDER_QUEST_ACTIVE">If you're collecting Ragpelt from the crawbugs, those young'ns above here'll be slim pickings. It's the mature craws you want, over by the watermound. They'll drop the stuff a-plenty.[NPC]:Course, you'll need to do some pointed persuading if you're planning to separate rag from bug...</entry>

<entry name="HH_BARTENDER_NECTAR_GOT">You're back, miss! Heard a little commotion below. I trust everything went... erm, smoothly?[Hornet]:[Hornet]:Sir, your cellar seems to have an ant problem. I assume, in sending me down, it merely slipped your mind to mention?[NPC]:Ah... Oh yes! Well, with your weapon, and talent, and what... I'm sure they didn't pose a problem? Ahem.[NPC]:And why! I see you've collected your prize, so we've both come out well from the trade![NPC]:Enjoy your nectar, miss. No simple pilgrim will ever taste a drop so fine.</entry>

<entry name="HH_BARTENDER_DECLINE_QUEST">Ahh. Fair enough, traveller. You've clearly got your own tasks to be on with. I'll manage, no doubt.</entry>

<entry name="HH_BARTENDER_QUEST_COMPLETE_2">As payment goes, I've got something I think you'd make good use of. A spare crafting kit.[NPC]:I'd been holding onto it for someone else, but they've been gone long enough now, I know they won't be returning.</entry>

<entry name="HH_BARTENDER_QUEST_COMPLETE_3">[Hornet]:Thank you sir. This is a worthy trade for my work. My tools shall attain an even sharper edge.</entry>

<entry name="HH_PATRON_RIGHT_TALK_REPEAT">My sore shell will cease tormenting me once I reach the Citadel. It's sung that all ails are healed just as soon as we step beyond the Grand Gate...</entry>

<entry name="HH_BARTENDER_NECTAR_ACCEPT">Aye. A fair trade. The aged stuff's down at the bottom of the cellar.[NPC]:I'll trust you to collect only the vessel you're owed. I'd be grabbing it myself, but it's become a hard climb for my stiffened shell.</entry>

<entry name="HH_BARTENDER_RUMOUR_1">S'only those few stronger pilgrims that survive to reach my home now... Pharloom's curse claims the rest. Poor sods, left to wander.[NPC]:I do sometimes get to wondering... Is it the dregs of their own mind in there keepin'em walking, or something else entirely...?</entry>

<entry name="HH_BARTENDER_RUMOUR_2">Bellhart, over the moors, a great town I've heard it once was, heart of the path'n all, right smack in the middle of these midlands.[NPC]:Now it's all a'crumble... And that brittle vein of bells is crawling with nasties. Ain't no place left in Pharloom that can fairly claim to offer safety. </entry>

<entry name="HH_BARTENDER_RUMOUR_3">You visited them pens up above here, miss? Horrid place, once all about growing meat or some such. Meant to keep us moorbugs livin', and working, it's told...[NPC]:That damned place's long gone to the Haunting. And now the meat's running feral and free.</entry>

<entry name="HH_BARTENDER_QUEST_CANCOMPLETE">Welcome back, traveller. How'd you get along with collecting the Ragnelt from those mangy crawbugs? Their squawking and crooing up there is starting to wear mightily on my patrons!</entry>

<entry name="HH_BARTENDER_DRINK_PROMPT">Buy a drink?</entry>

<entry name="HH_BARTENDER_QUEST_DECLINEPELTS">Hmm, holding on to them, eh? I won't ask why, but I'd sure appreciate it if you reconsider.</entry>

<entry name="HH_BARTENDER_NECTAR_PAID">Planning to grab that Vintage Nectar? You passed a fair bundle of rosaries for the bottle, so I figured you'll be eager to see it yours.[NPC]:The old stuff's down there, at the bottom of the cellar. I'll keep the trap open for you, just be swift. </entry>

<entry name="HH_BARTENDER_GREET">Harh! Well met, traveller. Lookin' for a drink, or a rest, or both?[Hornet]:Fair greetings, good bug. The warmth of your hearth is welcome upon these wet plains.[NPC]:Aye. It's a damp climb through these parts. Used to be just pilgrims trekkin' my way, but odd times these are, and you ain't even the strangest shell wandering about.[NPC]:A rowdy old warrior stopped through not long back, caused quite a scene, and now a young lass's taken up lodging in my top room.[NPC]:The lass mentioned she's on the lookout for sharp types like yourself. Maybe pay her a visit, if you haven't already?</entry>

<entry name="HH_BARTENDER_ACCEPT_QUEST">Excellent, excellent! Let's give those mangy craws the fright of their lives! Hah![NPC]:All I need is some Ragnelt from the crawbugs themselves. Hunt 'em down, collect their pelts, and bring me back a heap of the stuff. I'll do the rest!</entry>

<entry name="HH_BARTENDER_QUEST_ACTIVE_2">The sooner you've collected that Ragnelt, the better. I can't have those pests killing more potential guests.[NPC]:Business is slow enough already, and clearing corpses ain't no fun at all.</entry>

<entry name="HH_BARTENDER_REPEAT_ACT3">Wantin' for a drink, traveller? Might soon be the end for all'o us, so no need to go easy on the nectar.</entry>

<entry name="HH_BARTENDER_OFFER_QUEST_WISHWALL">[Hornet]:Barkeep, I have seen your request on the bell town's wishwall. What assistance are you seeking?[NPC]:Ah! Perfect! You're the able sort that'll make short work of the task.[NPC]:The problem is those

blasted craws atop here. My roof is fast becoming their cosy nest! Now they've grown so bold they're starting to attack pilgrims as they pass.[Hornet]:Would you simply have me slay them? Your sturdy shell seems more than up to that task.[NPC]:If only it were so simple. Kill the ones above and more just keep coming. It's the warmth of this home you see. Draws 'em right in.[NPC]:I'm looking for a long-term solution. A scarecrow! I'll build the biggest there's ever been, so fearsome it'll keep those craws away for good![NPC]:All I need is some Ragpelt from the crawbugs themselves. Hunt 'em down, collect their pelts, and bring me back a heap of the stuff. I'll do the rest!</entry>
</entries>

Inspect

<entries>

<entry name="BELLTOWN_HOUSE_LOCKED">A locked bellhome.</entry>

<entry name="WISP_BOMB_PROMPT">Construct tool?</entry>

<entry name="CLOVER_LAKE_PLINTH">Lift your voices. Know our grace.</entry>

<entry name="JUDGE_NURSERY">Bug born of Pharloom. You have been chosen.
 May our Citadel's holy gilding harden your soft shell.[NPC]:Stand eternal as our arbiter, that no bug bearing sin shall step within our sacred halls.</entry>

<entry name="WEAVE_DARK">A rune-scroll depicting void given form.</entry>

<entry name="WEAVE_WHITE_LAKE">Sisters, spiders, watch these waters flow,
Cleansing, Binding, as Silk from shell,
Memories of our kingdom calm.</entry>

<entry name="DOCKS_NOTE_1">At the seventh bell toll, send:
Thirty measures, four beats Smokerock,
Eight beats Sweetsmelt,
Mark of fealty, all workers.[NPC]:At the ninth bell toll, send:
Twenty measures, two beats Smokerock,
Seven beats Sweetsmelt,
Mark of fealty, all workers.[NPC]:</entry>

<entry name="HANG_MAP_GET_MSG">High Halls Map</entry>

<entry name="CLOVER_MAP_GET_MSG">Verdania Map</entry>

<entry name="UNDERSTORE_MAP_GET_MSG">Underworks Map</entry>

<entry name="CLOVER_LAKE_PLAQUE">When three fonts weep, our sacred shrine shall rise.</entry>

<entry name="LIBRARY_THEATRE_LINES_ACT3">Damned are we! The lingered few bound still to suffer. Cursed thrice by Pharloom, to wait, to watch, to cry our anguish.[NPC]:No more! We say! No more! We cry! We all have wailed and wept. Fair Pharloom's fall has come at last. Its end we now accept.</entry>

<entry name="GREY_LORE">Litany of the Worker
May we catch the dregs and never tire,
May we clean the dregs and never hunger,
May we spool the dregs and never falter.</entry>

<entry name="WARD_OATH">Oath of the Whiteward
While song must be sung, none may falter.
Infirmity. Sickness. Death.
All are banished from our Citadel.</entry>

<entry name="SLAB_ORDERS_2">Penitent, Fourth of the Fourth.
Guilty of the sins of infirmity, sickness.
Penance by swallowing.
Absolution granted after death.[NPC]:Penitent, Twelfth of the First.
Guilty of an unnamed sin.
Penance by casting.
Absolution not granted.</entry>

<entry name="SLAB_ORDERS_1">Penitent, Eighth of the Twelfth.
Guilty of the sin of irreverence.
Penance by chaining.
Absolution granted after death.[NPC]:Penitent, Second of the Fourth.
Guilty of the sin of dissonance.
Penance by silencing.
Absolution granted after death.</entry>

<entry name="DUSTROACH_GUTS_INSPECT">Remains of a Muckroach crushed by falling rock.</entry>

<entry name="SHAMAN_STONE_CHAPEL">Anguished Aura
Eight masks hard, swirled soul enraged.
Twelve aknids flat, all juices strained.[NPC]:Six pilgrims living, hung long to drain.</entry>

<entry name="WARD_LIFT_KEYHOLE">A white lock bearing a surgical symbol.</entry>

<entry name="WEAVE_HARP_MAP">A rune depicting the Weavenest.</entry>
<entry name="SLAB_MAP_GET_MSG">Slab Map</entry>
<entry name="LIBRARY_MAP_GET_MSG">Whispering Vaults Map</entry>
<entry name="SWAMP_STOREROOM">Their shells are ours. Their souls are ours.
Our hate is forever. </entry>
<entry name="ARBORIUM_ORDERS">Containment fails. Memory lost. Excise outer. Maintain inner.
Shellwood stasis sustained - Remember.
Marrowlands stasis critical - Remember.
Verdanian environment exceeded - Destined to forget.</entry>
<entry name="ARBORIUM_PLAQUE">Here is established, by holy consent of the Conductors,
The Memorium of Pharloom.

What Is Remembered Is Never Lost.</entry>
<entry name="WEAVE_WILDS">A rune depicting paths away from Pharloom.</entry>
<entry name="WEB_SHOT_WORKSHOP_PROMPT">Repair the Ruined Tool?</entry>
<entry name="SONGGATE_MAP_GET_MSG">Grand Gate Map</entry>
<entry name="TUBE_HUB_NOTICE">Due to unacceptably high injury and unsanctioned deaths, Ventrica travel shall henceforth be denied to all.
 For Pharloom eternal, a bug who serves must never die.</entry>
<entry name="WEAVE_MAP_GET_MSG">Weavenest Atla Map</entry>
<entry name="SHELLGRAVE">Pilgrim
Spare a song for those who lay here silent.
By strength abandoned, they fell before the final ascent.</entry>
<entry name="ABYSS_MAP_GET_MSG">Abyss Map</entry>
<entry name="STEEL_QUEST_SPOT_3">[Hornet]:I understand now... The steel child's servant grew bold...[Hornet]:I know what the fleeing bug seeks to call, and their etchings here suggest clear clues to where. [Hornet]:What they attempt is dangerous, stupid. It can only end badly. I must hurry if I'm to stop this. </entry>
<entry name="WEB_SHOT_WORKSHOP_MSG">An old rune displaying the design for a Weaver weapon.</entry>
<entry name="ABYSS_HARP_MAP">A rune depicting the Abyss.</entry>
<entry name="WEAVE_WORKSHOP_SCROLL">Sister, spider, sat between salt and stone,
Build those tools of brilliant mind imagined,
Aid us when our Silk has waned.</entry>
<entry name="STONE_GATE_NOKEY">An old stone gate with a simple keyhole.</entry>
<entry name="WEAVE_HARP_SHELLWOOD">Sister, spider, husk bound to branch,
Watch over these bugs, passing safe,
Warded by fear,
No longer your meal.</entry>
<entry name="CORAL_JUDGE_STORE">Bug born of Pharloom. You have been chosen.
May our Citadel's holy gilding harden your soft shell.[NPC]:Stand eternal as our arbiter, that no bug bearing sin shall ever step within our sacred halls.</entry>
<entry name="PINSMITH_SIGN">I have departed to pay my respects at the graves within the great wood.
- Pinmaster Plinney</entry>
<entry name="HARP_MAP_PROMPT">Take the map?</entry>
<entry name="SLAB_WEAVER_GATE">Penitent, First of the First.
Guilty of the sin of apostasy.
Penance by constriction.
Absolution denied.</entry>

<entry name="CRADLE_CAGE_01">Weaver, in eighth part, last of their line, frail with age.
Tracked and taken in Sandsea Waste.
Seven Choristors, nine Envoys lost to task.</entry>

<entry name="MAGNETITE_OUTCROP">An outcrop of Magnetite.</entry>

<entry name="JAIL_ACT3_POCKET">Cloth and materials that could be fashioned into additional pockets.</entry>

<entry name="WEAVE_HARP_MOSSTOWN">Sister, spider, husk bound to moss,
Watch over these bugs born low,
Raised up by fervour fostered,
Born and caught within our web unknowing.</entry>

<entry name="WEAVE_PEAK">Sister, spider, if seeking commune with the creature atop this mount, take the climb above as test, a challenge beyond even our setting.[NPC]:Upon that summit gained, and creature hailed, know it shall choose what gift to grant, with death as likely as insight.</entry>

<entry name="BILEHAVEN_PLAQUE">Hate for their light. Hate for their pins. For their waste poured thick and endless.[NPC]:Fill your hearts with hate, for power has now been claimed, and with it we shall punish. </entry>

<entry name="SHELLWOOD_SHRINE_SIGN">Here we honour the seed that sprung the wood.[NPC]:By her grace may all bugs pass safe to join us and our song.</entry>

<entry name="AQUEDUCT_MAP_GET_MSG">Putrified Ducts Map</entry>

<entry name="CORAL_ZAP_CORPSE">A hardened outcrop of Voltridian.</entry>

<entry name="WARD_MAP_GET_MSG">Whiteward Map</entry>

<entry name="WEAVER_SPIRE">Daughter of a distant land...
We who remained have waited long...
Bind our strength to yours...
Reclaim the future of our haunted kingdom...</entry>

<entry name="DOCKS_NOTE_2">*If the haunted continue their work, leave them be! Only those who frustrate production shall be removed.</entry>*

<entry name="SONG_KNIGHT_TUBE">An inert automaton with an empty chest.</entry>

<entry name="GREY_ORDERS">On the eighth harvest, send:
Fifty measures, nine beats dregthread, spooled,
Fourteen measures dregthread, twined,
Oath of fealty, all workers.[NPC]:On the twelfth harvest, send:
Forty measures dregthread, spooled,
Two beats fine thread, twined,
Oath of fealty, all workers.[NPC]:</entry>

<entry name="CURIOUS_PILGRIM_DIARY">In the air. The water. Everywhere.
Inside their shells. Twisted inside. Guts.[NPC]:Tightest around heart. Pulsing rhythm.
Sick. Alive. Dead?
Something worse.[NPC]:Deeper. Must look deeper.</entry>

<entry name="DOCKS_FLINTSTONE_BUCKET">A bucket overflowing with smouldering Flintstone.</entry>

<entry name="BELLTOWN_OUTER_SIGN">Pilgrim
This settlement welcomes all who step the holy path.
May you ease your shell within, that your strength renewed can carry you higher.</entry>

<entry name="MOSSTOWN_STONE">Weaver of Pharloom.
By grace you warded. By thread you healed.
For your favour, eternal, we offer our song.</entry>

<entry name="JAIL_ACT3_POCKET_PROMPT">Expand Tool Pouch?</entry>

<entry name="UNDERSTORE_MAP">A crude map of the Underworks.</entry>

<entry name="PEAK_DJ_TUNING_FORK">An ancient tuning mechanism.</entry>

<entry name="LIBRARY_THEATRE_LINES">O, great land whose flame doth falter!
Whose choir, conductors, all doth fail,[NPC]:Observe! Take heart! That spark still burning,
Yon butterfly of crimson grace,[NPC]:All bells shall peal, and voices raise,
When brave Trobbio steps, at last, upon the stage!</entry>

<entry name="ABYSS_LORE_STONE_BASE">Erase our fear,
Eliminate our desire,[NPC]:To suffer no more,
Void, cleanse us.</entry>

<entry name="PINSTRESS_SUMMONS">I have departed to scale Pharloom's frigid mount. If any bug exists brave enough to match my pin's fatal resolve, then climb and face me upon its stormward side.
- Pinstress</entry>

<entry name="SHAMAN_STORE_ROOM">Flickering Flame
Five masks swirled soul, brought and broiled.
Four stones rage-baked, crushed powder coarse.[NPC]:Three shells fresh from pilgrims fallen, to contain and age.</entry>

<entry name="CRADLE_CAGE_02">Weaver, in eighth part, last of their line, mortally wounded.
Tracked and taken in the Blackbarrens.
Four Choristors, one Reed lost to task.</entry>

<entry name="CITADEL_MAP_PROMPT">A machine displaying a model of the Citadel.</entry>

<entry name="STEEL_QUEST_SPOT_2">[Hornet]:The second spot marked by the child of steel. This camp too was used by their vassal, and another rite was conducted here, this one incomplete. [Hornet]:The action was clearly taken in haste. Did they believe themselves pursued? The etchings here are crude, but the words are disturbing... and desperate.</entry>

<entry name="WISP_BOMB">Cloth and incendiary materials that could be fashioned into an explosive weapon.</entry>

<entry name="COG_FLIER">Shellplates and cogs that could be fashioned into a flying automaton.</entry>

<entry name="ABYSS_LORE_STONE_TOP">In silence your voice,
In darkness your form,[NPC]:We higher who see you seeking,
Our shells yearn for your embrace.</entry>

<entry name="PILGRIM_REST_SIGN">-ilgrim
You who have held tight to faith have been carried far.
This station shall offer brief rest to those devout.</entry>

<entry name="WEAVER_FIRST">Half-spawn of a distant land...
Within this cage I have waited...
Let my strength be bound to yours...
Reclaim the future of our accursed kingdom...</entry>

<entry name="BONETOWN_TOP_SIGN">*Child, I have answered the call to climb. I rise to join our elders in that holy place far above. May you, in time, grow strong enough to meet us there.*</entry>

<entry name="AQUEDUCT_MAP">An old map of the Putrified Ducts.</entry>

<entry name="WEAVE_ARCHIVE_RIGHT">This low, her gaze escaped.
Prepare, sisters. Weave hope anew.
That we might break free this accursed web born of our naive foundation.</entry>

<entry name="BANK_DOOR_INSPECT">An ornate door closed with a simple lock.</entry>

<entry name="SONG_KNIGHT_TUBE_PROMPT">Insert Cogwork Heart?</entry>

<entry name="CORAL_JUDGEMENT_SIGN">Pilgrim
Accept the judgment of the rise beyond,
That all who stand at Pharloom's holy crest prove pure of will and want.</entry>

<entry name="TAKE_MAP_PROMPT">Take map?</entry>

<entry name="CLOVER_OATH_PLAQUE">Two children born entwined, apart,
Two children marked to rule,[NPC]:They danced, they sang, proved blades beyond,
But none forgot their birth,<page>For lovers born on beat exact shall be forever cursed.</entry>

<entry name="ARBORIUM_MAP_GET_MSG">Memorium Map</entry>

<entry name="TROBBIO_SIGN">Great bugs! You who weep as your kingdom fades,
join me upon the Stage.
 Together, we shall enflame the passion of Pharloom!</entry>

<entry name="CRADLE_MAP_GET_MSG">Cradle Map</entry>

<entry name="STEEL_QUEST_SPOT_1">[Hornet]:This location was marked by the steel child. This camp is old, but still shows clear evidence of an attempt at a rite.[Hornet]:Whatever the vassal hoped to achieve here seems to have failed. The other marked locations may provide more clues to its intent.</entry>

<entry name="CRADLE_CAGE_03">Weaver, in quarter part, last of their line, staked to service.
Tracked and taken beneath the City of Steel.
Eight Choristors, twelve Envoys lost to task. </entry>

<entry name="COG_MAP_GET_MSG">Cogwork Core Map</entry>

<entry name="UNDERSTORE_CHURCH">*By our Citadel's glory, you treasured devout may bask brief in its holy light.*</entry>

<entry name="HALLS_MAP_GET_MSG">Choral Chambers Map</entry>

<entry name="SLAB_MAP_PROMPT">A husk with a map of the Slab etched upon its shell.</entry>

</entries>

Journal

<entries>

<entry name="NOTE_CRYPT_WORM">A frustrating fiend. They flee beneath the bone whenever I try to strike them down. </entry>

<entry name="NAME_POND_SKATER">Pond Skipper</entry>

<entry name="NOTE_ROSARY_PILGRIM">Is this abundance a sign of purity or greed? The way faith is measured in this land is curious indeed.</entry>

<entry name="NOTE_SONG_PILGRIM_MAESTRO">Once they summoned song from their subjects. Now they rise only to command an end to those unstrung.</entry>

<entry name="NAME_CORAL_KING">Crust King Khann</entry>

<entry name="DESC_CLOCKWORK_DANCER">Automatons of impeccable construction, welcoming entrants to their chamber with a display of deadly dance.</entry>

<entry name="DESC_SLAB_FLY_BROODMOTHER">Mad matriarch of the Slab rarely seen outside her warren. From her all jailers are born and bred.</entry>

<entry name="NOTE_PILGRIM_FLY">Flight it possesses, but only just. It may lift from the stone, but those sad wings would never carry it far.</entry>

<entry name="NAME_PILGRIM_STAFFWIELDER">Pilgrim Guide</entry>

<entry name="NAME_TROBBIO">Trobbio</entry>

<entry name="DESC_MAGGOTS">Mindless infant larva, coated in thick slime.</entry>

<entry name="DESC_SWAMP_SHAMAN">Chief and chaplain of the Stilkin, forever raging against the Citadel that chokes their caves and sees them suffer.</entry>

<entry name="NAME_WEAVER_SERVITOR_LARGE">Servitor Boran</entry>

<entry name="NAME_CORAL_HUNTER">Alita</entry>

<entry name="NOTE_LIGHTBEARER">An essential bug if one ever hoped to navigate that dark maze of stacks and scrolls. </entry>

<entry name="DESC_GRASSHOPPER_CHILD">Child of Verdania, fully capable to fight despite its young age.</entry>

<entry name="NOTE_SLAB_PRISONER_FLY_NEW">Their thick shroud leaves them sightless, yet it seems to matter little. They have no care for their own safety, wishing only to charge at those they sense as sinful.</entry>

<entry name="NAME_CROWMAN">Tallcraw</entry>

<entry name="DESC_CORAL_BIG_JELLYFISH">Large, gelatinous drifter. Chases away threats by hurling its bulk around.</entry>

<entry name="NAME_PILGRIM_STOMPER_SONG">Choir Elder</entry>

<entry name="DESC_BONE_FLYER">Aggressive fly of Pharloom's lowlands. Rams prey with its hardbone mask.</entry>

<entry name="DESC_PINSTRESS_BOSS">Blade maiden of a once renowned warrior sect, survived long beyond the rest of her order.</entry>

<entry name="NAME_WEAVER_SERVITOR">Servitor Ignim</entry>

<entry name="DESC_GRASSHOPPER_FLY">Blindingly fast, winged warrior able to launch pointed pinions from its forelimbs.</entry>

<entry name="NAME_CORAL_JUDGE">Judge</entry>

<entry name="NAME_LAST_JUDGE">Last Judge</entry>

<entry name="NAME_SLAB_FLY_LARGE">Wardenfly</entry>
<entry name="DESC_CORAL_HUNTER">Leaping hunter of a bygone age. The swiftest of their sect, deftly skilled with spinning foreblades.</entry>
<entry name="NOTE_CROWMAN_DAGGER_JUROR">They seek to slay their only chance at survival. Alas, any words would fall useless. I have only my blade to offer response.</entry>
<entry name="NAME_SPINNER_BOSS">Widow</entry>
<entry name="NOTE_FIELDS_FLOCK_FLYERS">They call out to warn their fellows at the smallest sense of threat. A successful hunt here means staying silent and hidden right up until the decisive strike.</entry>
<entry name="NAME_ABYSS_MASS">Summoned Saviour</entry>
<entry name="NOTE_WEAVER_SERVITOR">Though the Weavers have long passed from Pharloom, this servant still performs its function.</entry>
<entry name="DESC_PILGRIM_HIKER">Hard-shelled bug with a climber's pin. Their pin, once aid, has become a weapon, though the bug is unrefined in its use.</entry>
<entry name="DESC_BONE_HUNTER_THROW">Huge ant hunter tasked to protect the stores and passages of its tribe.</entry>
<entry name="DESC_CORAL_WARRIOR">Staunch and skilled bladebug of a once flourishing land lost to time.</entry>
<entry name="DESC_PILGRIM_MOSS_SPITTER">Aged pilgrim, overgrown with lichen and moss. </entry>
<entry name="NOTE_SONG_HEAVY_SENTRY">There is no finesse in its use of Silk. It consumes its slim supply only to amplify its force.</entry>
<entry name="DESC_POKE_SWIMMER">Steel horned floater, able to defend itself and its companions.</entry>
<entry name="DESC_CONDUCTOR_BOSS">Tormented will of countless husks made manifest in a pit of Silk dregs.</entry>
<entry name="NOTE_PILGRIM_03_UNDERSTORE">That they ever hoped to keep their domain clean... What futility.</entry>
<entry name="NAME_BLADE_SPIDER_HANG">Pharlid Diver</entry>
<entry name="NOTE_BELL_GOOMBA">I would very much like to feel their soft fur, if only they weren't so hostile.</entry>
<entry name="NOTE_DOCK_WORKER">This kingdom appears more advanced in metalwork than my own ever was, in great part due to the natural heat source at its base. Working in such an environment is an impressive feat.</entry>
<entry name="DESC_DOCK_FLYER">Aerial worker lost to Pharloom's Haunting. Bears a pouch full with flintstone which they will fling at intruders.</entry>
<entry name="DESC_TROBBIO">Haughty thespian convinced that only dazzling performance can raise Pharloom from the throes of death.</entry>
<entry name="NAME_BONE_HUNTER_BUZZER">Skarrwing</entry>
<entry name="NAME_LILYPAD_FLY">Leaf Glider</entry>
<entry name="NAME_CLOVERSTAG">Cloverstag</entry>
<entry name="NAME_SONG_GOLEM">Fourth Chorus</entry>
<entry name="DESC_POND_SKATER">Hard-shelled insect common upon the surface of Shellwood Pond. Once a staple food for passing pilgrims.</entry>

<entry name="DESC_GARMOND">Old knight consumed by black thread. </entry>
<entry name="NOTE_GIANT_FLEA">I would not have guessed so large and marvellous a flea existed. I am pleased it saw sense before I had to strike a killing blow.</entry>
<entry name="NOTE_SONG_GOLEM">A terrifying achievement of Pharloom, to build a construct so large and yet so nimble.</entry>
<entry name="NAME_PILGRIM_03_SONG">Choir Bellbearer</entry>
<entry name="NAME_SONG_PILGRIM_MAESTRO">Maestro</entry>
<entry name="NAME_MAGGOTS">Muckmaggot</entry>
<entry name="NOTE_BONE_ROLLER">Their rough, ridged shell grips tight to any surface. Even walls and roofs become pathways for these nimble bugs.</entry>
<entry name="NAME_SONG_AUTOMATON_SHIELD">Cogwork Defender</entry>
<entry name="NAME_GARMOND">Lost Garmond</entry>
<entry name="NOTE_CORAL_GOOMBA_LARGE">Nature distorted... This bug was born tiny and mild. The Citadel deformed it in futile hope it may sustain.</entry>
<entry name="NAME_BONE_GOOMBA">Skull Scuttler</entry>
<entry name="NOTE_BONE_HUNTER_BUZZER">They would make effective hunting companions, though even without the Haunting I suspect their loyalty would always remain to their clan.</entry>
<entry name="NAME_CORAL_BIG_JELLYFISH">Yumama </entry>
<entry name="DESC_SAND_CENTIPEDE">Shell plated worm that lives beneath pools of shifting sand.</entry>
<entry name="NAME_MOSSBONE_CRAWLER_FAT">Massive Mossgrub</entry>
<entry name="DESC_CORAL_CONCH_SHOOTER_HEAVY">Large male Driznit, ferocious and territorial. Fires its heavy coral mask at intruders.</entry>
<entry name="NOTE_VAMPIRE_GNAT">With its wranglers long dead, the Moorwing stalked the towers of Greymoor, feasting on passing pilgrims and tenders alike.</entry>
<entry name="NOTE_SWAMP_BARNACLE">Hiding its tongue amongst fronds so similar... There is impressive style to this one's trickery.</entry>
<entry name="DESC_FARMER_SCISSORS">Scissor-wielding bug charged to cut and spool fallen dregs of Silk for return to the Citadel above.</entry>
<entry name="NAME_UNDERSTORE_AUTOMATON">Cogwork Underfly</entry>
<entry name="NOTE_TAR_SLUG">What seems at first a purely defensive mechanism may also be necessary to rid this creature of excess heat.</entry>
<entry name="NAME_SONG_THREADED_HUSK">Dreg Husk</entry>
<entry name="NOTE_CORAL_KING">For his stern stewardship his legions seemed utterly loyal. For less combative bugs his would have been a hard rule.</entry>
<entry name="NAME_CORAL_GOOMBA_LARGE">Crustcrag</entry>
<entry name="DESC_SONG_THREADED_HUSK">Remains of a Citadel bug possessed by Silk dregs. The husk will lash out wildly with the many sharp pins caught inside its thread.</entry>
<entry name="DESC_SONG_CREEPER">Altered servant of the Citadel's Whiteward, responsible for the cremation of husks and the recycling of Silk from their shells.</entry>
<entry name="DESC_CROWMAN_DAGGER_JUROR">Short elder crawbug eagerly serving in their court.</entry>

<entry name="NAME_SWAMP_MUCKMAN">Stilkin</entry>
<entry name="NOTE_BONE_HUNTER_THROW">Theirs is the perfect shell for their duty, a wall of a warrior and an adept fighter. If I hope to claim their treasures, I must bring my best.</entry>
<entry name="NAME_SONG_SCHOLAR_ACOLYTE">Vaultborn</entry>
<entry name="NAME_SPIKE_LAZY_FLYER">Imoba</entry>
<entry name="NOTE_PILGRIM_BELL_THROWER">Their bells would once have rung with hope and mirth, lifting the spirits of any climbing companions. Sadly, those instruments have turned purely to combative use. </entry>
<entry name="NAME_BLACK_THREAD_CORE">Void Mass</entry>
<entry name="NAME_PEAKS_DRIFTER">Driftlin</entry>
<entry name="NAME_CRYSTAL_DRIFTER">Mnemonid</entry>
<entry name="NAME_TAR_SLUG_HUGE">Lavalarga</entry>
<entry name="NOTE_POND_SKATER">The way they skate along the water's surface is so elegant. Surely it is a skill that can be learned? When time permits, I should attempt the task.</entry>
<entry name="NOTE_ABYSS_CRAWLER">A creature long familiar to me. I suspect that no matter how far I travel, if I descend deep enough they will always be there.</entry>
<entry name="NOTE_CORAL_BIG_JELLYFISH">When defeated, it splits into many smaller forms. Yet another remarkable creature of this land before the monarch.</entry>
<entry name="NAME_PILGRIM_BELLTHROWER_FLY">Winged Pilgrim Bellbearer</entry>
<entry name="DESC_STICK_INSECT_FLYER">Winged insect with a flaky shell that perfectly mimics its environment.</entry>
<entry name="NAME_MITE">Mite</entry>
<entry name="DESC_MOSSBONE_CRAWLER_FAT">Unnaturally overgrown Mossgrub, bred within the Citadel's Memorium.</entry>
<entry name="NOTE_ROSARY_THIEF">While these bothersome bugs are left free to forage, no loose rosary or trinket is safe.</entry>
<entry name="DESC_DUSTROACH_POLLYWOG">Younger form of a Muckroach. Attacks prey by leaping from the water and snapping with its flexible jaws.</entry>
<entry name="DESC_BONE_HUNTER_CHIEF">Elite former hunter acting as the final line of defence before their mother.</entry>
<entry name="NOTE_SLAB_PRISONER_LEAPER_NEW">All are haunted here, the jailers and the jailed. Do they realise they will never leave this place? Or how long they have stayed already?</entry>
<entry name="NAME_CRYSTAL_DRIFTER_GIANT">Mnemonord</entry>
<entry name="NOTE_BONE_GOOMBA_BOUNCE_FLY">Such feeble creatures could only survive thanks to the rarity of predators in these super-heated caverns.</entry>
<entry name="DESC_TAR_SLUG_HUGE">Fully grown mollusc able to unleash a gushing torrent of burning fluid from its back.</entry>
<entry name="NOTE_CROW">By this swooping menace, a simple bug could be easily overcome. More dangerous still, they rarely attack alone. </entry>

<entry name="NOTE_CENTIPEDE_TRAP">A common enough bug, though not to be underestimated. The acuteness of their other senses more than makes up for their lack of vision.</entry>

<entry name="DESC_BONE_HUNTER_BUZZER"> Darting predator that clings fast to roofs and outcrops, often summoned to aid its larger companions.</entry>

<entry name="NOTE_FARMER_SCISSORS">Is it the Haunting that drove them to cackling madness, or was their unending toil the cause even before that?</entry>

<entry name="DESC_ROACHFEEDER_SHORT">Short, nimble bug who uses barbed bolas to keep beasts corralled and caged.</entry>

<entry name="NAME_GLOOMFLY">Gloomsac</entry>

<entry name="NOTE_BONE_HUNTER_CHILD">Despite their youth, they are impressive opponents. It seems likely their tribe were trained for combat from birth.</entry>

<entry name="NAME_DUSTROACH_POLLYWOG">Slubberlug</entry>

<entry name="DESC_LIGHTBEARER">Disciple of the Whispering Vaults, tasked to navigate its dim recesses to retrieve old scrolls.</entry>

<entry name="NOTE_SWAMP_SHAMAN">This one's strength was much enhanced by stolen soul. They are not the first who tried to hoard it, or to mould it towards such violent ends.</entry>

<entry name="NOTE_UNDERSTORE_SMALL">With all the refuse collapsing throughout their domain, the worker's stiff shell would be essential if they held any hope to survive.</entry>

<entry name="NOTE_BONE_FLYER_GIANT">Civilisation encroaches from this kingdom's crown, but the lowlands are still ruled by great beasts. Its roar stirs something deep within me, some primal instinct.</entry>

<entry name="NOTE_SPIKE_LAZY_FLYER">The poor creature has lived a life too calm and coddled. It would not fare well in the world beyond its walls.</entry>

<entry name="DESC_CORAL_FLYER">Lithe, winged scouts frequently paired with their heavier brethren. </entry>

<entry name="NAME_SONG_CREEPER">Mortician</entry>

<entry name="NOTE_ROACHFEEDER_SHORT">Their throwing weapon is well-suited to the wide caverns they inhabit. These sly little bugs must have a keen claw for crafting.</entry>

<entry name="DESC_SPIKE_SWIMMER">Toughened Kai capable of extending sharp spikes from within its shellsack.</entry>

<entry name="NOTE_CLOVERSTAG">An impressive act of mimicry. To match so closely with its land, their clover caves must have sustained through generations uncounted.</entry>

<entry name="NOTE_MOSSBONE_FLY">This bug is soft and clumsy, but to its fortune its home caves seem relatively free of effective predators. I wonder why that is.</entry>

<entry name="DESC_SONG_GOLEM"> Towering iron automaton, driven by rotor and cog. </entry>

<entry name="DESC_CORAL_CONCH_DRILLER">Small bug that crafts a shell of sharpened coral. Spins its shell at rapid speed to cut through crust and bone.</entry>

<entry name="DESC_CORAL_SWIMMER_FAT">Plump, plentiful drifter of a coral past. </entry>

<entry name="NAME_CORAL_GOOMBAS">Crustcrawler</entry>

<entry name="NOTE_CORAL_BRAWLER">Far tougher for being matched inside their encrusted domain. They must have lived their whole lives within their tower, to command it so.</entry>

<entry name="NAME_SONG_REED">Reed</entry>

<entry name="DESC_FARMER_CENTIPEDE">Tall bug charged to pile Silk dregs in preparation for respooling. Their sharp rake now doubles equally well as a stabbing weapon.</entry>

<entry name="NAME_BLOAT_ROACH">Bloatroach</entry>

<entry name="NAME_ROACHKEEPER">Roachkeeper</entry>

<entry name="NAME_TORMENTED_TROBBIO">Tormented Trobbio</entry>

<entry name="NOTE_UNDERSTORE_MITE_GIANT">Few creatures of that Silk stricken place would find nourishment enough to grow so large.</entry>

<entry name="DESC_WRAITH">Anguished spectre of lingering thread. Despite its ephemeral nature, strong strikes can dispel the Wraith for a time.</entry>

<entry name="NOTE_GARMOND">A tragic fate for a once honourable bug. Those void soaked threads... Their physical might is nothing compared to the corruption they wreak upon a soul.</entry>

<entry name="NAME_BONE_ROLLER">Mawling</entry>

<entry name="NAME_SPLINTER_QUEEN">Sister Splinter</entry>

<entry name="NOTE_CRYSTAL_DRIFTER">The coldshard, even when destroyed it remembers its former shape. A remarkable material, and perhaps even more astonishing there seems life contained within it.</entry>

<entry name="NOTE_SONG_KNIGHT">The talent and intelligence of this construct goes far beyond others I have witnessed. They seem less built as a tool to serve than an attempt at life itself.</entry>

<entry name="NOTE_SONG_SCHOLAR_ACOLYTE">In entering their domain, I freed these bugs to infest the greater vaults. They are a nuisance, and I have only myself to blame.</entry>

<entry name="DESC_VAMPIRE_GNAT">Winged mite-beast, bred large to catch workers who once tried to flee their tasks.</entry>

<entry name="NAME_SONG_AUTOMATON_01">Cogwork Choirbug</entry>

<entry name="NOTE_CORAL_CONCH_DRILLER">The way it darts in and out of the ground has an almost playful quality to it. An amusing and effective way to ambush prey.</entry>

<entry name="DESC_BLOOM_PUNCHER">Floral foe with a core shaped to mimic a mask. The core can be thrust forth to bludgeon unwary bugs.</entry>

<entry name="NAME_ROACHKEEPER_CHEF_TINY">Roachserver</entry>

<entry name="NOTE_WEAVER_SERVITOR_LARGE">The servitor has been heavily damaged by time and the elements. Its actions have grown erratic. It seems no longer able to discern friend from foe.</entry>

<entry name="NOTE_CORAL_SWIMMER_LARGE">A unique mask and impressive form. Now just another near forgotten specimen of this land before the monarch.</entry>

<entry name="NOTE_BONE_HUNTER_TINY">These bugs work mainly as finders and foragers for the warriors of their tribe. Combat has not long been their nature.</entry>

<entry name="NOTE_BONE_WORM_BLUEBLOOD">Pharloom shall quickly learn the curse of this substance. What benefits it provides can be swiftly outweighed.</entry>

<entry name="NAME_BONE_HUNTER_CHILD">Skarr Scout</entry>
<entry name="NAME_CORAL_CONCH_STABBER">Pokenabbin</entry>
<entry name="DESC_SONG_HANDMAIDEN">Puppet servant of the Citadel, suspended on strings of Silk. An early form of automaton, requiring extensive Silk to maintain its service.</entry>
<entry name="DESC_SETH">Eternal defender of Shellwood Shrine. His pin and cymbal show many marks of their use.</entry>
<entry name="NOTE_UNDERSTORE_AUTOMATON">It is no wonder these constructs were cast. No mortal bug would last long inside that scorching place. Even my shell struggles to withstand its heat.</entry>
<entry name="DESC_CLOVERSTAG_WHITE">Fabled first Cloverstag of Verdania's wilds. Commands the grass and leaves to aid its attack. </entry>
<entry name="DESC_SONG_REED">Disciple of the Choir, charged to maintain its perfect order, by sharp pin if necessary.</entry>
<entry name="NOTE_DRAGONFLY_LARGE">When they do not hinder my path, I find their simple motion rather pleasant.</entry>
<entry name="NOTE_ROOF_CRAB">Holds an extensive supply of searing acid in a layered sack within its shell. The acid rains from its mouth upon any creature it sees as food.</entry>
<entry name="DESC_UNDERSTORE_HEAVY">Heavy, hard-shelled worker, forever repairing the Citadel's crumbling Underworks.</entry>
<entry name="NOTE_FIELDS_GOOMBA">It has no means to defend itself. Its only hope for survival is to be mistaken for a plant.</entry>
<entry name="NOTE_BONE_BEAST">This one has allied themself with me, either as thanks for their saving or respect for one judged as equal. Whichever the reason, their fellowship is welcome.</entry>
<entry name="NOTE_SONG_PILGRIM_01">Bugs like these crossed the caves to bring me to Pharloom. I cut down many before my capture. Then I had thought them minded and cunning. Now I can see the singular will that haunts them all. </entry>
<entry name="NAME_CORAL_FLYER">Kakri</entry>
<entry name="NOTE_BONE_SPITTER">Its sticky spit would no doubt make a useful crafting material if moulded fresh. Unfortunately, I cannot stop to experiment.</entry>
<entry name="NOTE_SLAB_FLY_MID">The smell from these jailers overwhelms my senses. I strongly doubt they have ever thought to bathe.</entry>
<entry name="NOTE_CORAL_SWIMMER_SMALL">A creature at its most basic. This one is no threat to me, or any other.</entry>
<entry name="DESC_PILGRIM_STOMPER_SONG">Aged former pilgrim. Uses their wings to position above threats and crush them under their large shell.</entry>
<entry name="NAME_STICK_INSECT_CHARGER">Splinterhorn</entry>
<entry name="NAME_PILGRIM_03_UNDERSTORE">Underscrub</entry>
<entry name="NAME_ROOF_CRAB">Craggler</entry>
<entry name="NOTE_PILGRIM_HIKER">A bug once frail, pushed by twisted thread beyond its mortal limits. </entry>
<entry name="NOTE_SWAMP_GOOMBA">The threat of its exploding rear is an effective deterrent to predators, but the slightest jolt or fall can cause its premature end.</entry>

<entry name="NOTE_WISP">To live only a single, bright moment... What would one feel? Is it glorious, or only despair? Or could it be both, mixed equal?</entry>

<entry name="NOTE_ROACHKEEPER">Though their mind is largely lost their skill with a chain has not been forgotten. Does the Haunting eternally bind a bug to the task it had in life?</entry>

<entry name="DESC_BONE_FLYER_GIANT">Angered, adult Beastfly with a weighty body and a thickened hardshell mask. </entry>

<entry name="DESC_BONE_ROLLER">Young, bony bug that can curl its body to form a ball.</entry>

<entry name="NAME_WISP_PYRE_EFFIGY">Father of the Flame</entry>

<entry name="NAME_POKE_SWIMMER">Spinebeak Kai</entry>

<entry name="NOTE_MOSSBONE_CRAWLER_FAT">So close to a perfect furred form... If only they'd been able to breed out the spines.</entry>

<entry name="DESC_ABYSS_CRAWLER_LARGE">Bulky worm of the deepest depths. Lives in tight crevices and uses its weighty body to batter.</entry>

<entry name="DESC_SPINNER_BOSS">Crazed fanatic able to guide Pharloom's haunted Silk by music played upon it.</entry>

<entry name="NAME_ZAP_CORE_ENEMY">Voltvyrn</entry>

<entry name="NAME_SMALL_CRAB">Cragglite</entry>

<entry name="NOTE_SONG_THREADED_HUSK">There is old anguish bound upon these threads, the result of countless cruel procedures.</entry>

<entry name="DESC_SKULL_KING">Rare, enormous Skull Scuttler. The Marrow's largest predator, and the most feared for its ferocious temperament.</entry>

<entry name="DESC_PILGRIM_02_SONG">Full-grown former pilgrim serving the Citadel.</entry>

<entry name="DESC_CRAWFATHER">Lord and justice of Pharloom's craws. Delivers death to condemned bugs with his steel-plated beak.</entry>

<entry name="NAME_ABYSS_TENDRIL">Void Tendrils</entry>

<entry name="NAME_DOCK_BOMBER">Flintflame Flyer</entry>

<entry name="DESC_ROCK_ROLLER">Rarely seen beetle that spends most of its life nestled deep in bone and rock. The Flintgems on its shell excrete an explosive powder.</entry>

<entry name="NOTE_SLAB_FLY_LARGE">Disgusting both in manner and stench. I feel no remorse to see them felled.</entry>

<entry name="NAME_PILGRIM_FLY">Winged Pilgrim</entry>

<entry name="NOTE_PILGRIM_03_SONG">Pharloom proves often the effectiveness of bells as weapons. Never before had I considered them as such. </entry>

<entry name="NAME_SLAB_FLY_BROODMOTHER">Broodmother</entry>

<entry name="DESC_GLOOM_BEAST">Enormous tubular beast uniquely suited to living close to the void below. </entry>

<entry name="NAME_CROWMAN_JUROR">Tallcraw Juror</entry>

<entry name="DESC_PILGRIM_STAFFWIELDER">Old pilgrim carrying a heavy iron bell staff.</entry>

<entry name="NAME_PILGRIM_HIKER">Pilgrim Hiker</entry>

<entry name="NAME_DOCK_FLYER">Flintstone Flyer</entry>

<entry name="NOTE_SMALL_CRAB">If left to grow, these young bugs will fight for dominance until only one remains.</entry>

<entry name="NOTE_SONG_THREADED_HUSK_SPIN">Living Silk commanding a dead shell... An affront to nature, and one all too common across Pharloom. </entry>

<entry name="NAME_CORAL_CONCH_DRILLER_GIANT">Great Conchfly</entry>

<entry name="NAME_ABYSS_CRAWLER_LARGE">Shadow Charger</entry>

<entry name="NAME_SWAMP_DUCTSUCKER">Ductsucker</entry>

<entry name="NAME_GLOOM_BEAST">Gargant Gloom</entry>

<entry name="DESC_ZAP_CORE_ENEMY">Coiled nest of charged worms. Assaults intruders with bolts of crackling electricity.</entry>

<entry name="DESC_SCHOLAR">High caste bug, responsible for delivering sermons and leading prayer for those beyond the walls of the Whispering Vaults.</entry>

<entry name="NAME_SONG_PILGRIM_02">Surgeon</entry>

<entry name="NOTE_CRAWFATHER">Did he recognise my part played in this land's void-strung state? If so, perhaps his judgment was not unfair. To these bugs I have brought much destruction.</entry>

<entry name="NOTE_DOCK_FLYER">That incendiary material they carry is a natural wonder, with many potential applications. What a waste to carelessly throw it at me whenever I pass by.</entry>

<entry name="NAME_ROACHFEEDER_TALL">Roachfeeder</entry>

<entry name="NOTE_CORAL_FLYER_THROW">Not a frontline force, but in my assault upon their tower all emerge to see me stilled.</entry>

<entry name="NAME_PINSTRESS_BOSS">Pinstress</entry>

<entry name="NAME_CRAWFATHER">Crawfather</entry>

<entry name="NAME_WISP">Wisp</entry>

<entry name="NOTE_CROWMAN_DAGGER">A cowardly sort. They will try to remain at range to throw their sharp weapons. Best to rush them down and cut quick.</entry>

<entry name="DESC_CORAL_FLYER_THROW">Wide-masked aerial attacker trained to act as support for its grounded companions while remaining at range.</entry>

<entry name="NOTE_SCHOLAR">Most likely this one's true charge was to root out and condemn those not seen as sufficiently fervent.</entry>

<entry name="NAME_CORAL_SWIMMER_FAT">Kai</entry>

<entry name="DESC_PILGRIM_FISHER">Old catcher over Shellwood Pond, bearing a longpin and stricken by the Haunting. </entry>

<entry name="NAME_BONE_HUNTER_TRAPPER">Gurr the Outcast</entry>

<entry name="NAME_SWAMP_MUCKMAN_TALL">Stilkin Trapper</entry>

<entry name="NAME_DRAGONFLY_LARGE">Pendragor</entry>

<entry name="DESC_ROACHKEEPER">Grizzled older roach tender weighted with a lasso of heavy chain.</entry>

<entry name="NOTE_FARMER_WISP">These ones somehow learnt to call and guide the scorching Wisps that share their thicket. Whether through dominance or reverence is unclear.</entry>

<entry name="NOTE_BLUE_ASSISTANT">He carelessly seeded these caves with that cursed substance... His final fate seems fair reward for those efforts, yet I feel some sympathy. It is an alluring power.</entry>

<entry name="DESC_CORAL_GOOMBAS">Soft-shelled scrambler encased in coral. </entry>

<entry name="NOTE_CORAL_CONCH_DRILLER_GIANT">To pair with another is a base instinct, and one that brings some bugs great joy. I once sought similar union, but of my own mates none could match my lifespan. </entry>

<entry name="DESC_HUNTER_QUEEN">Song queen of the Skarr and their most talented warrior.</entry>

<entry name="NAME_PILGRIM_01_SONG">Choir Pouncer</entry>

<entry name="NOTE_CLOVER_DANCER">For one to love another so similar to themselves, is that selfless or vain?</entry>

<entry name="NOTE_WHITE_PALACE_FLY">A crude construct of my father's fallen domain. Only a fool believes that void can be fashioned to do their bidding. </entry>

<entry name="NAME_BONE_SPITTER">Tarmite</entry>

<entry name="NAME_SWAMP_BARNACLE">Barnak</entry>

<entry name="NAME_BLOOM_PUNCHER">Gahlia</entry>

<entry name="NAME_SHELL_FOSSIL_MIMIC">Shardillard</entry>

<entry name="NAME_FIRST_WEAVER">First Sinner</entry>

<entry name="DESC_PILGRIM_FLY">Short-horned bug born with underdeveloped wings.</entry>

<entry name="NAME_BONE_HUNTER_THROW">Skarrgard</entry>

<entry name="DESC_PILGRIM_BELL_THROWER">Common bug wielding a set of old bells. The bug will fling the bells at anyone it deems still free. </entry>

<entry name="NOTE_GRASSHOPPER_FLY">Born with many tools I would once have desired for myself. Fortunately, I have trained hard around those limits.</entry>

<entry name="NOTE_SWAMP_MUCKMAN_TALL">More bother than the bug themself are the countless traps they have already laid throughout their caves.</entry>

<entry name="NAME_BLOOM_SHOOTER">Pollenica</entry>

<entry name="NAME_CORAL_WARRIOR_GREY">Watcher at the Edge</entry>

<entry name="NOTE_SONG_ADMINISTRATOR">The lethality of these bugs is unexpected. Their bodies were never built for combat. The Haunting has altered their nature dramatically.</entry>

<entry name="NAME_SLAB_PRISONER_FLY_NEW">Puny Penitent</entry>

<entry name="DESC_FIELDS_FLYER">Docile bug whose wings mimic the grasses of the Far Fields. A common snack for larger predators.</entry>

<entry name="DESC_UNDERSTORE_THROWER">Exhausted bug, grown sickly from the smog of the Underworks. The worker's twistpins, once tools of repair, now serve as spun projectiles.</entry>

<entry name="DESC_SLAB_PRISONER_LEAPER_NEW">Humbled prisoner serving their sentence for sin committed within the Citadel.</entry>

<entry name="DESC_FLOWER_QUEEN">Ancient heart of Shellwood, connected to all its living things. </entry>

<entry name="DESC_SONG_PILGRIM_01">Guide and oftentimes leader within the Citadel's Choir.</entry>

<entry name="NOTE_GNAT_GIANT">Poor of sight but possessing a keen sense of smell, it uses its bulk to charge at foreign scents. Remaining fierce so far into old age is an admirable trait.</entry>

<entry name="DESC_SWAMP_GOOMBA">Crawling insect with a sizzling bile sack in its abdomen.</entry>

<entry name="NAME_LIFEBLOOD_FLY">Winged Lifeseed</entry>

<entry name="NOTE_SONG_HANDMAIDEN">If given a chance, this one will steal Silk from any significant source, including my own shell.</entry>

<entry name="DESC_LIFEBLOOD_FLY">Mindless sack filled with Plasmium. When broken the Plasmium can be consumed for its temporary benefits to health.</entry>

<entry name="NOTE_SONG_AUTOMATON_FLY">More effective an opponent than would be guessed. The precarity of its winding domain can make even its simple assault a challenge.</entry>

<entry name="NAME_CORAL_CONCH_DRILLER">Conchfly</entry>

<entry name="DESC_CORAL_CONCH_DRILLER_GIANT">Elder Conchfly crowned with a huge coral horn. Once partnered with a mate, they will rarely be seen alone.</entry>

<entry name="NAME_CORAL_BRAWLER">Karak Gor</entry>

<entry name="DESC_PILGRIM_03_UNDERSTORE">Drained yet dedicated labourer, wielding a coarse steel brush. </entry>

<entry name="NOTE_BONE_HUNTER">Fierce, strong and disciplined... yet these qualities do not protect them from the Haunting. Is such a fate inevitable in these lands?</entry>

<entry name="NOTE_SONG_REED">A form well suited for combat, lithe and fast. No surprise it seems to rank so high amongst its cult.</entry>

<entry name="NAME_BONE_WORM">Grom</entry>

<entry name="DESC_BONE_HUNTER_FLY">Winged ant hunter that strikes from the air with its bone lance.</entry>

<entry name="NAME_SAND_CENTIPEDE">Sandcarver</entry>

<entry name="NOTE_BONE_WORM_BLUETURRET">In my home caves, when once this substance was allowed to flourish, I saw similar aberrations. This is wonder tainted strong with revulsion.</entry>

<entry name="DESC_BELL_FLY">Furred bug beneath a heavy bell. It has grown too large to burrow, but in maturing has developed small wings.</entry>

<entry name="DESC_PILGRIM_04_SONG">Aerial bug of the Citadel, unarmed but for its short horn.</entry>

<entry name="DESC_MOSSBONE_MOTHER">Adult Mossmir with a fully developed stinger and hardened hide.</entry>

<entry name="NOTE_MOSSBONE_MOTHER">Motherhood is an instinct that can push creatures beyond what seems their natural limits. It turns even weaker beasts like these into formidable foes.</entry>

<entry name="NOTE_WISP_PYRE_EFFIGY">The remains of an aged bug were housed at the pyre's heart. The structure suggested they wished for immolation. If so, I have seen their wish granted. </entry>

<entry name="DESC_BONE_HUNTER">Skilled ant hunter bearing blade and armour fashioned from bone.</entry>

<entry name="NAME_BONE_FLYER_GIANT">Savage Beastfly</entry>

<entry name="NOTE_TAR_SLUG_HUGE">To survive while storing so much searing fluid within... Before I would have believed it impossible, but Pharloom is home to many marvels.</entry>

<entry name="DESC_SONG_PILGRIM_MAESTRO">Choir commander of the High Halls, able to summon and command cogflies at a flick of their baton.</entry>

<entry name="NAME_BONE_GOOMBA_BOUNCE_FLY">Skullwing</entry>

<entry name="NAME_PILGRIM_04">Pilgrim Hornfly</entry>

<entry name="NAME_PILGRIM_05">Elder Pilgrim</entry>

<entry name="NAME_PILGRIM_02">Pilgrim Hulk</entry>

<entry name="DESC_CORAL_SWIMMER_LARGE">Masked coral drifter, grown larger than its more numerous companions.</entry>

<entry name="DESC_FARMER_WISP">Many-legged insect fanatically obsessed with flame.</entry>

<entry name="NAME_PILGRIM_01">Pilgrim Pouncer</entry>

<entry name="NAME_BONE_HUNTER_CHIEF">Last Claw</entry>

<entry name="NAME_DOCK_WORKER">Smelt Shoveller</entry>

<entry name="NOTE_CROWMAN_JUROR">Curiosity saw me answer their summons, but I shall not allow them to stall me long. I must work fast to fix my grand mistake.</entry>

<entry name="NAME_CORAL_JUDGE_CHILD">Squirrm</entry>

<entry name="NAME_LIGHTBEARER">Lampbearer</entry>

<entry name="NOTE_DUSTROACH">A revolting creature. My shell itches at their presence. In the pens where their numbers grow vast, I am forever on edge. </entry>

<entry name="NAME_FIELDS_FLOCK_FLYERS">Brushflit</entry>

<entry name="NOTE_BONE_FLYER">Dancing around this simple creature as it charges back and forth is the sort of game I delighted in as a child. Alas, I now have more pressing matters to attend to.</entry>

<entry name="NOTE_FARMER_CENTIPEDE">Theirs seems a sad, grueling task, serving their lifetime for a Citadel unseen.</entry>

<entry name="DESC_BONE_GOOMBA_BOUNCE_FLY">Airborne relative of the grounded Skull Scuttler, found only in the Marrow's deepest, hottest caves.</entry>

<entry name="NOTE_DOCK_BOMBER">Theirs would be a high risk life, followed by a short, searing end.</entry>

<entry name="DESC_CLOVERSTAG">Placid native of Verdania. Its hide closely mimics the flora of its territory.</entry>

<entry name="NOTE_CORAL_JUDGE">They remorselessly eliminate any pilgrim or passerby deemed impure to their sight. The countless husks, strewn on paths beside them, tell of their conclusive decisions.</entry>

<entry name="NAME_PILGRIM_STAFF_UNDERSTORE">Undersweep</entry>

<entry name="NOTE_CROWMAN_JUROR_TINY">Weak, afraid, and aware of the imminent end. I understand their desperation, but my death will not prevent the coming fall.</entry>

<entry name="NOTE_SONG_AUTOMATON_02">An inspired use of steam. I must remember its construction when designing future tools.</entry>

<entry name="NOTE_SWAMP_MUCKMAN">They know well their domain, lurking in wait in its byways and bogs, always ready to pounce.</entry>

<entry name="DESC_BLUE_ASSISTANT">Husk of an alchemist's assistant granted false life by Plasmium.</entry>

<entry name="NOTE_BLOOM_PUNCHER">The false mask alone is frightening enough to scare away smaller pests.</entry>

<entry name="NOTE_ASPID_COLLECTOR">In its natural state it would avoid potential predators, but Pharloom's Haunting now compels it to aggression. Fortunately, its jaws are ill-suited for combat.</entry>

<entry name="NAME_CORAL_CONCH_SHOOTER_HEAVY">Driznarga</entry>

<entry name="NOTE_ROACHKEEPER_CHEF">Returned to their home caves, this chef continued to devise delicacies too repulsive for any bug still sane.</entry>

<entry name="NAME_CLOVER_DANCER">Clover Dancers</entry>

<entry name="DESC_CORAL_KING">Hardened warrior lord of a bygone age, able to command the coral crust to his bidding.</entry>

<entry name="NOTE_UNDERSTORE_HEAVY">There seem no ranks in their domain, yet this one has risen above the rest. A station likely gained through intimidation and thuggery.</entry>

<entry name="DESC_LACE">Manic fencer who delights in battle.</entry>

<entry name="DESC_CENTIPEDE_TRAP">Sightless burrower that reacts violently to the slightest sound.</entry>

<entry name="DESC_SILK_BOSS">Monarch of Pharloom, and the primal source of Silk.</entry>

<entry name="NOTE_SONG_SCHOLAR_ACOLYTE_ACT_3">These bugs have been driven out of their vault's recesses by Pharloom's black collapse. They are a nuisance, and I have only myself to blame.</entry>

<entry name="NAME_GARMOND_ZAZA">Garmond & Zaza</entry>

<entry name="NAME_MOSSBONE_FLY">Mossmir</entry>

<entry name="DESC_BONE_SPITTER">Flying bone mite that lives near magma. Roasts its prey by spitting scorching tar.</entry>

<entry name="DESC_SWAMP_MOSQUITO">Plentiful pest with a sharp proboscis and a belly full of bile.</entry>

<entry name="DESC_BLADE_SPIDER">Small arachnid found in many crevices and caves throughout Pharloom.</entry>

<entry name="DESC_BONE_WORM_BLUETURRET">Large worm mutated heavily by Plasmium. The creature has become fused to the roof of its cave, no longer able to move freely.</entry>

<entry name="NOTE_CORAL_FLYER">Its training resembles my own, favouring fast strikes and rapid movement. Once a hunter, perhaps?</entry>

<entry name="NOTE_BLOOM_SHOOTER">What exceptional senses it possesses. It detects me with ease, even when not a single sound is made.</entry>

<entry name="DESC_CRYPT_WORM">Young masked worm that delights in ambushing intruders within its tunnels.</entry>

<entry name="DESC_UNDERSTORE_AUTOMATON">Small automaton built to work, without complaint, in the scorching heat of the Underworks' Cauldron. </entry>

<entry name="DESC_DOCK_GUARD_THROWER">Elder overseers of the Deep Docks, responsible for the oversight and punishment of lesser workers.</entry>

<entry name="DESC_CORAL_CONCH_STABBER">Drifting creature with a wide coral mask and hard proboscis to stab its prey.</entry>

<entry name="NAME_CORAL_WARRIOR">Karak</entry>

<entry name="NAME_LACE">Lace</entry>

<entry name="NOTE_ROACHFEEDER_TALL">The feeder's curled pin looks designed to keep ravenous roaches at bay, and the tender from turning into the meal.</entry>

<entry name="NAME_BLUE_ASSISTANT">Plasmified Zango</entry>

<entry name="NOTE_ABYSS_MASS">A creature born of a bug's desperate hope for strength. Few possess the skill to call the void, and of those that can, none possess the means to tame it.</entry>

<entry name="DESC_CORAL_SPIKE_GOOMBA">Dark-furred bug protecting itself with a spiked coral nut.</entry>

<entry name="DESC_ROOF_CRAB">Thick-plated scuttler that prefers high places.</entry>

<entry name="NAME_SETH">Shrine Guardian Seth</entry>

<entry name="DESC_UNDERSTORE_POKER">Drained worker on the verge of collapse. Consumed by the Haunting, they continue to work far beyond their mortal limits.</entry>

<entry name="DESC_SWAMP_MUCKMAN">Cunning bug that hunts with darts fashioned from stake and bile.</entry>

<entry name="NOTE_ABYSS_TENDRIL">The void that will claim all things... In the barbed forms it chooses its nature can be seen clear.</entry>

<entry name="DESC_SONG_AUTOMATON_SHIELD">Cogwork construct forged primarily for the Core's protection. Bears a shield and poke-pin, and possesses a lethal understanding of their use.</entry>

<entry name="NOTIFICATION_HALF">New Journal Entry</entry>

<entry name="NAME_SLAB_FLY_SMALL_FRESH">Freshfly</entry>

<entry name="NAME_FLOWER_QUEEN">Nyleth</entry>

<entry name="DESC_BONE_CRAWLER">Small bony bug that favours dark tunnels. Can expand its spiked carapace to ward against attacking predators. </entry>

<entry name="NAME_RHINO">Rhinogrund</entry>

<entry name="NOTE_PILGRIM_STAFF_UNDERSTORE">Their sharp cleaning implement is as filthy as the rest of the place. They only layer grime on grime.</entry>

<entry name="DESC_SONG_REED_GRAND">High standing insect of the Choir, bearing a bow. This elite Reed has been trained and fed beyond its smaller fellows. </entry>

<entry name="NOTE_SONG_CREEPER">It lies low to the ground, perhaps out of reverence for its task, but can spring up suddenly to attack. Its shear makes for a deadly weapon with surprising reach.</entry>

<entry name="DESC_UNDERSTORE_AUTOMATON_EX">Small automaton with a shielded shell, intended to carry loads of dangerous flintflame.</entry>

<entry name="NOTE_GARMOND_ZAZA">They too seek the spectre at the Haunting's heart, though I fear that foe would pose a challenge beyond their mortal limits.</entry>

<entry name="NOTES_DEFEAT">Defeat {0} more to complete the hunter's notes.</entry>
<entry name="NAME_ARBORIUM_KEEPER">Memoria</entry>
<entry name="DESC_CORAL_CONCH_SHOOTER">Nesting creature that fuses its face with sharpened coral.</entry>
<entry name="NOTE_PILGRIM_MOSS_SPITTER">The moss looks to grow even inside their stomach, which the pilgrim spits at foes in compressed gobs. A foul form of offence.</entry>
<entry name="DESC_SONG_AUTOMATON_BALL">Rare automaton intended to perform the ringing of bells and cymbals in the depths of the Core.</entry>
<entry name="DESC_SONG_PILGRIM_03">Disciple of the Choir, elevated above other pilgrims, and forced to cowl their face forever more.</entry>
<entry name="NOTE_MITE_HEAVY">Pharloom's structures seem almost built for them. The endless corners and cracks, so perfect for mites to burrow and nest.</entry>
<entry name="DESC_CRYSTAL_DRIFTER">Flighted creature formed from coldshard. If shattered it will quickly reform. </entry>
<entry name="NOTE_BONE_GOOMBA">In every land, creatures find new and surprising ways to disguise themselves. One must be wary always.</entry>
<entry name="DESC_BONE_CIRCLER_VICIOUS">Aggressive winged bug of the lowlands. When angered, it rapidly whips its bladed tail as a weapon.</entry>
<entry name="DESC_BONE_HUNTER_CHILD">Young ant hunter wielding sickles carved from teeth. Will often call for aid if danger comes close.</entry>
<entry name="DESC_CORAL_BUBBLE_BRUTE">Overgrown elder, able to spawn burning bubbles from within its coral-cased shell.</entry>
<entry name="NAME_SONG_ADMINISTRATOR">Minister</entry>
<entry name="DESC_SPLINTER_QUEEN">Imposing old insect nesting in the heights of Shellwood. Her command of twig and branch ensured no pilgrim ever survived within her territory. </entry>
<entry name="NOTE_CORAL_BUBBLE_BRUTE">This bug's fusion with the crust-growth... It seems intentional, though I imagine the union is far from comfortable.</entry>
<entry name="NOTE_UNDERSTORE_AUTOMATON_EX">Born and built only to work until time stiffens its limbs. Perhaps it is mercy this construct knows nothing of the freedom it lacks.</entry>
<entry name="NAME_MOSSBONE_CRAWLER">Mossgrub</entry>
<entry name="NAME_CROW">Crow</entry>
<entry name="DESC_SHAKRA">Warrior cartographer of a tribe from Pharloom's edge. Her skills in battle could challenge the kingdom's best.</entry>
<entry name="NAME_SONG_AUTOMATON_GOOMBA">Cogwork Crawler</entry>
<entry name="NOTE_PILGRIM_01_SONG">Once one of Pharloom's favoured bugs, and yet their domain and their shells would have been the first to fall to the Haunting.</entry>
<entry name="NOTE_CORAL_GOOMBAS">Hidden amongst their tower's matching crust, these smaller bugs would have survived and thrived. </entry>
<entry name="NOTE_SPLINTER_QUEEN">This one lived long and fed much. The wood will be much safer for their slaying.</entry>
<entry name="NAME_SWAMP_MOSQUITO_SKINNY">Spit Squit</entry>

<entry name="NOTE_CORAL_SWIMMER_FAT">They once teemed around their tower, in numbers immense. It is a rare chance to witness such a bountiful display of life.</entry>

<entry name="NAME_CORAL_BUBBLE_BRUTE">Corrcrust Karaka</entry>

<entry name="DESC_BELL_GOOMBA">Burrower that nests in the Bellvein and seeks out hard bells to protect its soft body.</entry>

<entry name="NOTE_CORAL_CONCH_SHOOTER">It is easy to be caught off-guard by the ricocheting trajectory of its flung mask, especially in tight corners. </entry>

<entry name="NOTE_PILGRIM_STOMPER_SONG">Time allowed their shell to grow thick, all the better for battering their targets.</entry>

<entry name="NAME_UNDERSTORE_AUTOMATON_EX">Cogwork Hauler</entry>

<entry name="NAME_FARMER_CATCHER">Dreg Catcher</entry>

<entry name="DESC_BLADE_SPIDER_HANG">Arachnid that nestles within dark holes in cavern roofs. Pounces on prey from far above.</entry>

<entry name="NAME_GRASSHOPPER_CHILD">Kindanir</entry>

<entry name="NOTE_GIANT_CENTIPEDE">A monster in the classic form of tales from youth. Its slaying was done as much by my fierce travelling companion as by myself.</entry>

<entry name="NAME_GNAT_GIANT">Mitemother</entry>

<entry name="NOTE_CORAL_CONCH_STABBER">Passively waits for prey to blunder into its path. A technique that should not necessarily be derided. Whatever is effective is best.</entry>

<entry name="NOTE_LIFEBLOOD_FLY">My unique shell can resist the darker deformations of this substance, but even I have limits...</entry>

<entry name="DESC_CROWMAN_JUROR_TINY">Screeching scavenger dyed black in mourning at their land's collapse.</entry>

<entry name="NAME_WHITE_PALACE_FLY">Wingmould</entry>

<entry name="NOTE_GLOOM_BEAST">Amazingly, the creature carries the void's black liquid in its stomach, violently spraying it forth if threatened.</entry>

<entry name="NOTE_POKE_SWIMMER">A critical member of the larger flock. Without them present the Kai would be fast driven to extinction by larger predators.</entry>

<entry name="DESC_ROSARY_PILGRIM">Strong bug replete with rosaries. If angered they will whip their strings in a ceaseless onslaught.</entry>

<entry name="NOTE_SWAMP_MOSQUITO_SKINNY">To subsist on the sickly water in this fetid environment it spits out the most toxic elements. Over generations, this former survival technique has turned into an effective hunting tool.</entry>

<entry name="NAME_UNDERSTORE_HEAVY">Undercrank</entry>

<entry name="NAME_UNDERSTORE_MITE_GIANT">Giant Drapemite</entry>

<entry name="NAME_PILGRIM_04_SONG">Choir Flyer</entry>

<entry name="NOTE_CROWMAN">Far more hostile than their younger companions but seemingly less likely to roam far from their nest.</entry>

<entry name="NAME_PILGRIM_02_SONG">Choir Hornhead</entry>

<entry name="DESC_TORMENTED_TROBBIO">Depressed thespian, consumed by the melancholy of a collapsing world. </entry>

<entry name="DESC_ROACHKEEPER_CHEF">Once exalted chef, exiled from the Citadel for repeated culinary crimes. </entry>

<entry name="DESC_UNDERSTORE_SMALL">Feeble servant of the Underworks with a long twistpin and hard shell.</entry>

<entry name="DESC_SLAB_FLY_MID">Starved servant of the Slab, bearing a hooked longpin.</entry>

<entry name="NAME_SWAMP_DRIFTER">Mothleaf Lagnia</entry>

<entry name="DESC_SONG_AUTOMATON_FLY_SPIKE">Spherical, winged automaton housing many sharp spikes. </entry>

<entry name="NOTE_BONE_CIRCLER">Their plump, round shape makes them well-suited for target practice. Difficult to resist testing my aim on them...</entry>

<entry name="DESC_CITADEL_BAT_LARGE">Elder Drapefly grown big from age and consumption. Its heavy body allows it to hit much harder than its younger companions.</entry>

<entry name="NAME_GRASSHOPPER_SLASHER">Verdanir</entry>

<entry name="DESC_LAST_JUDGE">Final arbiter of the Blasted Steps, tasked to ensure only the sinless ever step beyond the Grand Gate. </entry>

<entry name="NOTE_TORMENTED_TROBBIO">This one chose to embrace the doom to come. I shall not share such easy surrender.</entry>

<entry name="NAME_GIANT_CENTIPEDE">Bell Eater</entry>

<entry name="DESC_PEAKS_DRIFTER">Gentle glider of Mount Fay. Its downy wings and cowl allow it to resist even the most cutting cold.</entry>

<entry name="DESC_CORAL_BRAWLER">Heavy, hard-shelled charger relying on weight and strength. </entry>

<entry name="NOTE_FIRST_WEAVER">This one's husk held a masterful talent, to weave Silk into blazing runes. Throughout my life, I have seen runes woven for many tasks. Was she the first to hone such skills?</entry>

<entry name="NAME_PHANTOM">Phantom</entry>

<entry name="NOTE_GLOOMFLY">This one disturbs me... There is something in its simplicity. Do I almost feel fear?</entry>

<entry name="NAME_SONG_HEAVY_SENTRY">Choir Clapper</entry>

<entry name="NAME_CROWMAN_DAGGER_JUROR">Squatcraw Juror</entry>

<entry name="NOTE_CLOVERSTAG_WHITE">Myth made real in memory. The creature seemed completely at one with the flora around it. Did it ever truly exist as I have seen it?</entry>

<entry name="NOTE_GRASS_GOOMBA">Simple. Graceful. Another fine bug lost forever from these lands.</entry>

<entry name="NAME_SKULL_KING">Skull Tyrant</entry>

<entry name="NOTE_TROBBIO">His desire to see Pharloom saved may have been well intentioned, but he seemed quite happy for others to die upon the stage in pursuit of his goal.</entry>

<entry name="NAME_CENTIPEDE_TRAP">Garpid</entry>

<entry name="DESC_DOCK_BOMBER">Brave worker carrying unstable flintflame and wearing a heavy bell to protect against potential ignition. </entry>

<entry name="NOTE_ROCK_ROLLER">Its bright gems could be used to make beautiful, but short-lived jewellery. An amusing idea for a gift... or a trap.</entry>

<entry name="DESC_BONE_HUNTER_TINY">Small burrowing ant, servant to the larger Skarr.</entry>

<entry name="DESC_SLAB_FLY_LARGE">Heavy, hairy jailer responsible for capturing sinners and punishing prisoners.</entry>

<entry name="DESC_MOSSBONE_FLY">Small fluttering creature capable of defending itself with its small stinger. </entry>

<entry name="DESC_PILGRIM_01">Agile bug of Pharloom, its higher functions have been lost to the Haunting.</entry>

<entry name="NAME_SONG_AUTOMATON_02">Cogwork Cleanser</entry>

<entry name="DESC_CORAL_WARRIOR_GREY">Old warrior guarding the border of their domain, stiffened by time and awoken by song. </entry>

<entry name="NOTE_SWAMP_MOSQUITO">More dangerous in the moment of its explosive and corrosive death than it ever was in life.</entry>

<entry name="NOTE_CORAL_WARRIOR">The core member of a powerful order, trained fearless and faithful. Theirs was a kingdom of warriors, one built upon their blades.</entry>

<entry name="NAME_SCHOLAR">Vaultkeeper</entry>

<entry name="NAME_SONG_REED_GRAND">Grand Reed</entry>

<entry name="NOTE_SHELLWOOD_GNAT">If the woody hide is shattered, the bug will still bravely, foolishly try to attack.</entry>

<entry name="DESC_SONG_SCHOLAR_ACOLYTE">Young acolyte raised in the darkest vaults, destined to ascend to the rank of Scrollreader.</entry>

<entry name="NAME_LILYPAD_TRAP">Nuphar</entry>

<entry name="DESC_ARBORIUM_KEEPER">Learned disciple of the Choir charged to maintain the Citadel's Memorium.</entry>

<entry name="NOTE_SILK_BOSS">Heart of the Haunting, long lulled to slumber and desperate to wake. The higher being's threads stretched throughout Pharloom, snaring its bugs and driving them to madness and discord.</entry>

<entry name="DESC_GARMOND_ZAZA">Vigorous old knight and their noble companion, working together to see their lands cut free from haunted madness.</entry>

<entry name="DESC_ASPID_COLLECTOR">Winged insect that feeds upon moss and lichen in the caves above Bone Bottom.</entry>

<entry name="NAME_DOCK_GUARD_THROWER">Forebrothers Signis & Gron</entry>

<entry name="NAME_HUNTER_QUEEN">Skarsinger Karmelita</entry>

<entry name="DESC_PHANTOM">Mournful creature tasked alone to expel the Citadel's choking refuse. Their talent with a longpin is unmatched. </entry>

<entry name="NOTE_BONE_WORM">They ceaselessly churn through rock and bone without ever seeming to rest. Do they have a destination? Or are they compelled to dig forever deeper?</entry>

<entry name="DESC_BLOAT_ROACH">Obese offshoot of Muckroaches, born of the Citadel's exhaust smog. The winged roach's sagging stomach is filled with sizzling bile. </entry>

<entry name="NAME_BONE_THUMPER">Marrowmaw</entry>

<entry name="DESC_FIRST_WEAVER">Ancient Weaver condemned for a transgression lost to time.</entry>

<entry name="NOTE_CORAL_CONCH_SHOOTER_HEAVY">A fine shot with its sharp mask. Its aggression has no ill effect on its aim.</entry>

<entry name="NAME_UNDERSTORE_POKER">Underpoke</entry>

<entry name="NOTE_SPIKE_SWIMMER">Seeming soft, but hiding a sharp surprise. Any larger predator attempting a bite would learn a pointed and painful lesson.</entry>

<entry name="NOTE_WRAITH">Not a bug but a projection of another's will cast in smog and Silk.</entry>

<entry name="NAME_SWAMP_MOSQUITO">Swamp Squit</entry>

<entry name="DESC_WEAVER_SERVITOR_LARGE">Broken construct built by Weavers past, able to fire a focused beam of silklight to carve halls and chambers through ice and bone.</entry>

<entry name="NAME_DOCK_CHARGER">Deep Diver</entry>

<entry name="DESC_WISP">Short-lived sprite born of flickering flame.</entry>

<entry name="DESC_SPIKE_LAZY_FLYER">Slow drifting bug with a heavy top shell. The bug reacts little to threats, even those that could claim its life.</entry>

<entry name="DESC_DOCK_CHARGER">Bell-clad bug responsible for mining the deeper, treacherous depths below their docks.</entry>

<entry name="DESC_SWAMP_BARNACLE">Toothy growth that lives on cave roofs. Wraps wayward bugs with its long tongue and drags them up to be consumed.</entry>

<entry name="DESC_LILYPAD_FLY">Fine winged flyer that survives in flocks.</entry>

<entry name="DESC_GIANT_CENTIPEDE">Long dormant centipede, awoken and enraged by Pharloom's crumbling collapse.</entry>

<entry name="NAME_SHAKRA">Shakra</entry>

<entry name="DESC_CITADEL_BAT">Erratic, flying pest that nests in rags and curtains.</entry>

<entry name="NAME_SLAB_FLY_SMALL">Scabfly</entry>

<entry name="NOTE_PILGRIM_FISHER">Once a hunter purely for food, now they hunt unthinking and unending.</entry>

<entry name="NOTE_LILYPAD_FLY">So light they can rest atop still water's surface. An elegant bug indeed.</entry>

<entry name="NAME_FARMER_CENTIPEDE">Thread Raker</entry>

<entry name="NOTE_BLOAT_ROACH">Its form is absurd... Surely it should not be able to hold itself in the air? The noxious gases in its stomach must provide its levity.</entry>

<entry name="NOTE_SHELL_FOSSIL_MIMIC">Once roused, the bug will crash its steely shell into walls, floors and foes.</entry>

<entry name="NAME_BONE_HOPPER_GIANT">Hardbone Elder</entry>

<entry name="DESC_CROWMAN_JUROR">Elder crawbug serving in a sacred ceremony.</entry>

<entry name="NAME_SONG_PILGRIM_01">Envoy</entry>

<entry name="NAME_ROSARY_PILGRIM">Covetous Pilgrim</entry>

<entry name="DESC_PILGRIM_01_SONG">Agile bug, and one of few hardy pilgrims to have reached the Citadel. </entry>

<entry name="NOTE_SONG_PILGRIM_03">Their use of a pin shows hard training. Their use of Silk, unfurled from a spool held close, shows skill far beyond standard bugs. </entry>

<entry name="DESC_CORAL_JUDGE">Gilded guardian of the Blasted Steps, bearing a cymbal and mallet.</entry>

<entry name="DESC_SWAMP_DRIFTER">A rare, calmer bug of Bilewater, survives its hazardous surroundings by hiding as a plant.</entry>

<entry name="DESC_SONG_AUTOMATON_01">Bug forged of iron, rotor and cog. The automaton works tirelessly to maintain the Core that houses it.</entry>

<entry name="DESC_DUSTROACH">Starved pack bug with an insatiable appetite. Despite their tough hide and pungent meat, roaches breed rapidly so are sometimes farmed for food.</entry>

<entry name="NOTIFICATION_FULL">Journal Updated</entry>

<entry name="NAME_ABYSS_CRAWLER">Shadow Creeper</entry>

<entry name="NOTE_MAGGOTS">They cling fast to the shells of other bugs, destroying any hope for concentration or comfort.</entry>

<entry name="DESC_SHELLWOOD_WASP">Pointed, darting insect that builds a hardy hive from Shellwood's dried bark.</entry>

<entry name="DESC_UNDERSTORE_MITE_GIANT">Full-sized mite of the Citadel cloaked in an old curtain.</entry>

<entry name="NAME_CRYPT_WORM">Gromling</entry>

<entry name="NAME_BONE_WORM_BLUETURRET">Plasmidas</entry>

<entry name="NOTE_LILYPAD_TRAP">A snapping surprise on first encounter, though one easily avoided once aware.</entry>

<entry name="NAME_MITE_HEAVY">Drapemite</entry>

<entry name="NAME_BONE_HUNTER_TINY">Skarrlid</entry>

<entry name="NOTE_BONE_HUNTER_TRAPPER">His tracks and traps... It should have been obvious from the start, this old hunter sought to draw me in. But what reason drove him to test himself so brutally? That answer I suspect I shall never know. </entry>

<entry name="DESC_ROACHKEEPER_CHEF_TINY">Brutish cook responsible for dicing Muckroach meat into edible portions.</entry>

<entry name="DESC_SONG_AUTOMATON_FLY">Flighted automaton, responsible for repairing and extending the Core.</entry>

<entry name="DESC_BONE_THUMPER">Giant roller of the lowlands. Its ridged hide will crush smaller creatures beneath it.</entry>

<entry name="DESC_SONG_THREADED_HUSK_SPIN">Shell of a small bug possessed by Silk dregs. The husk will stretch its Silk to form a crude, crushing wheel.</entry>

<entry name="DESC_CROWMAN">Rag-winged adult crawbug bearing a scavenged pin.</entry>

<entry name="NAME_DUSTROACH">Muckroach</entry>

<entry name="NOTE_SONG_AUTOMATON_BALL">I have not yet seen the bell this automaton is designed to ring, nor do I ever wish to hear it. Such a clamour would no doubt be unpleasant to experience.</entry>

<entry name="NAME_CLOVERSTAG_WHITE">Palestag</entry>

<entry name="NOTE_CORAL_JUDGE_CHILD">If allowed the opportunity, these creatures will grow into a form larger and more oppressive.</entry>

<entry name="NOTE_SETH">He offered fair warning and challenge, a duel in the purest sense. I admire his honour, and his skill. </entry>

<entry name="DESC_STICK_INSECT_CHARGER">Insect formed to imitate a branch, born with sharp, retractable horns atop its head.</entry>

<entry name="DESC_BONE_GOOMBA">Small, soft bug that uses the hard skulls of the Marrow for protection and disguise.</entry>

<entry name="NOTE_FIELDS_FLYER">When roosting, it would look convincingly plant-like. In flight, its bulbous body quickly ruins the ruse.</entry>

<entry name="NAME_CORAL_FLYER_THROW">Yago</entry>

<entry name="NAME_FIELDS_FLYER">Flapping Fertid</entry>

<entry name="DESC_MITE_HEAVY">Cloth-covered crawler with sharpened forelimbs. Lives and breeds in dark places.</entry>

<entry name="NAME_BELL_FLY">Winged Furm</entry>

<entry name="NOTE_UNDERSTORE_THROWER">The cost of so much grandeur... Did I peer closely enough into the foundations of my own kingdom?</entry>

<entry name="DESC_CROWMAN_DAGGER">Stout adult crawbug bearing several short pins.</entry>

<entry name="NAME_TAR_SLUG">Lavalug</entry>

<entry name="NOTE_CITADEL_BAT_LARGE">Greed will always see some bugs swell above their kin.</entry>

<entry name="NOTE_HUNTER_QUEEN">This graceful ruler once possessed skill to rival my own. At her youthful peak, her voice united all Skarr in her service. </entry>

<entry name="DESC_WHITE_PALACE_FLY">False fly with a rune etched shell. A tortured mix of soul and void is caged within.</entry>

<entry name="DESC_SWAMP_DUCTSUCKER">Suction creature surviving on the thick slime that coats its caves. </entry>

<entry name="DESC_ROACHFEEDER_TALL">Tall roach tender charged to feed Muckroaches on a lean diet of maggot gruel. </entry>

<entry name="DESC_SHELLWOOD_GNAT">Tiny, soft creature that armours itself using the hard, hollow growths of Shellwood. </entry>

<entry name="NOTE_PILGRIM_03">Taken by Pharloom's Haunting, the bug is now capable of little more than prayer and aggression.</entry>

<entry name="NAME_PILGRIM_03">Pilgrim Groveller</entry>

<entry name="DESC_GIANT_FLEA">Oversized bug, briefly consumed by anger after its long time caged.</entry>

<entry name="NOTE_ARBORIUM_KEEPER">From the outset, theirs was a hopeless task. Those wild lands could never be replicated within a space so artificial.</entry>

<entry name="DESC_SPINE_FLOATER">Spine-shooting drifter of the lowlands. </entry>

<entry name="DESC_CORAL_JUDGE_CHILD">Wriggling young grub that lives in darkness. </entry>

<entry name="NOTE_SONG_PILGRIM_02">Their procedures with Silk may have prolonged life within the Citadel, but they unknowingly gifted many minds to the monarch.</entry>

<entry name="DESC_BLOOM_SHOOTER">Floral foe that reacts instinctively to movement nearby. Spits pellets of crackling pollen that burst on impact.</entry>

<entry name="NAME_SLAB_PRISONER_LEAPER_NEW">Penitent</entry>
<entry name="NAME_FIELDS_GOOMBA">Fertid</entry>
<entry name="NAME_SHELLWOOD_GNAT">Shellwood Gnat</entry>
<entry name="NAME_SONG_KNIGHT">Second Sentinel</entry>
<entry name="NOTE_CORAL_HUNTER">In contests of speed against strength, I have seen the swift more often triumphant, a lesson I have taken to my own heart.</entry>
<entry name="NAME_UNDERSTORE_THROWER">Underloft</entry>
<entry name="NAME_PILGRIM_FISHER">Pondcatcher</entry>
<entry name="NAME_STICK_INSECT">Splinter</entry>
<entry name="DESC_PILGRIM_BELLTHROWER_FLY">Pilgrim endowed with large wings, carrying a brace of iron bells.</entry>
<entry name="NAME_BONE_HUNTER_FLY">Spear Skarr </entry>
<entry name="NOTE_BONE_HUNTER_FLY">In my youth, I envied all bugs with wings. I even fancied I might grow a pair... I have since learned better. Accept the limitations of one's body... and augment with tools as needed.</entry>
<entry name="DESC_SHELL_FOSSIL_MIMIC">Devious ambusher that poses as a fossil.</entry>
<entry name="NAME_WRAITH">Wraith</entry>
<entry name="NOTE_SONG_REED_GRAND">This bug bears a spool of Silk, which they flail to attack. Though somewhat crude, theirs is a technique much reminiscent of Weavers. I wonder who taught them such a use?</entry>
<entry name="NOTE_FLOWER_QUEEN">Her presence would once have maintained the wood's fragile order, allowing the safe passage of bugs across its branches.</entry>
<entry name="NAME_PILGRIM_MOSS_SPITTER">Overgrown Pilgrim</entry>
<entry name="NOTE_HORNET_DRAGONFLY">Though generally passive, their sharp masks can cause injury if carelessly blundered into.</entry>
<entry name="NAME_MITEFLY">Fluttermite</entry>
<entry name="NOTE_PINSTRESS_BOSS">I like her. For her willingness to teach and her spirit still strong, despite a long age spent solitary... she has my respect. </entry>
<entry name="NAME_STICK_INSECT_FLYER">Splinterbark</entry>
<entry name="NOTE_CORAL_WARRIOR_GREY">They held long at their vigil, far beyond the age of their brethren, yet still when roused they swung their blade with remarkable ease.</entry>
<entry name="DESC_RHINO">Long-horned beast of Pharloom's lowlands. Relies on its horn both to impale and to wrench the ground beneath it, flinging dangerous debris.</entry>
<entry name="NOTE_ROACHKEEPER_CHEF_TINY">Could their actions be called skill? I see only a crude mangling of meat. Yet I wonder, before the Haunting snared their minds was it any different?</entry>
<entry name="DESC_GRASSHOPPER_SLASHER">Darting warrior with sharpened forelimbs and heightened senses. </entry>
<entry name="DESC_SONG_HEAVY_SENTRY">Mighty percussive disciple of the Choir, wielding a mallet and a Silk spool to wrap and enhance their attacks.</entry>
<entry name="DESC_CLOVER_DANCER">Dual princes of old Verdania, beloved by their subjects for their grace and for the ballet of death they delivered upon outsiders.</entry>

<entry name="NOTE_BELL_FLY">Huge and soft, a fantastic combination ruined by their haunted aggression.</entry>

<entry name="NAME_BONE_HOPPER">Hardbone Hopper</entry>

<entry name="NOTE_PILGRIM_BELLTHROWER_FLY">On uneven terrain their union of flight and range can prove a challenge even for me.</entry>

<entry name="NOTE_UNDERSTORE_POKER">They toiled incessantly for the Citadel, their shells bent and greyed, and now the kingdom's curse means not even death can relieve them.</entry>

<entry name="NOTE_SHELLWOOD_WASP">Destroying the hives will limit their presence in the wood. Useful to me now, as I pass along the branches. Dangerous in time for the wood's order. Even a small disruption can tip a fragile balance.</entry>

<entry name="NOTE_SONG_AUTOMATON_SHIELD">It has no true mind, and yet fights effectively, adjusting its strategy to my movements. Where exactly are its thoughts written?</entry>

<entry name="NOTE_LACE">A bug born entirely of thread. Much Silk would have been needed to see her sustained. A fragile form of life, but life nonetheless.</entry>

<entry name="NAME_SWAMP_SHAMAN">Groal the Great</entry>

<entry name="NOTE_MITE">Individually they offer little challenge, but their numbers are surely vast, and most remain hidden.</entry>

<entry name="NOTE_PILGRIM_05">A lucky bug to be able to grow old. Pharloom's roads take most much earlier.</entry>

<entry name="DESC_CRYSTAL_DRIFTER_GIANT">Huge flighted creature formed from coldshard.</entry>

<entry name="NOTE_SHAKRA">She has lived a mere fraction of my lifetime and yet her rings prove a ferocious match. As gifted a warrior as I have ever encountered, and one I am fortunate to call a friend.</entry>

<entry name="NOTE_BONE_THUMPER">Sheer bulk makes for an effective weapon, but requires much sustenance. This creature would have spent most of its time eating. An acceptable life for some.</entry>

<entry name="NOTE_ABYSS_CRAWLER_LARGE">These ones grow large, yet I have never observed them eating, or sleeping. They seem such simple bugs... but I suspect they are not truly our cousins.</entry>

<entry name="DESC_BONE_BEAST">Huge, hardbone bug that lives within and travels through the veins of old bells across Pharloom.</entry>

<entry name="DESC_PILGRIM_03_SONG">Winged devout of the Citadel, carrying a brace of gilded bells.</entry>

<entry name="NOTE_PEAKS_DRIFTER">This one would make a perfect pet, but for the freezing temperatures it requires for comfort.</entry>

<entry name="NOTE_DUSTROACH_POLLYWOG">These creatures look to have been bred deliberately in watery pens. If they are food to be, their scent suggests they must taste vile.</entry>

<entry name="NOTE_BONE_HUNTER_CHIEF">Their skill once saw them chosen, and I can plainly see why. They would have lived and trained only for this duty.</entry>

<entry name="NOTE_PILGRIM_04_SONG">For this bug to have survived Pharloom's climb it must have teamed with stouter companions. I cannot imagine it succeeding alone.</entry>

<entry name="NOTE_PILGRIM_02_SONG">Did this one grow large thanks to the Citadel's excess, or was its formidable size the reason it ever survived to reach this place?</entry>

<entry name="NOTE_SKULL_KING">Though surely fierce, the skull it bears looks taken from an even larger beast. If not for the bones as proof, I would scarcely believe bugs could grow to such scale.</entry>

<entry name="NAME_BLADE_SPIDER">Pharlid</entry>

<entry name="NAME_FARMER_SCISSORS">Silk Snipper</entry>

<entry name="NAME_SONG_AUTOMATON_BALL">Cogwork Clapper</entry>

<entry name="NOTE_CLOCKWORK_DANCER">Two cogwork bugs, and yet the soul seemed singular? A sad, yet masterful imitation of life, imbued inside shells of iron.</entry>

<entry name="NAME_BONE_WORM_BLUEBLOOD">Plasmid</entry>

<entry name="DESC_DRAGONFLY_LARGE">Heavy insect that lives near large bodies of water. Its weighty body is best avoided.</entry>

<entry name="NAME_BONE_CRAWLER">Kilik</entry>

<entry name="DESC_FLOWER_DRIFTER">Drifting bug disguised as a flower. Disperses crackling clouds of pollen if threatened.</entry>

<entry name="DESC_BLACK_THREAD_CORE">Dense knot of husks bound tight by void soaked Silk.</entry>

<entry name="NAME_SONG_AUTOMATON_FLY">Cogworker</entry>

<entry name="NAME_SONG_THREADED_HUSK_SPIN">Dregwheel</entry>

<entry name="NOTE_BLADE_SPIDER_HANG">A smart hunter learns to wait long in ambush, always ready to strike the first blow.</entry>

<entry name="DESC_BONE_HOPPER">Grazing creature with sharp senses that nimbly retreats from danger. </entry>

<entry name="DESC_FIELDS_FLOCK_FLYERS">Tiny, timid creatures that huddle in flocks and flee at the first hint of danger.</entry>

<entry name="NOTE_DOCK_GUARD_THROWER">Lost in the madness of the Haunting, they still commanded the endless excavation of their caves.</entry>

<entry name="NAME_CROWMAN_JUROR_TINY">Craw Juror</entry>

<entry name="NOTE_GRASSHOPPER_SLASHER">They rarely relax, always alert for potential danger, even deep in their own territory. To defeat them my focus must match their own.</entry>

<entry name="DESC_SONG_AUTOMATON_02">Steam shooting automaton, forged to clean the Cogwork Core and keep it free of infestation.</entry>

<entry name="NAME_BONE_BEAST">Bell Beast</entry>

<entry name="DESC_SLAB_FLY_SMALL">Sticky young fly, born and grown in service to the Slab.</entry>

<entry name="NAME_HORNET_DRAGONFLY">Pendra</entry>

<entry name="NAME_SHELLWOOD_WASP">Wood Wasp</entry>

<entry name="NAME_ROSARY_THIEF">Snitchfly</entry>

<entry name="NOTE_SWAMP_DUCTSUCKER">This mindless bug seems to sense only through its tendrils, yet despite that simplicity it still poses a serious threat.</entry>

<entry name="NAME_ASPID_COLLECTOR">Aknid</entry>

<entry name="NAME_BONE_GOOMBA_LARGE">Skull Brute</entry>
<entry name="DESC_PILGRIM_03">Basic bug of Pharloom, laid low upon the ground.</entry>
<entry name="NOTE_BONE_CRAWLER">I am fond of simple, effective traps such as this bug's extendable spikes. An unwary predator would be skewered clean through.</entry>
<entry name="DESC_PILGRIM_04">Short pilgrim that uses their long horn to launch upon threats.</entry>
<entry name="DESC_PILGRIM_05">Thick-set bug consumed by haunted thread. Uses their solid frame to crush others.</entry>
<entry name="DESC_MOSSBONE_CRAWLER">Fur covered crawler with a series of sharp spikes along its back.</entry>
<entry name="DESC_BONE_WORM">Burrowing worm that uses its many blunted teeth to dig through even the hardest bone.</entry>
<entry name="NOTE_SLAB_FLY_BROODMOTHER">With this one vanquished, I hope to have sped the end for that jail and its distasteful order. </entry>
<entry name="DESC_CORAL_SWIMMER_SMALL">Gelatinous coral drifter of simple mind and placid demeanour.</entry>
<entry name="DESC_WISP_PYRE_EFFIGY">Totem and god, built and worshipped by the Burning Bugs.</entry>
<entry name="NAME_CORAL_CONCH_SHOOTER">Driznit</entry>
<entry name="DESC_FIELDS_GOOMBA">Skittish scrambler of the Far Fields. Its antennae resemble stalks of grass to aid in camouflage.</entry>
<entry name="DESC_SLAB_FLY_SMALL_FRESH">Infant fly, freshly hatched. At this age the soft, blind fly is little more than a bother. </entry>
<entry name="NAME_CITADEL_BAT">Drapefly</entry>
<entry name="DESC_BONE_HOPPER_GIANT">Tall creature with sharp senses. Defends its herd with powerful legs and a sharp-tipped mask. </entry>
<entry name="NAME_BONE_CIRCLER_VICIOUS">Vicious Caranid</entry>
<entry name="DESC_SONG_PILGRIM_02">Cruel physician of Whiteward, responsible for operations and modifications on the Citadel's bugs.</entry>
<entry name="NOTE_LAST_JUDGE">The huge Judge likely stood through countless generations, never defeated, never wavering in their charge.</entry>
<entry name="NOTE_FARMER_CATCHER">These bugs look to have spent every waking moment at their work. Grim, endless labour in service of the unseen Citadel above.</entry>
<entry name="NAME_SWAMP_GOOMBA">Miremite</entry>
<entry name="NAME_GRASSHOPPER_FLY">Escalion</entry>
<entry name="NAME_FLOWER_DRIFTER">Phacia</entry>
<entry name="NOTE_BONE_HOPPER">Despite the Haunting of its shell, it has not been overcome with aggression. Its desire to flee remains too strong.</entry>
<entry name="DESC_CORAL_GOOMBA_LARGE">Coral hulk with a dense shell, bred to immense size by the Citadel's Memorium.</entry>
<entry name="NAME_BONE_CIRCLER">Caranid</entry>
<entry name="NAME_BONE_HUNTER">Skarr Stalker</entry>
<entry name="NAME_PILGRIM_BELL_THROWER">Pilgrim Bellbearer</entry>

<entry name="DESC_PILGRIM_02">Sturdy bug lost to the Haunting. Rolls at threats with no care for its own discomfort.</entry>

<entry name="DESC_GLOOMFLY">Tiny empty creature, barely a bug. Swallows its prey whole and sucks their nutrients until nothing remains.</entry>

<entry name="NAME_UNDERSTORE_SMALL">Underworker</entry>

<entry name="NOTE_FLOWER_DRIFTER">Quite a beautiful creature. In my own kingdom's court, it would have been highly favoured as an ornamental pet.</entry>

<entry name="NOTE_BONE_HOPPER_GIANT">There is surprising strength hidden in their thin, elegant limbs. It would be a pleasure to ride upon it...</entry>

<entry name="NOTE_SPINE_FLOATER">Whatever admiration I had for its fleecy down is spoilt by its disturbing mask... and its steely spines.</entry>

<entry name="NAME_FARMER_WISP">Burning Bug</entry>

<entry name="DESC_SHIELD_DOCK_WORKER">Cymbal bearing worker of the Deep Docks. Pans the hauls of smokerock to find traces of more precious minerals.</entry>

<entry name="DESC_TAR_SLUG">Sticky mollusc that defends itself by spraying burning fluid from growths on its back.</entry>

<entry name="NOTE_SWAMP_DRIFTER">This one is pretty, but not as soft as first it seems. The plant it mimics is flaked and coarse, and the bug's coat shares similar texture.</entry>

<entry name="DESC_DOCK_WORKER">Low level worker lost to Pharloom's Haunting. Instinct keeps them at their task, though in much simpler fashion than before.</entry>

<entry name="NOTE_BLADE_SPIDER">Something in their assault reminds me of my own skill, though their talents are born purely of instinct. My technique is formed from hard training.</entry>

<entry name="NOTE_RHINO">Certain tools and skills can pierce its defences. I should adjust my strategy as needed.</entry>

<entry name="NAME_SILK_BOSS">Grand Mother Silk</entry>

<entry name="NAME_ROACHKEEPER_CHEF">Disgraced Chef Lugoli</entry>

<entry name="DESC_FARMER_CATCHER">Bug charged to catch dregs of Silk that fall from the Citadel. Will attack with its staff if provoked.</entry>

<entry name="NOTE_MITEFLY">Similar bugs would gnaw away at unguarded food supplies in my homeland. As a child, I would hunt them, eager to make use of myself and test my skills.</entry>

<entry name="DESC_SONG_AUTOMATON_GOOMBA">Automaton built in the shape of a scuttling bug. Its back contains retractable pins, intended to cut song cylinders free of any obstruction.</entry>

<entry name="NAME_SPIKE_SWIMMER">Steelspine Kai</entry>

<entry name="DESC_PILGRIM_STAFF_UNDERSTORE">Uses their steel-bristled pin to scrub the soot from vents and pipes.</entry>

<entry name="DESC_BONE_HUNTER_TRAPPER">Huge, yet stealthy Skarr. An expert trapper and master of the undergrowth. </entry>

<entry name="DESC_ABYSS_TENDRIL">Lashing fragments of pure darkness, shaped into sharpened tentacles. </entry>

<entry name="NAME_BELL_GOOMBA">Furm</entry>

<entry name="NAME_CLOCKWORK_DANCER">Cogwork Dancers</entry>

<entry name="DESC_BONE_GOOMBA_LARGE">Soft bug beneath a huge, horned skull. Charges at intruders to protect its territory and its smaller companions.</entry>

<entry name="DESC_BONE_CIRCLER">Common winged bug of the lowlands. Generally docile, but will attack if threats come close.</entry>

<entry name="NOTE_SLAB_FLY_SMALL">Foul creatures birthed into servitude. Their plight elicits no sympathy from me.</entry>

<entry name="NOTE_SHIELD_DOCK_WORKER">The Haunting has stolen some important part of these bugs, yet still they attempt their former task. Until, that is, they sense my presence...</entry>

<entry name="NAME_CONDUCTOR_BOSS">The Unraveller</entry>

<entry name="NAME_CORAL_SWIMMER_SMALL">Yuma</entry>

<entry name="DESC_BONE_WORM_BLUEBLOOD">Mutated young worm infected with Plasmium. The new form displays potent regenerative skill.</entry>

<entry name="NAME_MOSSBONE_MOTHER">Moss Mother</entry>

<entry name="NOTE_SONG_AUTOMATON_01">Its core is filled with fine mechanisms, but that alone should not produce such a convincing mimic of life. Silk must also be used to animate this artifice, though exactly how I am not sure.</entry>

<entry name="NOTE_STICK_INSECT_CHARGER">Its shell gives it the advantage of surprise, but also forces it into a slender, brittle shape that cannot withstand a heavy attack.</entry>

<entry name="DESC_LILYPAD_TRAP">Predatory plant with a powerful jaw shaped to resemble a lily pad.</entry>

<entry name="NAME_SHIELD_DOCK_WORKER">Smokerock Sifter</entry>

<entry name="NAME_GRASS_GOOMBA">Leaf Roller</entry>

<entry name="DESC_MITEFLY">Airborne pest, less common than its grounded siblings. Attacks with sharp fangs if agitated.</entry>

<entry name="NOTE_CONDUCTOR_BOSS">The souls of so many bugs, obsessed with Silk, consumed by it. Their pain shall forever remain in that pit. Even I do not possess strength enough to cleanse it.</entry>

<entry name="DESC_LOST_LACE">Silk-spun child possessed by the void.</entry>

<entry name="DESC_ABYSS_CRAWLER">Shell-plated worm found only in the deepest depths. Seems to survive despite consuming no food or liquid.</entry>

<entry name="NAME_SONG_PILGRIM_03">Choristor</entry>

<entry name="NAME_SCROLLKEEPER">Scrollreader</entry>

<entry name="DESC_SWAMP_MUCKMAN_TALL">Trap setting bug carrying a pouch of sharpened long-stakes.</entry>

<entry name="NAME_CITADEL_BAT_LARGE">Drapelord</entry>

<entry name="DESC_GNAT_GIANT">Aged female mite, grown larger and stronger than most of its kin.</entry>

<entry name="DESC_ABYSS_MASS">Mass of old masks swollen and animated by writhing void.</entry>

<entry name="DESC_ROSARY_THIEF">Pernicious looter found all over Pharloom. </entry>

<entry name="DESC_SLAB_PRISONER_FLY_NEW">Small bug, shackled and cowed for sin committed within the Citadel.</entry>

<entry name="DESC_HORNET_DRAGONFLY">Flighty insect that lives beside still waters.</entry>

<entry name="NOTE_SONG_AUTOMATON_GOOMBA">Its form is certainly based on bugs found outside the Citadel. In my own craftwork, I too often look to nature for inspiration.</entry>

<entry name="NAME_SONG_HANDMAIDEN">Clawmaiden</entry>

<entry name="NOTE_PILGRIM_04">Birth equipped this one well. In its assault it becomes its own projectile.</entry>

<entry name="NOTE_DOCK_CHARGER">Their heavier bells armour them well against my strikes, but against that oppressive heat... can they help at all?</entry>

<entry name="NOTE_PILGRIM_02">A rare built bug within these ailing lands. Most pilgrims' shells seem small by comparison. What nourishment did they discover to grow so large?</entry>

<entry name="NOTE_PILGRIM_01">With a softer shell than most, they would have relied on their athleticism to survive.</entry>

<entry name="NAME_ROACHFEEDER_SHORT">Roachcatcher</entry>

<entry name="DESC_SURFACE_SCUTTLE">Common crawler that lives beneath sand.</entry>

<entry name="NAME_ROCK_ROLLER">Flintbeetle</entry>

<entry name="NAME_CORAL_SWIMMER_LARGE">Shillfin</entry>

<entry name="NAME_BONE_FLYER">Beastfly</entry>

<entry name="NOTE_BLACK_THREAD_CORE">Silk and shells corrupted. That void seeks now to claim this land whole. These poor shells are only the beginning.</entry>

<entry name="DESC_CROW">Screeching scavenger that roosts high in caverns and preys on passing pilgrims.</entry>

<entry name="DESC_STICK_INSECT">Insect formed to imitate a branch, capable of remaining perfectly still for long periods, but unexpectedly swift when roused.</entry>

<entry name="NOTE_CRYSTAL_DRIFTER_GIANT">This larger form carries so much weight it can barely move from its place.</entry>

<entry name="NAME_SURFACE_SCUTTLE">Skrill</entry>

<entry name="DESC_WEAVER_SERVITOR">Small construct built by Weavers past, brought to life through Silk runes threaded within.</entry>

<entry name="NOTE_SLAB_FLY_SMALL_FRESH">The less these gruesome bugs breed, the better.</entry>

<entry name="DESC_SCROLLKEEPER">Gilded servant of the Whispering Vaults, born to read and recall the near endless scrolls of prayer.</entry>

<entry name="NAME_CROWMAN_DAGGER">Squatcraw</entry>

<entry name="NOTE_SONG_AUTOMATON_FLY_SPIKE">I cannot decipher its function to the greater Core. Is it built for defence? If so, its passivity seems far from optimal.</entry>

<entry name="NOTE_MOSSBONE_CRAWLER">If not for the spikes, I would think it an appealing bug.</entry>

<entry name="DESC_SWAMP_MOSQUITO_SKINNY">Hovering pest with a hollowed proboscis able to spit gobs of sizzling bile.</entry>

<entry name="NOTE_SURFACE_SCUTTLE">This surface dweller is free of Silk. Its nature remains its own. The monarch's influence must only have stretched below it.</entry>

<entry name="NOTE_SCROLLKEEPER">Did they ever truly understand those inscrutable scrolls? Or is it all merely pretence, an endless act to maintain their order's station within the Citadel?</entry>

<entry name="NAME_CORAL_SPIKE_GOOMBA">Coral Furm</entry>

<entry name="NOTE_STICK_INSECT_FLYER">Its assault... like a young bug's toy turned deadly. Could I, in time, fashion a spinning tool to match?</entry>

<entry name="NOTE_PHANTOM">Though grey with age, their frayed form suggested a being strung from Silk, one who welcomed a decisive end in combat over a slow decline.</entry>

<entry name="NAME_GIANT_FLEA">Huge Flea</entry>

<entry name="DESC_SMALL_CRAB">Infant form of the more formidable Craggler. </entry>

<entry name="NOTE_BONE_GOOMBA_LARGE">Either its size has made it fearless or the Haunting has removed its sense of self-preservation.</entry>

<entry name="NOTE_ZAP_CORE_ENEMY">Barely a bug, and possessing only basic thought, yet instinct alone proved enough to turn it deadly.</entry>

<entry name="NAME_SONG_AUTOMATON_FLY_SPIKE">Cogwork Spine</entry>

<entry name="NOTE_SAND_CENTIPEDE">Bursts forth at movement sensed close, and will consume any object or bug careless enough to fall into its maw.</entry>

<entry name="DESC_GRASS_GOOMBA">Pointed scurrier posing as plant life.</entry>

<entry name="DESC_MITE">Verminous pest, common throughout the dark corners of Greymoor.</entry>

<entry name="NOTE_CORAL_SPIKE_GOOMBA">Its fur is thick and silky. Sadly, lost to its Haunting, I shall never safely be able to touch it.</entry>

<entry name="NAME_SPINE_FLOATER">Hoker</entry>

<entry name="NAME_VAMPIRE_GNAT">Moorwing</entry>

<entry name="NOTE_SPINNER_BOSS">Her body seemed a Weaver's, but her mask had been forcibly removed, and her own Silk was bound useless by heavy pins lodged through her spine.</entry>

<entry name="NOTE_GRASSHOPPER_CHILD">Fierce and fast, and defending their lands even from birth. These are children to be proud of. </entry>

<entry name="NOTE_CITADEL_BAT">Like fabric somehow sprung to life. Its pelt is perfectly matched to the rags it infests. </entry>

<entry name="NOTE_BONE_CIRCLER_VICIOUS">Its wings are quite small compared to its bulk. Perhaps it uses the warm air of these fiery lands to help stay airborne. Clever, if so.</entry>

<entry name="DESC_SONG_ADMINISTRATOR">Gold ranked disciple of the Choir and direct servant to the Citadel's Conductors.</entry>

<entry name="NOTE_PILGRIM_STAFFWIELDER">The large bell seems to signify them as once leader of a climbing troupe, though the Haunting has erased that former authority.</entry>

<entry name="NOTE_STICK_INSECT">Avoiding their ambush is a good test of my senses, and my ability to rapidly retaliate.</entry>

<entry name="NOTE_LOST_LACE">To quell the mother's rage, and see this kingdom saved, I will claim her back. This one... the dark shall not take.</entry>

<entry name="NAME_SLAB_FLY_MID">Guardfly</entry>

<entry name="NAME_LOST_LACE">Lost Lace</entry>

<entry name="DESC_SONG_KNIGHT">Cogwork knight of Pharloom, once protector of its pilgrims, and master of the scissor blade. </entry>
</entries>

Lore

<entries>

<entry name="MARROW_START_SIGN">Pilgrim
You are blessed to walk the foundations of Pharloom.
Humble yourself before the shells of those who gave their lives to hold our kingdom's weight.</entry>

<entry name="RED_MEMORY_ROOT2">[Hornet]:You are wrong, Lady...[Hornet]:I knew the wish, and the price to achieve it. And now, across these many ages, I have only come to know it better...[Hornet]:Strength... in mind, in care, in claw. Strength enough that I may live to see a world better than our own, or to craft a world as I desire. [Hornet]:That was the wish, of my mother, of my mentor, and of you...[NPC]:...Indeed, spider... So much pain you must have passed to speak our hope so simply...[NPC]:For her you become... who knows clear our desire, and has seen full the darkness beneath our house, I would show you the gift...</entry>

<entry name="CORAL_CRUST_TAB_1">Coral sways,
Clear water flows,
Upon our river free of time.</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_03">...Arrived... At last...</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_04">...Our Silk...</entry>

<entry name="RED_MEMORY_ROOT3">Witness, the first light. The only means we possess to resist that void with which our family is forever linked.[NPC]:Reach forth, child grown strong. Wrest it from this remembrance. Burn yourself free from our sad fate...</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_05">...Our strength...</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_06">...Our nature...</entry>

<entry name="SILK_HEART_MEMORY_LACE_4">...One to wish our waking...</entry>

<entry name="RED_MEMORY_BEAST">...Ignore them, daughter... their whispers...[NPC]:...Greater, grander... Weaver, guardian, queen... Those are their desires... not your own. Certainly not mine...[NPC]:...Only if you resist them, you might see it, another hope... beyond...[NPC]:...But to recall these words, in time so far... Will you even remember me, child? Could you?...[NPC]:...A mother... before the mask... before I lay forever in duty...</entry>

<entry name="RED_MEMORY_WEAVERS">...Show us your craft, child...[NPC]:...Show it splendid, as only we can teach...[NPC]:...Prove yourself more Weaver than Wym...</entry>

<entry name="CORAL_CRUST_TAB_2">At water's source,
And coral's heart,
Our lord born last to rule.</entry>

<entry name="MEMORY_FIRSTWEAVER_2">...She called us daughters... Called us divine... She lied...</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_01">...Child... Weaver... </entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_08">...One mind... One union...</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_02">...Child... Spider...</entry>

<entry name="RED_MEMORY_ROOT">...Alas... spider's child...[NPC]:...For our ways you will think us harsh... You will think us uncaring, unrepentant...[NPC]:...And so we must seem, for such is the cost of our wish... </entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_02">...Their memory...</entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_03">...Bind their shells...</entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_01">...Their voices... Their song...</entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_06">...Raise them... Up...</entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_07">...To devote... Eternal...</entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_04">...Bind their souls...</entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_05">...Bind them all...</entry>

<entry name="MEMORY_FIRSTWEAVER_1">...She called us daughters... She called us divine...</entry>

<entry name="HEART_OUTRO_FLOWER">...We are life... We are growth... What world without us?...</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_08">...Rise... Rise...</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_FINAL">...Come, child... Witness our waking...</entry>

<entry name="RED_MEMORY_HIVE">...Good... Better...[NPC]:...Yet still you will need to be faster...[NPC]:...In time, they will come for you... Those who fear your nature, and those seeking to claim it...[NPC]:...To survive our world, you must learn to sting... swift and sudden...</entry>

<entry name="HEART_OUTRO_CORAL">...Our claws to crush... Our claws to rule... Our claws to save them all...</entry>

<entry name="HEART_OUTRO_GREEN_PRINCE">...To dance... And love... And end... Together...</entry>

<entry name="WILDS_START_TAB">Pilgrim
May these fields of flame sear away all impurity.
That you be granted ascendance to the verdant lands above.</entry>

<entry name="SILK_HEART_MEMORY_LACE_1">...Better a child spun mad... than none...</entry>

<entry name="MEMORY_NEEDOLIN_1">...Sisters... spiders... our song sustains...</entry>

<entry name="SILK_HEART_MEMORY_LACE_2">...Better a child spun frail... than none...</entry>

<entry name="SILK_HEART_MEMORY_LACE_3">...Better a child spun pure... than them...</entry>

<entry name="SILK_HEART_MEMORY_WARDBOSS_FINAL">...They are ours... Bound forever...</entry>

<entry name="MEMORY_NEEDOLIN_2">...For her light... eternal... our song sustains...</entry>

<entry name="SILK_HEART_MEMORY_BELLBEAST_07">...We feel it...</entry>

<entry name="MR_MUSH_RIDDLE_TAB">We speak the wish of the Master Herald,
he who signs an Age's end.
[NPC]:Under chapel fallen to the monarch's might,
Over camp collapsed to the black thread plight,
[NPC]:Scorched field on edge, shells black and burned,
Up towers spinning, near the surgeon spurned,
[NPC]:Cage of one who raged against the silken lie,
Fell heart of frost, who soars on high,
[NPC]:Past cradle's peak, last test of fitness,
That the age may pass, this shroom its witness.</entry>

<entry name="HEART_OUTRO_ANT">...How we hunted... How we sang... My children, I saw you glorious...</entry>

<entry name="SILK_HEART_MEMORY_LACE_FINAL">...From our Silk... A child born loyal...</entry>

<entry name="MR_MUSH_TAB_TALK">[Hornet]:So, the Herald visits this land too...[Hornet]:If he is here, now, then great change or a savage end is inevitable. He would care to see nothing else...</entry>

</entries>

MainMenu

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<entries>
<entry name="PROFILE_INCOMPATIBLE">Version Incompatible</entry>
<entry name="UI_MENU_STYLE_HORNET">Silksong</entry>
<entry name="LANG_CURRENT">English</entry>
<entry name="UI_MENU_STYLE_ABYSS">Abyss</entry>
<entry name="SCREEN_AUDIO">Audio</entry>
<entry name="PAUSE_CONTINUE">Continue</entry>
<entry name="GAME_CAMERA_SHAKE">Camera Shake</entry>
<entry name="TROPHIES_BASE_SET_TEXT">Trophies for Hollow Knight: Silksong</entry>
<entry name="BUTTON_ATTACK">Attack</entry>
<entry name="VIDEO_DISPLAY">Monitor:</entry>
<entry name="OPTIONS_KEYBOARD">Keyboard</entry>
<entry name="CTRL_REMAP">Remap Controls</entry>
<entry name="SCREEN_GAMEPAD_REMAP">Remap Controller</entry>
<entry name="PS4_SAVE_IMPORT_RESULT_FAILED">{0} out of {1} PS4™ save files were
successfully imported.<br>Clear save slots to import PS4™ save files.</entry>
<entry name="BUTTON_LOOK">Look Up / Down</entry>
<entry name="SCREEN_GAMEPAD">Controller</entry>
<entry name="CTRL_DETACHED">No controller connected</entry>
<entry name="OS_SLIDER">Scale</entry>
<entry name="KEYBOARD_NONE">None</entry>
<entry name="UI_MENU_STYLE_SURFACE">Surface</entry>
<entry name="MODAL_ENGAGE_CONTROLLER">Press any button to start.</entry>
<entry name="UI_MENU_ACHIEVEMENTS_XB1">Achievements</entry>
<entry name="UI_MENU_ACHIEVEMENTS_PS4">Trophies</entry>
<entry name="DESC_LANG">Change language in the Main Menu</entry>
<entry name="OPTIONS_CREDITS">Credits</entry>
<entry name="CTRL_UNMAPPED">Unmapped</entry>
<entry name="PROFILE_CLEAR_CONFIRM">Are you sure?</entry>
<entry name="BUTTON_RIGHT">Right</entry>
<entry name="DESC_PARTICLES">Reduce to improve performance on lower end
systems.</entry>
<entry name="KEYBOARD_PRESSKEY">...</entry>
<entry name="VIDEO_FULLSCREEN">Full Screen</entry>
<entry name="LOADING">Loading...</entry>
<entry name="NAV_BACK">Back</entry>
<entry name="PLAYER_VOICE_OPTION_LABEL">Hero Voice</entry>
<entry name="MOH_OFF">Off</entry>
<entry name="GAME_NATIVE_ACHIEVEMENTS_SWITCH">Show Feats</entry>
<entry name="GAME_NATIVE_INPUT">Native Controller Input</entry>
<entry name="GAME_XINPUT">XInput</entry>
<entry name="PS4_SAVE_IMPORT_PROGRESS">Importing Save Data</entry>
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<entry name="MOH_NORMAL">Normal</entry>
<entry name="MODAL_ENGAGE_PENDING">Loading user profile.</entry>
<entry name="SWITCH_FRAMERATE_DESC">Higher frame rate mode for displays that support 120Hz. Resolution will be reduced.</entry>
<entry name="MODE_STEEL">Steel Soul</entry>
<entry name="BUTTON_MAP">Quick Map</entry>
<entry name="CTRL_PRESSBUTTON">... </entry>
<entry name="RESTORE_AUTOSAVE_PROMPT_SUB">(Primary save will be deleted)</entry>
<entry name="TROPHIES_BASE_SET_TITLE">Hollow Knight: Silksong Trophies</entry>
<entry name="OS_INSTRUCT">Adjust slider until the frames touch the edges of the screen.</entry>
<entry name="PS5_ACTIVITY_CARD_NAME">Play Hollow Knight: Silksong</entry>
<entry name="AUDIO_SOUND_VOL">Sound Volume</entry>
<entry name="AUDIO_MASTER_VOL">Master Volume</entry>
<entry name="PROFILE_DEFEATED">Defeated</entry>
<entry name="OPTIONS_AUDIO">Audio</entry>
<entry name="STEEL_MODE_TEXT">No reviving. Death is permanent.</entry>
<entry name="AUDIO_MUSIC_VOL">Music Volume</entry>
<entry name="MAIN_SWITCH_USER">Switch User</entry>
<entry name="DESC_VSYNC">Prevents screen tearing. Leave on for a smoother experience.</entry>
<entry name="BUTTON_DREAM_NAIL">Needolin</entry>
<entry name="RESTORE_SAVE_SELECTION_TITLE">Auto Saves</entry>
<entry name="BUTTON_DASH">Sprint</entry>
<entry name="BUTTON_JUMP">Jump</entry>
<entry name="UI_MENU_STYLE">Menu Style:</entry>
<entry name="VIDEO_BRIGHTNESS">Brightness</entry>
<entry name="UI_MENU_RUMBLE">Rumble</entry>
<entry name="MODAL_QUIT_TO_MENU">Save and Quit?</entry>
<entry name="UI_MENU_STYLE_CURSED">Greyroot</entry>
<entry name="DESC_FRAME_CAP">Limit maximum frame rate for a consistent experience.</entry>
<entry name="DESC_BACKER_NAMES">Show names of Kickstarter backers alongside their contributions.</entry>
<entry name="BUTTON_INVENTORY">Inventory</entry>
<entry name="BUTTON_TAUNT">Challenge</entry>
<entry name="DESC_HUD_VISIBILITY">Adjust the scale of the HUD. Will reset on game exit if set to 'Off'.</entry>
<entry name="BUTTON_INVENTORY_MAP">Map</entry>
<entry name="VIDEO_SHADERS">Blur Quality</entry>
<entry name="VID_OPT_BORDERLESS">Borderless</entry>
<entry name="SCREEN_EXTRAS">Extras</entry>
<entry name="SAVE_WARNING">This game saves data automatically at certain points.
Please do not turn off the software while this symbol is displayed.</entry>

<entry name="MOH_LOW">Low</entry>
<entry name="BUTTON_MOVE">Move</entry>
<entry name="GAME_CONTROLLER_RUMBLE">Rumble</entry>
<entry name="MOH_SMALL">Small</entry>
<entry name="GAME_NATIVE_ACHIEVEMENTS">Show Achievements</entry>
<entry name="MAIN_EXTRAS">Extras</entry>
<entry name="OPTIONS_VIDEO">Video</entry>
<entry name="MAIN_ACHIEVEMENTS">Achievements</entry>
<entry name="UI_MENU_STYLE_CRADLE">Cradle</entry>
<entry name="OPEN_CONTROLLER">Controller Recommended</entry>
<entry name="OPTIONS_CONTROLLER">Controller</entry>
<entry name="VIDEO_DITHERING">Dithering</entry>
<entry name="BUTTON_EMPTY">-</entry>
<entry name="GAME_APPLE_MFI">MFi</entry>
<entry name="GAME_BACKER_NAMES">Backer Credits</entry>
<entry name="PLAYER_VOICE_OPTION_DESC">Hear the hero's voice during exploration and combat.</entry>
<entry name="ACHIEVEMENTS_BASE_SET_TITLE">Hollow Knight: Silksong Achievements</entry>
<entry name="MAIN_START">Start Game</entry>
<entry name="DESC_SHADERS">Reduce to improve performance on lower end systems.</entry>
<entry name="PAUSE_OPTIONS">Options</entry>
<entry name="MOH_LARGE">Large</entry>
<entry name="BUTTON_PAUSE">Pause Menu</entry>
<entry name="PS4_SAVE_IMPORT_SEARCH_FAIL">Failed to find compatible save data.</entry>
<entry name="PS4_SAVE_IMPORT_RESULT_SUCCESS">{0} out of {1} PS4™ save files were successfully imported.</entry>
<entry name="MODAL_PROGRESS_EXHIBITION">Progress will not be saved</entry>
<entry name="ACHIEVEMENTS_BASE_SET_TEXT">Achievements for Hollow Knight: Silksong.</entry>
<entry name="CTRL_NONE">No controller connected</entry>
<entry name="TEXT_SKIP_PROMPT">Press any button to skip</entry>
<entry name="VIDEO_PARTICLES">Particle Effects</entry>
<entry name="PAUSE_MAIN">Quit to Menu</entry>
<entry name="PROFILE_LOADING">Loading...</entry>
<entry name="PROFILE_NEW_GAME">New Game</entry>
<entry name="MOH_HIGH">High</entry>
<entry name="MODAL_CONNECT_CONTROLLER_PROMPT">Connect a controller to continue</entry>
<entry name="MODE_SELECT">Mode Select</entry>
<entry name="UI_MENU_STYLE_STEEL">Steel</entry>

<entry name="VIDEO_DITHERING_DESC">Reduces colour banding, but may affect performance on lower end systems.</entry>
<entry name="MODAL_PROGRESS">Progress will be saved</entry>
<entry name="VIDEO_RESOLUTION">Resolution</entry>
<entry name="CTRL_NO_ACTIVE_DESC">Press a button on the controller or connect a new controller to activate</entry>
<entry name="MODAL_KEEP_RES">Keep New Resolution?</entry>
<entry name="BRIGHT_INSTRUCT">Adjust brightness to your desired level.</entry>
<entry name="VIDEO_RESOLUTION_ULTRAWIDE">(beta)</entry>
<entry name="NAV_YES">Yes</entry>
<entry name="MODAL_NO_SAVE">Continue playing without a user?
Your progress will not be saved</entry>
<entry name="NORMAL_MODE_TEXT">Normal play mode.</entry>
<entry name="BUTTON_LEFT">Left</entry>
<entry name="BUTTON_SUPER_DASH">Harpoon</entry>
<entry name="PS5_ACTIVITY_CARD_LABEL">Story</entry>
<entry name="MODE_NORMAL">Classic</entry>
<entry name="BUTTON_DOWN">Down</entry>
<entry name="SCREEN_OPTIONS">Options</entry>
<entry name="MOH_MED">Medium</entry>
<entry name="NAV_RESET">Reset Defaults</entry>
<entry name="RESTORE_AUTOSAVE_PROMPT">Revert to auto save?</entry>
<entry name="UI_MENU_STYLE_SONG">Citadel of Song</entry>
<entry name="MAIN_OPTIONS">Options</entry>
<entry name="VIDEO_FRAME_CAP">Frame Rate Cap</entry>
<entry name="NAV_DONE">Done</entry>
<entry name="SAVE_IMPORT_CONFIRM">Are you sure?</entry>
<entry name="PS4_SAVE_IMPORT_LABEL">Import PS4™ Save Data</entry>
<entry name="BUTTON_UP">Up</entry>
<entry name="VIDEO_OVERSCAN">Screen Scale</entry>
<entry name="BUTTON_INVENTORY_TOOLS">Crest</entry>
<entry name="KEYBOARD_UNMAPPED">Unmapped</entry>
<entry name="BUTTON_CAST">Bind</entry>
<entry name="SCREEN_ACHIEVEMENTS">Achievements</entry>
<entry name="PROFILE_INCOMPATIBLE_SMALL">Game Update Required</entry>
<entry name="BUTTON_INVENTORY_JOURNAL">Journal</entry>
<entry name="PROFILE_CLEAR_PROMPT">Clear Profile?</entry>
<entry name="MOH_ON">On</entry>
<entry name="EXTRAS_CREDITS">Credits</entry>
<entry name="CTRL_NO_ACTIVE">No active controller</entry>
<entry name="SCREEN_KEYBOARD">Keyboard</entry>
<entry name="GAME_LANGUAGE">Language</entry>
<entry name="DESC_NATIVE_ACHIEVEMENTS_SWITCH">Show in-game messages when completing a feat.</entry>

<entry name="SREEN_SAVE_PROFILES_DEMO">Select Area</entry>
<entry name="VIDEO_VSYNC">V-Sync</entry>
<entry name="BRIGHT_SLIDER">Brightness</entry>
<entry name="NAV_APPLY_TRUE">Apply</entry>
<entry name="SCREEN_VIDEO">Video</entry>
<entry name="GAME_CONTROLLER_VIBRATION">Vibration</entry>
<entry name="SWITCH_FRAMERATE">TV Mode Frame Rate</entry>
<entry name="MODAL_RESTART">Restart?</entry>
<entry name="SCREEN_GAME">Game Options</entry>
<entry name="MODAL_QUIT_GAME">Quit Game?</entry>
<entry name="SCREEN_SAVE_PROFILES">Select Profile</entry>
<entry name="BUTTON_INVENTORY_QUESTS">Tasks</entry>
<entry name="DESC_NATIVE_ACHIEVEMENTS">Show in-game messages when earning an achievement.</entry>
<entry name="PROFILE_CORRUPTED">Save cannot be read</entry>
<entry name="BUTTON_QCAST">Skill / Tool</entry>
<entry name="MOH_REDUCED">Reduced</entry>
<entry name="VIDEO_ADVANCED">Advanced Settings</entry>
<entry name="NAV_NO">No</entry>
<entry name="PAUSE_MAIN_EXHIBITION">Restart</entry>
<entry name="UI_MENU_ACHIEVEMENTS_ALT">Feats</entry>
<entry name="MAIN_QUIT">Quit Game</entry>
<entry name="GAME_HUD_VISIBILITY">HUD Appearance</entry>
<entry name="OPTIONS_GAME">Game</entry>
<entry name="NAV_APPLY">Back</entry>
<entry name="VIDEO_NOISE">Film Grain</entry>
<entry name="VIDEO_NOISE_DESC"></entry>
</entries>

Map Zones

<entries>
<entry name="BATHHOUSE">Citadel
Spa</entry>
<entry name="BONETOWN_GRAVEYARD">Bonegrave</entry>
<entry name="BELLHOME">Bellhome</entry>
<entry name="ABYSS">The Abyss</entry>
<entry name="CRADLE">The Cradle</entry>
<entry name="HALFWAY_HOUSE">Halfway Home</entry>
<entry name="BONECHURCH">Ruined Chapel</entry>
<entry name="BONETOWN">Bone Bottom</entry>
<entry name="JUDGE_STEPS">Blasted Steps</entry>
<entry name="MOSS_CAVE">Moss Grotto</entry>
<entry name="RED_CORAL_GORGE">Sands of Karak</entry>
<entry name="WARD">Whiteward</entry>
<entry name="ORGAN">Exhaust Organ</entry>
<entry name="CITY_OF_SONG">The Citadel</entry>
<entry name="CITADEL_FORUM">The Forum</entry>
<entry name="RED_CORAL_TOWER">Coral Tower</entry>
<entry name="FLEATOPIA">Fleatopia</entry>
<entry name="ICECORE">Brightvein</entry>
<entry name="NONE">Unknown</entry>
<entry name="SPRINTMASTER_CAVE">Frontier</entry>
<entry name="LIBRARY">Whispering Vaults</entry>
<entry name="MUCKVILLAGE">Bilehaven</entry>
<entry name="MOSSTOWN">Mosshome</entry>
<entry name="BELLTOWN_HAUNTED">Haunted Bellhart</entry>
<entry name="COG_CORE_SHORT">Cog Core</entry>
<entry name="PEAK">Mount Fay</entry>
<entry name="DUST_MAZE">The Mist</entry>
<entry name="CITADEL_STAGE">The Stage</entry>
<entry name="HANG">High Halls</entry>
<entry name="WEAVER_SHRINE">Weavenest Atla</entry>
<entry name="GREYMOOR">Greymoor</entry>
<entry name="VOLTNEST">Voltnest</entry>
<entry name="EXTRA_TUBEHUB">Terminus</entry>
<entry name="HOT_SPRING">Hot Spring</entry>
<entry name="CITADELSHRINE">First Shrine</entry>
<entry name="CRAW_LAKE">Craw Lake</entry>
<entry name="CRAWLSPACE">Wormways</entry>
<entry name="LIBRARY_SHORT">Vaults</entry>
<entry name="DOCKS">Deep Docks</entry>
<entry name="WHITELAKE">Pale Lake</entry>
<entry name="MEMORY">Memory</entry>

<entry name="FLEA_FESTIVAL">Festival of the Flea</entry>
<entry name="ENCLAVE">Songclave</entry>
<entry name="SWAMP">Bilewater</entry>
<entry name="UNDERSTORE">Underworks</entry>
<entry name="CITADEL_STATION">Grand Bellway</entry>
<entry name="COG_CORE">Cogwork
Core</entry>
<entry name="HIGH_HALLS">Choral Chambers</entry>
<entry name="FRONT_GATE">Grand Gate</entry>
<entry name="WISP">Wisp Thicket</entry>
<entry name="FORGE">Forge</entry>
<entry name="CAULDRON">The Cauldron</entry>
<entry name="PATH_OF_BONE">The Marrow</entry>
<entry name="PILGRIMS_REST">Pilgrim's Rest</entry>
<entry name="CLOVER">Verdania</entry>
<entry name="DUSTPENS">Sinner's Road</entry>
<entry name="ABOVE_CRADLE">Border Caves</entry>
<entry name="SHELLWOOD_THICKET">Shellwood</entry>
<entry name="HUNTERS_NEST">Hunter's March</entry>
<entry name="THE_SLAB">The Slab</entry>
<entry name="AQUEDUCT">Putrified Ducts</entry>
<entry name="BELLTOWN">Bellhart</entry>
<entry name="BAY">Pharloom Bay</entry>
<entry name="ASPID">Great Chasm</entry>
<entry name="MEMORY_RED">Red Memory</entry>
<entry name="BELLSHRINE">Bellshrine</entry>
<entry name="BELLVEIN">Bellvein</entry>
<entry name="ARBORIUM">Memorium</entry>
<entry name="WILDS">Far Fields</entry>
</entries>

Peak

<entries>

<entry name="MASK_MAKER_UNMASK_TALK_04">[Hornet]:The bugs of your land, I have watched them, climbing towards their absolution without the flicker of a thought to what it means.[NPC]:Aye. But isn't it always such for those snared to serve your higher caste?[NPC]:Our mortal mob did once act some defiance, unawares maybe, but successful in part, goaded towards it by Weavers' will'n all.[Hornet]:You speak of the Citadel? Its former function has failed, but I can still sense its purpose, some. It is church and cage both.[NPC]:Aye. Devised by your ancestors that monstrosity, and their wicked, clever minds. A system, or a web they'd likely call it, a way to keep their mother sealed in slumber, and themselves free to lavish in their false rule.</entry>

<entry name="MASK_MAKER_UNMASK_DELIVERY">[Hornet]:Maker, I bring a delivery from Bellhart below, lacquer for your long work.[NPC]:Ahh. Know you distort the order of things, Old One. It is a rare want of your caste to serve us mortal bugs.[Hornet]:I am not my kin, Maker. I have seen enough pain born of their dominion. As much as I may, I choose to stand apart.[NPC]:If your blood allows it so... And my thanks still for the lacquer. Pharloom's fresh faces will welcome its sheen.</entry>

<entry name="MASK_MAKER_REPEAT1_ACT3">Until cavern's collapse, the masks must be made! </entry>

<entry name="MASK_MAKER_UNMASK_REPEAT_ACT3">Enough talk, Old One. My contract remains. I'll work till caverns' collapse.[Hornet]:Very well, Maker. If it is within my power to do so, I shall see your lands saved.</entry>

<entry name="MASK_MAKER_UNMASK_MEET">Ahh. Old One. Your kind should know it's rude to expose me such. Unmasked, the task becomes heavy. [Hornet]:I had the desire to hear you lucid, Maker, though you may protest.[NPC]:Aye. Well it's no great shock to have you visit. I've felt the stirrings of our monarch, even all the way out here, the tremors of her kin brought close.[NPC]:You're planning a confrontation with her then? The one atop? Our great, frayed god?[Hornet]:Our meeting seems inevitable, though first I seek the strength to ensure a favourable outcome.[NPC]:Ha! As I'd have guessed! Your ancient kind aren't told to abide one another peaceably.[NPC]:Well, assuming you prevail, I'll ask only that my labour may continue. No matter the state of these lands, you should well know the necessity of my service.</entry>

<entry name="MASK_MAKER_UNMASK_PREVIOUSLY_MET_ACT3">Back again, Old One? The effects of your... altercation with the pale mother... those are plainly sensed. The fate for these caverns feels grim.[NPC]:I'll take it things have taken a turn more complicated? Or was this the aftermath anticipated all along?[Hornet]:In our meeting, a mortal blow was dealt, but the monarch's desperate death throes now threaten to take this whole kingdom with her.[NPC]:Ha! I'm not surprised! It's always the way, aye? Your ancient kind, vying for dominion, and us mortal bugs squashed unseen underneath.[Hornet]:It was freedom I sought, Maker. Naive perhaps, but this is not the fate I wished to come.</entry>

<entry name="MASK_MAKER_REPEAT1">All deserve a face. A chance to be! Until I wither, for the faceless I shall provide. </entry>

<entry name="MASK_MAKER_REPEAT2_ACT3">To exist, to die, a face is needed. It is the essential thing.</entry>

<entry name="MASK_MAKER_DELIVERY">[Hornet]:Maker, I bring a delivery from Bellhart below, lacquer for your long work. [NPC]:Good! Good! To seal. To protect. May Pharloom's fresh faces gleam bright.</entry>

<entry name="MASK_MAKER_POST">Take reward for service made, visitor! Gift for you, to spend or treasure!</entry>

<entry name="MASK_MAKER_MEET">A visitor! Grand you are. But you have already a mask. Already a face. It is for those without that I must carve. </entry>

<entry name="MASK_MAKER_REPEAT3">To work! To work! The masks must be carved.</entry>

<entry name="MASK_MAKER_UNMASK_PEAK">Did you treat with the creature upon the summit?[NPC]:Your legged ancestors once found her company compelling, enough to build their chambers and their calling device at the height of this perilous peak.[Hornet]:I have paid my respects, and been granted her favour. Her down now fills my cloak, and does much to ward against the frost of these heights.[NPC]:To pass something so precious... That's a mighty gift you've been given. Seems she's thrown her lot in with you.[NPC]:I'd not have guessed her so opposed to our threaded monarch, but then she too must have sensed the wretched state of things, and the harsher change to come. </entry>

<entry name="MASK_MAKER_UNMASK_MEET_ACT3">Ahh. Old One. Your kind should know it's rude to expose me such. Unmasked, the task becomes heavy. [Hornet]:I had the desire to hear you lucid, Maker, though you may protest.[NPC]:Aye. Well it's no great shock to have you visit. I've felt, and heard, the effects of your... altercation with the pale mother... The fate for these caverns seems grim.[NPC]:I'll take it things have taken a turn more complicated? Or was this the aftermath anticipated all along?[Hornet]:In our meeting, a mortal blow was dealt, but the monarch's desperate death throes now threaten to take this whole kingdom with her.[NPC]:Ha! I'm not surprised! It's always the way, aye? Your ancient kind, vying for dominion, and us mortal bugs squashed unseen underneath.[Hornet]:It was freedom I sought, Maker, for myself and for you mortal few. Naive perhaps, but this is not the fate I wished to come.</entry>

<entry name="MASK_MAKER_MEET_ACT3">Late! Late you are! And already a mask. Already a face. It is for those without that I must carve. </entry>

<entry name="MASK_MAKER_POST_UNMASK">Have some small reward for your troubles, Old One. It's no small thing to deliver that sloshing stuff safe, 'specially all the way up here.</entry>

<entry name="MASK_MAKER_RELATIONSHIP">A fine face, yours. Not of my work. Not of this kingdom's craft. Not now at least.[NPC]:But the deeper form. Distant relationship. Some form of Pharloom and our old, legged, stewards. [NPC]:Now! To work. To work! The masks are needed.</entry>

<entry name="MASK_MAKER_UNMASK_TALK_03">[Hornet]:You have the sight, Maker. Tell me what you see in me?[NPC]:Your mask... It reads clear enough, Old One. Watcher, hunter, monarch even, though you may reject that station.[NPC]:A complex visage, perhaps, yet still to my sight it looks unresolved.[Hornet]:If you see a transitional state, it is one I have accepted. My mask has remained defined through lifetimes uncounted.[NPC]:Aye. Rigid I'm sure, but your kind rarely develop evenly, and the lifetime of bugs are poor measure for one like you.[NPC]:Could be there's more growth awaiting you yet...</entry>

<entry name="MASK_MAKER_REPEAT3_ACT3">Our world cries its end! But the masks must still be carved.</entry>

<entry name="MASK_MAKER_UNMASK_REPEAT">Enough talk, Old One. Mine is a calling that scant allows rest.[Hornet]:Very well, Maker. I shall take my leave.</entry>

<entry name="MASK_MAKER_REPEAT2">To exist, a face is needed. It is the essential thing.</entry>

</entries>

Pilgrims

<entries>

<entry name="GATE_PILGRIM_REMEET_NO_SHRINES">The Citadel is calling us, sister! We stand so close. We need only the blessing of those bells to see the Grand Gate open.[Hornet]:I will awaken the bells, pilgrim. With luck, you will not be waiting long.</entry>

<entry name="GATE_PILGRIM_REPEAT_NO_SHRINES">Only the holy bells of the great path shall open the way![NPC]:We beg you, traveller, see the bells awoken, that we may cross this final threshold.</entry>

<entry name="GATE_PILGRIM_REMEET_GOT_SHRINES">Ahhh... the gate! The bells have awoken! All along the path. Now we need only music to see them attuned! [Hornet]:I have recently learnt the art of producing song by strumming Silk, though I confess it is a skill deserving of more practice.[NPC]:Oh! Ohh! Have no doubt, sister! Play sincerely. Any music is sweet enough! Play for us, and surely the bells will resound! Play, and we will sing!</entry>

<entry name="GATE_PILGRIM_REMEET_SHRINES">Ahhh... the Grand Gate! The bells have awoken! [NPC]:We beg you, sister. Play or sing, and we shall follow. Call out to the bells of the path and see the gate open!</entry>

<entry name="GATE_PILGRIM_REPEAT_SHRINES">We beg you, sister. Delay no further! Play for us. Call out to the bells of the path and see the Grand Gate open!</entry>

<entry name="GATE_PILGRIM_MEET">The gate... the gate! O, the Grand Gate to the Citadel stands before us![NPC]:We are so close! O mighty ones beyond the gate, we beg you! Open the way and let we poor, insignificant little pilgrims crawl into the light...[Hornet]:I see no gatekeepers to heed your plea, pilgrim, though I too seek entry to the Citadel. Have you heard of a means to open this gateway?[NPC]:Ahh... Weapons blunt it not. No holes for keys. 'Tis the bells, they say! The holy bells upon the path that open the way!</entry>

<entry name="GATE_PILGRIM_MEET_NO_SHRINES">[Hornet]:I have passed several such bells, pilgrim. I know how to see them woken. Tell me what you know of their locations, and I shall seek those that still remain silent.[NPC]:Sister? This is a mighty service you willingly perform! What a marvellous gift you would grant to your fellows. [NPC]:Eagerly, I shall tell you of the shrines and their locations, as we have heard them spoken...</entry>

<entry name="GATE_PILGRIM_MEET_ALT">The gate... the gate! O, the Grand Gate to the Citadel stands before us![NPC]:We are so close! O mighty ones beyond the gate, we beg you! Open the way and let we poor, insignificant little pilgrims crawl into the light...[Hornet]:I see no gatekeepers to heed your plea, pilgrim, though I too would benefit from its opening. Have you heard of a means to pass through?[NPC]:Ahh... Weapons blunt it not. No holes for keys. 'Tis the bells, they say! The holy bells upon the path that open the way!</entry>

<entry name="GATE_PILGRIM_MEET_SHRINES">[Hornet]:On my journey up, I passed many large bells housed in old shrines. Each I have struck awake, yet still this gate stays closed. What other task must be done to see us pass beyond?[NPC]:The bells are rung? Then this sacred threshold may now be crossed, for the final task is simple! Only music, played fair and true. Music shall attune the bells, and see the gate descend.[NPC]:It must be you to lead us, sister! You, who brought this blessing! Play or sing, and we shall follow.</entry>

</entries>

Prompts

<entries>
<entry name="TOLL_BENCH">A machine with a symbol of a bench.</entry>
<entry name="GET_NEEDOLIN_1">Play ancient melodies by stringing Silk along the needle.</entry>
<entry name="PROMPT_PARRY">Parry</entry>
<entry name="SPEAK">SPEAK</entry>
<entry name="SLAB_LOCK_A">A lock with the mark of 'Indolent'.</entry>
<entry name="SPAR_PINSTRESS">Challenge Pinstress?</entry>
<entry name="SLAB_LOCK_E">A lock with the mark of 'First Sin'.</entry>
<entry name="SLAB_LOCK_D">A lock with the mark of 'Apostate'.</entry>
<entry name="CLAIM">CLAIM</entry>
<entry name="GET_SPRINT_2">Chase down prey and leap great distances.</entry>
<entry name="CHALLENGE">CHALLENGE</entry>
<entry name="UI_MSG_DESC_EVAHEAL_2">Silk will regenerate while resting at a bench.</entry>
<entry name="TAKE">TAKE</entry>
<entry name="PROMPT_SKILL">Silk Skill</entry>
<entry name="GET_ITEM_INTRO_SILKSKILL">Bound the Silk Skill</entry>
<entry name="BUTTON_DESC_NONE"></entry>
<entry name="SPAR_GARMOND">Duel with Garmond?</entry>
<entry name="THROW_TOOL_PIN">Throw Pin</entry>
<entry name="ENTER">ENTER</entry>
<entry name="TRADE">TRADE</entry>
<entry name="UI_MSG_HCOMBO_2_NAME">Hunter</entry>
<entry name="TRAVEL">TRAVEL</entry>
<entry name="GET_ITEM_INTRO_GET_RECEIVE">Received the</entry>
<entry name="THROW_EQUIP_GENERIC">Equip Tools</entry>
<entry name="SLAB_LOCK_A_READY">Use Key of Indolent?</entry>
<entry name="GET_SILKBOMB_1">Weave runes of blazing Silk upon enemies.</entry>
<entry name="CONSTRUCT_FARSIGHT">Assemble Farsight?</entry>
<entry name="GET_BELLBEAST_MELODY_2">Summon the Beastlings and return together to their mother.</entry>
<entry name="GET_SILKDASH_1">Pierce through enemies in a blur of blade and Silk.</entry>
<entry name="CONSTRUCT_MATERIUM">Assemble Materium?</entry>
<entry name="GET_SPHERE_1">Attack by whipping a storm of Silk around oneself.</entry>
<entry name="DONATE">Donate</entry>
<entry name="THROW_TOOL_GENERIC">Use Tool</entry>
<entry name="CONSUME">CONSUME</entry>
<entry name="GET_ITEM_INTRO_GET">Obtained the</entry>
<entry name="PROMPT_CONDITION_BENCH">At Bench</entry>
<entry name="UI_MSG_TITLE_FARSIGHT">Farsight</entry>
<entry name="REST">REST</entry>

<entry name="PROMPT_USE_CONSUMABLE">Break</entry>
<entry name="GIVE">GIVE</entry>
<entry name="GET_CHARGESLASH_2"></entry>
<entry name="PROMPT_SUPER_JUMP">Super Jump</entry>
<entry name="GET_CHARGESLASH_1">Charge power in the needle, then release as a deadly attack.</entry>
<entry name="CALL">CALL</entry>
<entry name="GET_DESC_HEART_CLOVER">It beats sharp and clear.</entry>
<entry name="GET_WEAVER_ART">Silk Skills can be equipped in the Crest screen of the Menu.</entry>
<entry name="REQUEST_AID">Request aid in battle?</entry>
<entry name="GET_ITEM_INTRO_GET_A">Obtained a</entry>
<entry name="UI_MSG_HCOMBO_PREFIX">Evolved the Crest of</entry>
<entry name="GET_ITEM_INTRO1">Learned the</entry>
<entry name="GET_HARPOON_2">Silk will be expended. Strike enemies to replenish Silk.</entry>
<entry name="UI_MSG_HCOMBO_2_DESC">Strike enemies repeatedly to become focused, making needle attacks deadlier.
Heighten focus with additional strikes, and further increase lethality.</entry>
<entry name="GET_HARPOON_1">Fling the needle as a harpoon and launch forcefully towards it.</entry>
<entry name="DIVE">DIVE</entry>
<entry name="NO">No</entry>
<entry name="PROMPT_NEEDLETHROW">Throw Needle</entry>
<entry name="BUTTON_DESC_RELEASE">Release</entry>
<entry name="TRACK">TRACK</entry>
<entry name="GET_WALLJUMP_1">Cling to sheer surfaces and leap to rapidly scale heights.</entry>
<entry name="PROMPT_SUPERDASH">Harpoon</entry>
<entry name="GET_SUPERJUMP_1">Fling the needle upwards and launch to tremendous heights.</entry>
<entry name="GET_ITEM_INTRO_SILKHEART">Consumed a</entry>
<entry name="GET_SUPERJUMP_2">Silk will be expended. Strike enemies to replenish Silk.</entry>
<entry name="BUTTON_DESC_HOLD_FOCUS">Hold</entry>
<entry name="UI_MSG_TITLE_EVAHEAL">Sylphsong</entry>
<entry name="ASCEND">ASCEND</entry>
<entry name="SLAB_LOCK_B">A lock with the mark of 'Heretic'.</entry>
<entry name="UI_MSG_HCOMBO_1_DESC">Strike enemies repeatedly to build focus.
Once focused, needle attacks will become deadlier.</entry>
<entry name="PLAY_GAME">PLAY</entry>
<entry name="UI_MSG_HCOMBO_1_NAME">Hunter</entry>
<entry name="PROMPT_INTERACT">Interact</entry>
<entry name="GET_DESC_HEART_HUNTER">It beats steady and strong.</entry>

<entry name="TAKE_LIVING">TAKE</entry>
<entry name="ABANDONED_TOWN_DOWN">A small tunnel leading downward.
Descend to Pharloom?</entry>
<entry name="GET_SILK_BOSS_NEEDLE_2"></entry>
<entry name="GET_DESC_WHITE_FLOWER_2">Its pale light wards against the void.</entry>
<entry name="GET_DESC_WHITE_FLOWER_1">Fragile flower taken from a deep and distant memory. </entry>
<entry name="TASKLIST_INTRO_PREFIX">New Objective</entry>
<entry name="GET_ITEM_INTRO1_SIMPLE">Learned</entry>
<entry name="GET_DOUBLEJUMP_1">Fabled feather down, layered within the cloak. Leap again while airborne. </entry>
<entry name="PROMPT_BROLLY">Float</entry>
<entry name="BUTTON_DESC_WALLJUMP">Press</entry>
<entry name="MEMORY_MSG_DESC_SILKHEART_1">Regained the power to regenerate Silk within one's shell.</entry>
<entry name="GET_PARRY_1">Bind Silk around the needle to deflect enemy attacks and instantly strike back.</entry>
<entry name="BUTTON_DESC_HOLD">Hold</entry>
<entry name="PROMPT_DJ">Air Jump</entry>
<entry name="WISH_PROMISED">Wish Promised</entry>
<entry name="SLAB_LOCK_C">A lock with the mark of 'Apostate'.</entry>
<entry name="PROMPT_DASH">Sprint</entry>
<entry name="GET_BROLLY_1">Flare the cloak to ride strong winds or glide gracefully.</entry>
<entry name="YESNO_ITEM_MAXED">Max Held</entry>
<entry name="GET_MEMORY_MELODY_2"></entry>
<entry name="SHOP">SHOP</entry>
<entry name="GET_ITEM_INTRO_SILKSKILL_PHANTOM">Learned the Silk Skill</entry>
<entry name="GET_BELLBEAST_MELODY_1">Mimic the song of the Bell Beast.</entry>
<entry name="INSPECT">INSPECT</entry>
<entry name="GET_ITEM_INTRO_POWERUP">Bound the Ancestral Art</entry>
<entry name="UI_MSG_DESC_FARSIGHT_2">Completion quantities will be displayed in Menus.</entry>
<entry name="SLAB_LOCK_B_READY">Use Key of Heretic?</entry>
<entry name="PROMPT_HARPOON">Harpoon</entry>
<entry name="ATTACK">ATTACK</entry>
<entry name="ABANDONED_TOWN_UP">A small tunnel leading upward.
Ascend to the surface?</entry>
<entry name="UI_MSG_DESC_EVAHEAL_1">Eva's soul and strength reside within.</entry>
<entry name="BUTTON_DESC_TAP">Tap</entry>
<entry name="WATCH">WATCH</entry>
<entry name="BUTTON_DESC_PRESS">Press</entry>
<entry name="SLAB_LOCK_E_READY">Use Key of First Sin?</entry>
<entry name="GET_MAP_2">View a detailed map of the world in the Map pane of the Menu.</entry>

<entry name="DESCEND">DESCEND</entry>
<entry name="SLAB_LOCK_D_READY">Use Key of Apostate?</entry>
<entry name="PLAY">PLAY</entry>
<entry name="WEAVER_ART_EQUIP">Equip Silk Skills in the Crest screen of the Menu.</entry>
<entry name="OPEN">OPEN</entry>
<entry name="GET_SILK_BOSS_NEEDLE">Spin lethal talons from thread that seek out enemies.</entry>
<entry name="WISH_GRANTED">Wish Granted</entry>
<entry name="TASKLIST_INTRO_1">Ascend through the lands of Pharloom to reach the Citadel at the kingdom's peak.</entry>
<entry name="GET_NEEDOLIN_2">Silk will be expended. Strike enemies to replenish Silk.</entry>
<entry name="BELLWAY_UNLOCK_NAME">Bell Beast</entry>
<entry name="SLAB_LOCK_C_READY">Use Key of Apostate?</entry>
<entry name="LISTEN">LISTEN</entry>
<entry name="GET_BROLLY_2"></entry>
<entry name="GET_ITEM_INTRO_EVAHEAL">Bound Eva's Art</entry>
<entry name="PROMPT_USE_CONSUMABLE_GRUB">Consume</entry>
<entry name="GET_ITEM_INTRO_BEFRIEND">Befriended the</entry>
<entry name="MEMORY_MSG_TITLE_SILKHEART">Silk Heart</entry>
<entry name="TASKLIST_INTRO_2">View Objectives in the Tasks screen of the Menu.</entry>
<entry name="UI_MSG_DESC_FARSIGHT_1">The state of the world can be sensed.</entry>
<entry name="NOT_ENOUGH_CURRENCY">Not enough</entry>
<entry name="PROMPT_JUMP">Jump</entry>
<entry name="TURNIN">TURN IN</entry>
<entry name="GET_ITEM_INTRO_FARSIGHT">Constructed the</entry>
<entry name="GET_WALLJUMP_2"></entry>
<entry name="GET_NEEDLE_THROW_1">Attack by throwing the needle forward. Silk will be expended.</entry>
<entry name="YES">Yes</entry>
<entry name="GET_DOUBLEJUMP_2">Soar above foes. Reach new heights. Strike from above.</entry>
<entry name="SPAR_SHAKRA">Duel with Shakra?</entry>
<entry name="SIT">SIT</entry>
<entry name="PROMPT_QUICKMAP">View Map</entry>
<entry name="ACCEPT">ACCEPT</entry>
<entry name="PROMPT_BIND">Bind</entry>
<entry name="EXIT">EXIT</entry>
<entry name="GET_DESC_HEART_CORAL">It beats deep and slow.</entry>
<entry name="PROMPT_ATTACK">Attack</entry>
<entry name="GET_SPRINT_1">Sprint at blinding speed, beyond one's natural limits.</entry>
<entry name="BUTTON_DESC_AIR">in air</entry>
<entry name="PROMPT_NEEDOLIN">Needolin</entry>

<entry name="PROMPT_LOOK_DOWN">Look Down</entry>
<entry name="GET_MEMORY_MELODY_1">Draw out memories of Pharloom's forgotten
past.</entry>
<entry name="GET_MAP_1">to view a map of the current area.</entry>
<entry name="GET_DESC_HEART_FLOWER">It beats faint and fast.</entry>
</entries>

Quests

<entries>

<entry name="Q_SOUL_SNARE_PRE_DESC_WALL">Oi! I'm wishin' for that bothersome bellringer! That you readin' this? Then head up top beside the shrine. Might be we two should have a little chat...</entry>

<entry name="SQ_MELODY_ARCHITECT_PROMPT">One part of the Threefold Melody, entrusted to the industrious Architects.</entry>

<entry name="SQ_BLACKTHREAD_5_FLOWER_DESC_END">The Pollen Heart has been claimed from Nyleth.</entry>

<entry name="QUEST_COURIER_BONEBOTTOM_NAME">Bone Bottom Supplies</entry>

<entry name="QUEST_DOCTOR_CURSE_CURE_LOC">Yarnaby of Greymoor</entry>

<entry name="QUEST_TROBBIO_2_DESC_INV">Return to the Citadel's Stage, beside the Whispering Vaults.</entry>

<entry name="QUEST_MRMUSHROOM_DESC_END">That the age may pass, this shroom its witness.</entry>

<entry name="MQ_DIVINGBELL_3_NAME">The Dark Below</entry>

<entry name="QUEST_TROBBIO_2_TITLE">Pain, Anguish and Misery</entry>

<entry name="QUEST_ROCK_ROLLERS_LOC">Residents of Bone Bottom</entry>

<entry name="QUEST_ROCK_ROLLERS_DESC_WALL">Flintbeetles have awoken in the Marrow. The gems that grow in their bellies provide a pure, constant warmth. Harvest these treasures and be rewarded!</entry>

<entry name="MQ_CITADEL_ASCENT_DESC_SILK">Confront the one who haunts the lands of Pharloom.</entry>

<entry name="QUEST_HUNTRESS_NAME">Broodfeast</entry>

<entry name="QUEST_FLEAGAMES_LOC">Mooshka of Fleatopia</entry>

<entry name="MQ_DIVINGBELL_2_DESC">Find aid in Deep Docks to access its diving bell and descend beneath Pharloom.</entry>

<entry name="QUEST_PINSTRESS_BATTLE_PRE_DESC_WALL">If the world is truly ending, I would test my pin in combat one last time. Come to my home at border's edge and accept my challenge!</entry>

<entry name="MQ_CITADEL_INVESTIGATE_NAME">Silent Halls</entry>

<entry name="QUEST_PINSTRESS_BATTLE_TITLE">Fatal Resolve</entry>

<entry name="GARMOND_BLACK_THREADED_LOC">Residents of Bellhart</entry>

<entry name="QUEST_STEELSENTINEL_DESC">Investigate the resting sites marked by Steel Seer Zi to uncover the location of her vassal.</entry>

<entry name="QUEST_SHINY_BELL_GOOMBAS_LOC">Residents of Bellhart</entry>

<entry name="QUEST_PINSTRESS_BATTLE_LOC">Pinstress of Blasted Steps</entry>

<entry name="QUEST_COURIER_FLEATOPIA_NAME">Fleatopia Supplies</entry>

<entry name="QUEST_CROW_PRE_DESC">Speak to Creige of the Halfway Home in Greymoor.</entry>

<entry name="QUEST_BELL_HOUSE_CONT_TITLE">Bellhart's Glory</entry>

<entry name="QUEST_SAVE_CITYMERCHANT_LOC">Residents of Songclave</entry>

<entry name="QUEST_BEASTFLY_DESC_READY">Turn in the Horn Fragment to Bellhart's wishwall and collect the reward.</entry>
<entry name="MQ_CITADEL_SEEKER_DESC">Ascend through the lands of Pharloom and reach the Citadel at the kingdom's peak.</entry>
<entry name="MQ_BLACKTHREAD_5_NAME">The Old Hearts</entry>
<entry name="Q_SOUL_SNARE_LOC">Caretaker of Songclave</entry>
<entry name="QUEST_BROLLY_GET_DESC">Hunt Hokers in the Far Fields and collect Spine Cores.</entry>
<entry name="TYPE_HUNT_2_TITLE">Grand Hunt</entry>
<entry name="QUEST_COURIER_SLAVE_NAME">Queen's Egg</entry>
<entry name="QUEST_STEELSENTINEL_DESC_2">Return to Steel Seer Zi and inform her of Sula's escape.</entry>
<entry name="QUEST_SHAKRA_FINAL_TITLE">Trail's End</entry>
<entry name="QUEST_EXTRACTOR_B2_NAME">Advanced Alchemy</entry>
<entry name="QUEST_ROACH_KILL_LOC">Crull and Benjin of Sinner's Road</entry>
<entry name="QUEST_ROCK_ROLLERS_TITLE">Volatile Flintbeetles</entry>
<entry name="QUEST_SHELL_FLOWER_TITLE">Rite of the Pollip</entry>
<entry name="QUEST_CROW_PRE_DESC_WALL">Those blasted crawbugs are fouling up my roof! I've come up with a clever solution to keep them away, but I'll need some help. Enquire at the Halfway Home if you're fit for the task.</entry>
<entry name="UI_PROMPT_ACCEPT">Promise Wish?</entry>
<entry name="QUEST_SAVE_COURIER_SHORT_DESC">Search for traces of the courier, Tipp, and track his location.

Tipp was last seen in lower Shellwood.</entry>
<entry name="MQ_BLACKTHREAD_0_NAME">After the Fall</entry>
<entry name="SQ_BLACKTHREAD_5_ANT_DESC">Claim the Hunter's Heart.</entry>
<entry name="QUEST_COURIER_FIXER_NAME">Survivor's Camp Supplies</entry>
<entry name="QUEST_PINSMITHTOOLS_LOC">The Citadel</entry>
<entry name="QUEST_PILGRIM_RAGS_DESC_WALL">Those mad, violent pilgrims who haunt the great path... we could make use of their shawls here in Bone Bottom. And felling them would surely be a mercy!</entry>
<entry name="MQ_DIVINGBELL_1_DESC">In Deep Docks, find a way to descend beneath Pharloom.</entry>
<entry name="QUEST_COURIER_MASKMAKER_NAME">Liquid Lacquer</entry>
<entry name="MQ_BLACKTHREAD_5_DESC">Enliven and acquire the old hearts of Pharloom.</entry>
<entry name="SQ_MELODY_CONDUCTOR_PROMPT">One part of the Threefold Melody, entrusted to the Conductors.</entry>
<entry name="QUEST_FLEAS_LOC">Mooshka of the Flea Caravan</entry>
<entry name="QUEST_BROODMOTHER_DESC_READY">Turn in the Broodmother's Eye to Songclave's wishwall and collect the reward.</entry>
<entry name="QUEST_SPRINT_KILL_TITLE">Fastest in Pharloom</entry>
<entry name="COURIER_SUPPLIES_SLAVE_DESC">Fragile egg containing a young Silkeater Queen. Though the Queen cannot gather Silk itself, with time and care it could be raised to breed more Silkeaters.</entry>

<entry name="QUEST_SONGCLAVE_DONATE_LOC">Caretaker of Songclave</entry>
<entry name="MQ_CITADEL_SEEKER_NAME">The Great Citadel</entry>
<entry name="QUEST_BELLHART_DONATION_CONT_LOC">Pavo of Bellhart</entry>
<entry name="QUEST_HUNTRESS_LOC">Huntress, in the Putrified Ducts.</entry>
<entry name="TYPE_SPRINT_TITLE">Sprint</entry>
<entry name="QUEST_WITCH_CURSE_DESC">Bind the Twisted Bud.</entry>
<entry name="QUEST_SHAKRA_FINAL_DESC_WALL">Child Wielding Needle, I have caught fresh scent of my master in those stricken swamps beside the Citadel. I ask you now to follow, to meet together at trail's end.</entry>
<entry name="QUEST_FLEAS_DESC_READY">Return to Fleamaster Mooshka of the Flea Caravan, in the Marrow.</entry>
<entry name="QUEST_FLEAGAMES_PRE_DESC_WALL">As was warned long ago, the black times have come. There is one last act to perform. Meet us at what was once called Fleatopia.</entry>
<entry name="SQ_MELODY_LIBRARIAN_LOC">Whispering Vaults</entry>
<entry name="QUEST_COURIER_FIXER_LOC">The Marrow</entry>
<entry name="UI_BOARD_REWARD_TITLE">Reward</entry>
<entry name="QUEST_SAVE_CITYMERCHANT_BRIDGE_DESC">Search for traces of the merchant, Jubilana, and track her location.

Jubilana was last seen near the Citadel's Memorium.</entry>
<entry name="QUESTBOARD_PROMPT">Promise Wish</entry>
<entry name="QUEST_COURIER_PILGRIMSREST_LOC">Pilgrim's Rest</entry>
<entry name="INV_TOGGLE_COMPLETED_ON">Show Completed</entry>
<entry name="QUEST_SAVE_CITYMERCHANT_BRIDGE_DESC_WALL">Our dear merchant left to scavenge treasures from the Citadel's Memorium. She's been gone far too long. Please make sure she's safe!</entry>
<entry name="GARMOND_BLACK_THREADED_DESC">Seek out the distressed bug near the Blasted Steps Bellway.</entry>
<entry name="QUEST_BROLLY_GET_DESC_READY">Give the Spine Cores to the Seamstress waiting in Far Fields.</entry>
<entry name="QUEST_EXTRACTOR_B_DESC_INV">Collect Plasmium from Plasmium buds in the lower Wormways.

Plasmium can be extracted from buds using a fully charged stab from the Needle Phial tool.</entry>
<entry name="COURIER_SUPPLIES_MASK_NAME">Liquid Lacquer</entry>
<entry name="QUEST_SAVE_COURIER_TALL_LOC">Tipp of Bellhart</entry>
<entry name="SQ_MELODY_CONDUCTOR_LOC">High Halls</entry>
<entry name="MQ_CITADEL_ASCENT_DESC_MELODY_COMPLETABLE">Play the Threefold Melody before the statues at the Citadel's heart.</entry>
<entry name="TYPE_DONATE_1_TITLE">Donate</entry>
<entry name="QUEST_SONGCLAVE_DONATE_2_DESC_INV">Donate rosaries to aid the Songclave's residents.</entry>
<entry name="QUEST_PINSTRESS_BATTLE_PRE_DESC">Travel to Pinstress's home at the far edge of Blasted Steps and accept her challenge.</entry>
<entry name="QUEST_ROACH_KILL_TITLE">Roach Guts</entry>

<entry name="MQ_THREADSPUN_TOWN_LOC">Bellhart</entry>
<entry name="QUEST_COURIER_FLEATOPIA_LOC">Fleatopia</entry>
<entry name="TYPE_HUNT_1_TITLE">Hunt</entry>
<entry name="COURIER_SUPPLIES_MEAT_TARGET_MASK">Deliver to Mask Maker on Mount Fay.</entry>
<entry name="QUEST_FIXER2_DESC_INV">Donate shell shards to aid the construction of an icon of hope.</entry>
<entry name="QUEST_ANT_TRAPPER_DESC_READY">Turn in the Grass Doll to Bellhart's wishwall and collect the reward.</entry>
<entry name="ITEM_EXTRACTOR_PINS_NAME">Steel Spines</entry>
<entry name="QUEST_MOSSBERRY1_PRE_DESC_WALL">Sweetness! Sourness! Bitterness! I need it all with hastiness! If you have the precious fruits, come to me in Mosshome and share all you have! </entry>
<entry name="QUEST_JOURNAL_DESC_READY">Present the filled out Hunter's Journal to Nuu at the Halfway Home in Greymoor.</entry>
<entry name="QUEST_FLEAGAMES_PRE_DESC">Speak to Fleamaster Mooshka of Fleatopia.</entry>
<entry name="QUEST_SPRINT_KILL_LOC">Sprintmaster Swift of Far Fields</entry>
<entry name="SQ_MELODY_CONDUCTOR_DESC">Search the gilded heights of the Citadel for the melody of the Conductors.</entry>
<entry name="QUEST_FLEAS_TITLE">The Lost Fleas</entry>
<entry name="QUEST_EXTRACTOR_B2_DESC_READY">Give the Plasmified Blood to the Alchemist at the top of the Wormways.</entry>
<entry name="QUEST_SHELL_FLOWER_LOC">Greyroot of Shellwood</entry>
<entry name="QUEST_CROW_TITLE">Crawbug Clearing</entry>
<entry name="COURIER_SUPPLIES_ITEM_TARGET_FIXER">Deliver to the Survivors' Camp in the Marrow.</entry>
<entry name="MQ_TYPE_DEFEAT">Defeat</entry>
<entry name="MQ_CITADEL_ASCENT_DESC_MELODY">Learn the Threefold Melody and open the path to the Citadel's crest.</entry>
<entry name="SQ_BLACKTHREAD_5_FLOWER_NAME">Heart of the Woods</entry>
<entry name="MQ_BLACKTHREAD_1_DESC">Confront the Caretaker and his family in the Ruined Chapel beside Bone Bottom.</entry>
<entry name="QUEST_GOURMAND_DESC">Collect rare delicacies of Pharloom.</entry>
<entry name="QUEST_COURIER_PILGRIMSREST_NAME">Pilgrim's Rest Supplies</entry>
<entry name="TYPE_GATHER_1_TITLE">Gather</entry>
<entry name="SQ_MELODY_ARCHITECT_DESC_GOT">The Architect's Melody has been learned.</entry>
<entry name="COURIER_SUPPLIES_MEAT_TARGET_GOURMAND">Deliver to Mergwin in Choral Chambers.</entry>
<entry name="QUEST_CROW_INV_DESC">Hunt Crawbugs in Greymoor and collect their Ragnpelt.</entry>
<entry name="SQ_MELODY_CONDUCTOR_DESC_GOT">The Conductor's Melody has been learned.</entry>

<entry name="QUEST_FINEPINS_DESC_WALL">Our settlement sits defenceless! No more! When the worst comes, we must stand ready. Bring us pins of the choirbugs, those blades still sharp and strong.</entry>

<entry name="MQ_BELLSHRINES_NAME">Grand Gate</entry>

<entry name="QUEST_STEELSENTINEL_TITLE">A Vassal Lost</entry>

<entry name="QUEST_MOSSBERRY1_TITLE">Berry Picking</entry>

<entry name="QUEST_ROCK_ROLLERS_DESC_INV">Track down Flintbeetles in the Marrow and defeat them to collect Flintgems.

Flintbeetles can be tracked by their stone-sheddings and their aromatic dung.</entry>

<entry name="QUEST_SAVE_CITYMERCHANT_DESC">Search for traces of the merchant, Jubilana, and track her location.

Jubilana was last seen in the lower Choral Chambers.</entry>

<entry name="QUEST_BELL_HOUSE_CONT_DESC_INV">Donate rosaries to complete the rebuilding of Bellhart.</entry>

<entry name="QUEST_FIXER2_TITLE">An Icon of Hope</entry>

<entry name="QUEST_SHINY_BELL_GOOMBAS_TITLE">Silver Bells</entry>

<entry name="QUEST_SAVE_COURIER_SHORT_LOC">Frey of Bellhart</entry>

<entry name="QUEST_DOCTOR_CURSE_CURE_DESC">Acquire Steel Spines from Crull and Benjin in Sinner's Road so Yarnaby can remove the parasite.</entry>

<entry name="QUEST_COURIER_SONGCLAVE_DESC">Deliver supplies to the Caretaker in Songclave.</entry>

<entry name="QUEST_CROW_INV_DESC_READY">Give the Ragpelt to Creige of the Halfway Home in Greymoor.</entry>

<entry name="QUEST_DOCTOR_CURSE_CURE_NAME">Infestation Operation</entry>

<entry name="QUEST_PINSMITHTOOLS_DESC_READY">Give Pale Oil to Plinney of Bellhart.</entry>

<entry name="QUEST_BROODMOTHER_DESC_WALL">Horrible cries have been heard from that prison beside the Citadel. What profanities must be happening within to cause such awful sound?</entry>

<entry name="INV_TOGGLE_COMPLETED_OFF">Hide Completed</entry>

<entry name="MQ_DIVINGBELL_3_DESC">Use the diving bell in Deep Docks to descend beneath Pharloom.</entry>

<entry name="QUEST_SONGCLAVE_LOC">Residents of Songclave</entry>

<entry name="MQ_BLACKTHREAD_2_NAME">The Dark Below</entry>

<entry name="QUEST_PILGRIM_RAGS_LOC">Residents of Bone Bottom</entry>

<entry name="QUEST_SONGCLAVE_DONATE_2_DESC_WALL">How do all of these wretched, lost bugs keep finding their way here?! Each hungry and squalling for shelter! We need more rosaries, so empty your pockets.</entry>

<entry name="QUEST_THREADCORES_TITLE">Dark Hearts</entry>

<entry name="QUEST_BROODMOTHER_DESC">Track down the wailing creature in the Slab and slay it.

The creature can be tracked by its slime trail.</entry>

<entry name="ITEM_EXTRACTOR_PINS_DESC">Hard forged spines, intended for use in heavy machinery and able to pierce through even the toughest shell.</entry>

<entry name="MQ_TYPE_BELLSHRINES">Open</entry>

<entry name="MQ_BLACKTHREAD_4_DESC">Return to the Snail Shamans in the Ruined Chapel beside Bone Bottom.</entry>

<entry name="QUEST_THREADCORES_DESC">Destroy Void Masses throughout Pharloom.</entry>

<entry name="QUEST_FINEPINS_DESC_INV">Hunt pin-wielding choirbugs of the Citadel and collect Fine Pins.</entry>

<entry name="QUEST_COURIER_FLEATOPIA_DESC">Deliver supplies to the Fleamaster Mooshka in Fleatopia.</entry>

<entry name="QUEST_EXTRACTOR_LOC">Alchemist Zylotol of the Wormways</entry>

<entry name="QUEST_DOCTOR_CURSE_CURE_DESC_READY">Deliver the Steel Spines to Yarnaby in Greymoor so they can remove the parasite.</entry>

<entry name="QUEST_SAVE_CITYMERCHANT_BRIDGE_NAME">The Lost Merchant</entry>

<entry name="MQ_SILK_SNARE_NAME">Soul Snare</entry>

<entry name="COURIER_SUPPLIES_ITEM_TARGET_FLEATOPIA">Deliver to Fleatopia.</entry>

<entry name="QUEST_EXTRACTOR_B_NAME">Alchemist's Assistant</entry>

<entry name="COURIER_SUPPLIES_ITEM_TARGET_SONGCLAVE">Deliver to Songclave.</entry>

<entry name="QUEST_MOSSBERRY1_PRE_LOC">Druid of Mosshome</entry>

<entry name="QUEST_SHININGCOGS_DESC_READY">Turn in the Shining Cogs to Songclave's wishwall and collect the reward.</entry>

<entry name="UI_PROMPT_ACCEPTED">Wish Promised</entry>

<entry name="TYPE_JOURNAL_TITLE">Learn</entry>

<entry name="UI_TITLE_QUESTS_COMPLETE">Completed</entry>

<entry name="QUEST_FIXER3_DESC_WALL">I've heard tell pilgrims sometimes fall down that big hole beside the settlement. Nasty way to end your journey, before it even begins. I could build a bridge, if I only had the materials!</entry>

<entry name="MQ_CITADEL_ASCENT_NAME_SILK">Pale Monarch</entry>

<entry name="SQ_MELODY_LIBRARIAN_PROMPT">One part of the Threefold Melody, entrusted to the secretive Vaultkeepers.</entry>

<entry name="QUEST_SONGPILGRIM_CLOAKS_DESC_WALL">Our haunted brethren wandering the great halls still wear their fine white cloaks. This settlement would greatly benefit from their protection. Please fetch some for us!</entry>

<entry name="QUEST_ROCK_ROLLERS_DESC_READY">Turn in the Flintgems to Bone Bottom's wishwall and collect the reward.</entry>

<entry name="QUEST_ROACH_KILL_DESC_READY">Deliver the Roach Guts to Crull and Benjin of Sinner's Road.</entry>

<entry name="SQ_BLACKTHREAD_5_CORAL_DESC">Claim the Encrusted Heart.</entry>

<entry name="QUEST_SHELL_FLOWER_DESC_READY">Give the Pollip Hearts to Greyroot of Shellwood.</entry>

<entry name="QUEST_SHELL_FLOWER_DESC_INV">Collect Pollip Hearts from the purple flowers of Shellwood.</entry>

<entry name="QUEST_EXTRACTOR_B_DESC_READY">Give the collected Plasmium to the Alchemist at the top of the Wormways.</entry>

<entry name="QUEST_SONG_KNIGHT_TITLE">Final Audience</entry>
<entry name="QUEST_PINSMITHTOOLS_NAME">Pinmaster's Oil</entry>
<entry name="MQ_BELLSHRINES_LOC">Pharloom</entry>
<entry name="QUEST_SAVE_CITYMERCHANT_DESC_WALL">The old merchant pilgrim, Jubilana, was seen wandering down in the Choral Chambers, but she never made it up here. Has some foul fortune befallen her?</entry>
<entry name="QUEST_ANT_TRAPPER_DESC_WALL">A huge red-shell stole my precious keepsake and disappeared into the fields! Please chase down the thief and recover my treasure!</entry>
<entry name="QUEST_SHININGCOGS_DESC_WALL">(shining cogs wall desc)</entry>
<entry name="QUEST_PINSTRESS_BATTLE_DESC">Find Pinstress on the stormward side of Mount Fay and defeat her in battle.</entry>
<entry name="QUEST_BELL_HOUSE_START_DESC">Harken, ye holy! Our home has been cleansed of evil, but now we are tasked with restoring its former glory! Share your rosaries with us, that the work may begin.</entry>
<entry name="QUEST_SONG_KNIGHT_LOC">Second Sentinel</entry>
<entry name="QUEST_GOURMAND_DESC_READY">Deliver the rare delicacies to Mergwin in the dining chamber of the Citadel.</entry>
<entry name="SQ_TYPE_MELODY">Learn</entry>
<entry name="MQ_BLACKTHREAD_1_NAME">Awaiting the End</entry>
<entry name="SQ_MELODY_ARCHITECT_DESC">Search the mechanised core of the Citadel for the melody of the Architects.</entry>
<entry name="TYPE_HERALD_TITLE">Witness</entry>
<entry name="QUEST_RUNTRESS_NAME">Runtfeast</entry>
<entry name="MQ_CITADEL_INVESTIGATE_DESC">Venture inside the Citadel and confront the veiled bugs.</entry>
<entry name="QUEST_SHININGCOGS_TITLE">Shining Cogs</entry>
<entry name="SQ_BLACKTHREAD_5_CORAL_NAME">Heart of Might</entry>
<entry name="QUEST_SONG_KNIGHT_DESC_WALL">Attend this Sentinel's request, Hunter in Red. Meet in halls high, the chamber of its fellows. The way shall be marked.</entry>
<entry name="QUEST_SAVE_CITYMERCHANT_BRIDGE_LOC">Residents of Songclave</entry>
<entry name="QUEST_GOURMAND_TITLE">Great Taste of Pharloom</entry>
<entry name="QUEST_COURIER_MASKMAKER_LOC">Mount Fay</entry>
<entry name="QUEST_FLEAS_PRE_DESC_WALL">I am Mooshka, humble stranger to this land and master of the Flea Caravan! I wish for aid, that all fleas may travel safely together!</entry>
<entry name="QUEST_FLEAS_PRE_DESC">Speak to Fleamaster Mooshka of the Flea Caravan, in the Marrow.</entry>
<entry name="QUEST_SAVE_SHERMA_DESC_WALL">For the sake of our ailing brothers and sisters, I will descend into the holy Whiteward and search for healing supplies. If you are able, please join me! Company will make the work much merrier.</entry>
<entry name="QUEST_WITCH_CURSE_TITLE">Rite of Rebirth</entry>
<entry name="UI_PROMPT_PROGRESS">Wish Updated</entry>

<entry name="QUEST_COURIER_PILGRIMSREST_DESC">Deliver supplies to Mort in Pilgrim's Rest.</entry>
<entry name="Q_SOUL_SNARE_DESC">Acquire the necessary components to build a powerful trap.</entry>
<entry name="UI_BOARD_DONATE_TITLE">Donation</entry>
<entry name="QUEST_HUNTRESS_DESC">Use tools to acquire organs of various types so Huntress may feed her brood.</entry>
<entry name="QUEST_PILGRIM_RAGS_TITLE">Garb of the Pilgrims</entry>
<entry name="QUEST_FLEAGAMES_TITLE">Ecstasy of the End</entry>
<entry name="SQ_MELODY_LIBRARIAN_NAME">Vaultkeeper's Melody</entry>
<entry name="SQ_MELODY_CONDUCTOR_NAME">Conductor's Melody</entry>
<entry name="QUEST_PINSMITHTOOLS_DESC_INV">Retrieve Pale Oil from the Citadel.</entry>
<entry name="MQ_BLACKTHREAD_3_DESC">Escape the Abyss.</entry>
<entry name="QUEST_MRMUSHROOM_TITLE">Passing of the Age</entry>
<entry name="COURIER_SUPPLIES_ITEM_DESC">Heavy cloth sack containing tools, trinkets and medical aids.</entry>
<entry name="QUEST_SHINY_BELL_GOOMBAS_DESC_READY">Turn in the Silver Bells to Bellhart's wishwall and collect the reward.</entry>
<entry name="QUEST_MRMUSHROOM_DESC_4">Up towers spinning, near the surgeon spurned,</entry>
<entry name="TYPE_WAYFARER_1_TITLE">Wayfarer</entry>
<entry name="MQ_BLACKTHREAD_0_DESC">Discover the fate of Pharloom.</entry>
<entry name="QUEST_BELLHART_LOC">Residents of Bellhart</entry>
<entry name="QUEST_HUNTRESS_DESC_READY">Return to Huntress with the organs.</entry>
<entry name="QUEST_COURIER_MASKMAKER_DESC">Deliver Liquid Lacquer to the Mask Maker upon Mount Fay.</entry>
<entry name="SQ_TYPE_BLACKTHREAD_5">Claim</entry>
<entry name="QUEST_COURIER_BONEBOTTOM_DESC">Deliver supplies to the fixer Flick in Bone Bottom.</entry>
<entry name="QUEST_BELL_HOUSE_START_DESC_INV">Donate rosaries to aid the rebuilding of Bellhart.</entry>
<entry name="SQ_MELODY_ARCHITECT_LOC">Cogwork Core</entry>
<entry name="QUEST_ANT_TRAPPER_TITLE">The Hidden Hunter</entry>
<entry name="SQ_MELODY_LIBRARIAN_RETURN_DESC">Find a means to play the Sacred Cylinder within the Whispering Vaults.</entry>
<entry name="QUEST_BELL_HOUSE_CONT_DESC">The work of restoring our sacred home is almost complete! May those blessed with rosaries share them with us for this holy purpose!</entry>
<entry name="QUEST_FIXER1_TITLE">Bone Bottom Repairs</entry>
<entry name="MQ_TYPE_SAVE">Save</entry>
<entry name="QUEST_SONGCLAVE_DONATE_1_TITLE">Building Up Songclave</entry>

<entry name="QUEST_BEASTFLY_DESC_WALL">O Beastfly, raging through the scorching wildlands below! May you hinder good pilgrims no longer! May you be struck down by a holy fury!</entry>

<entry name="MQ_TYPE_DESTROY">Destroy</entry>

<entry name="QUEST_EXTRACTOR_B2_DESC_INV">Collect Plasmified Blood from infected creatures in the Wormways.

Plasmified Blood can be extracted with a fully charged stab from the Needle Phial tool.</entry>

<entry name="QUEST_FINEPINS_TITLE">Fine Pins</entry>

<entry name="QUEST_BROODMOTHER_LOC">Residents of Songclave</entry>

<entry name="QUEST_SKULL_KING_LOC">Residents of Bone Bottom</entry>

<entry name="QUEST_FINEPINS_DESC_READY">Turn in the Fine Pins to Songclave's wishwall and collect the reward.</entry>

<entry name="SQ_BLACKTHREAD_5_ANT_DESC_END">The Hunter's Heart has been claimed from Skarsinger Karmelita.</entry>

<entry name="QUEST_SHAKRA_FINAL_LOC">Shakra</entry>

<entry name="QUEST_SONGCLAVE_DONATE_1_DESC_WALL">If this place must provide shelter for every ragged bug who wanders in, we'll need supplies and currency. So if you're reading this, empty your pockets!</entry>

<entry name="QUEST_BROODMOTHER_TITLE">The Wailing Mother</entry>

<entry name="QUEST_SAVE_CITYMERCHANT_NAME">The Wandering Merchant</entry>

<entry name="QUEST_FIXER3_DESC_INV">Donate shell shards to aid the building of a bridge.</entry>

<entry name="SQ_MELODY_ARCHITECT_NAME">Architect's Melody</entry>

<entry name="MQ_DIVINGBELL_1_NAME">The Dark Below</entry>

<entry name="SQ_MELODY_LIBRARIAN_DESC">Search the cloistered wing of the Citadel for the melody of the Vaultkeepers.</entry>

<entry name="QUEST_SKULL_KING_DESC">Hunt a Skull Tyrant of the Marrow.</entry>

<entry name="QUEST_SAVE_COURIER_TALL_DESC">Search for traces of the courier, Pill, and track his location.

Pill was last seen in lower Greymoor.</entry>

<entry name="GARMOND_BLACK_THREADED_NAME">Hero's Call</entry>

<entry name="TYPE_STEELSENTINEL_TITLE">Steel</entry>

<entry name="TYPE_COURIER_TITLE">Delivery</entry>

<entry name="QUEST_PILGRIM_RAGS_DESC_READY">Turn in the Pilgrim Shawls to Bone Bottom's wishwall and collect the reward.</entry>

<entry name="QUEST_COURIER_BONEBOTTOM_LOC">Bone Bottom</entry>

<entry name="QUEST_SONGPILGRIM_CLOAKS_LOC">Residents of Songclave</entry>

<entry name="QUEST_JOURNAL_DESC">Defeat the many creatures of Pharloom and fill out the Hunter's Journal.</entry>

<entry name="QUEST_FIXER2_DESC_WALL">The road is hard for we pilgrims. I want to build a beautiful symbol of hope, to stand beside Bone Bottom and welcome all those who are about to begin their long journey.</entry>

<entry name="QUEST_FIXER1_DESC_INV">Donate shell shards to aid repairs around Bone Bottom.</entry>

<entry name="QUEST_SAVE_COURIER_TALL_NAME">My Missing Brother</entry>

<entry name="QUEST_SONGCLAVE_DONATE_1_DESC_INV">Donate rosaries to aid the growing Songclave.</entry>

<entry name="MQ_BLACKTHREAD_6_DESC">Dive into the void and cut Pharloom free.</entry>

<entry name="QUESTBOARD_TITLE">Wishwall</entry>

<entry name="MQ_BLACKTHREAD_4_NAME">Spell Seeker</entry>

<entry name="QUEST_PILGRIM_RAGS_DESC_INV">Hunt haunted pilgrims of Pharloom and collect Pilgrim Shawls from their bodies.</entry>

<entry name="QUEST_TROBBIO_2_DESC_WALL">In the darkest of shadows, all is made clear. Pharloom draws its final breath, and we few remaining must bear its dying pain. Come to the Citadel's Stage and let us suffer together.</entry>

<entry name="QUEST_ROACH_KILL_DESC">Hunt the Muckroaches of Sinner's Road and collect Roach Guts from their bodies.</entry>

<entry name="QUEST_COURIER_SONGCLAVE_LOC">Songclave</entry>

<entry name="QUEST_FLEAS_DESC">Seek fleas across the lands of Pharloom and guide them to the Flea Caravan.</entry>

<entry name="MQ_BLACKTHREAD_3_NAME">Return to Pharloom</entry>

<entry name="QUEST_MOSSBERRY1_PRE_DESC">Speak to the Druid in Mosshome.</entry>

<entry name="QUEST_JOURNAL_TITLE">Bugs of Pharloom</entry>

<entry name="MQ_PROMPT_BEGIN">New Objective</entry>

<entry name="QUEST_GOURMAND_LOC">Mergwin of the Citadel</entry>

<entry name="MQ_SILK_SNARE_DESC">Scale the Citadel and ensnare its monarch in a deadly trap.</entry>

<entry name="COURIER_SUPPLIES_ITEM_TARGET_PILGRIMSREST">Deliver to Pilgrim's Rest.</entry>

<entry name="UI_BOARD_DELIVER_TITLE">Deliver</entry>

<entry name="QUEST_COURIER_FIXER_DESC">Deliver supplies to Flick at the Survivors' Camp.</entry>

<entry name="QUEST_SPRINT_PRE_DESC">Meet with Sprintmaster Swift at the furthest border of the Far Fields.</entry>

<entry name="QUEST_SKULL_KING_DESC_READY">Turn in the Crown Fragment to Bone Bottom's wishwall and collect the reward.</entry>

<entry name="QUEST_MOSSBERRY1_DESC">Collect Mossberries from the moss-covered areas of Pharloom's lowlands.</entry>

<entry name="MQ_TYPE_SEEK">Seek</entry>

<entry name="SQ_MELODY_LIBRARIAN_RETURN_DESC_GOT">The Vaultkeeper's Melody has been learned.</entry>

<entry name="QUEST_SAVE_COURIER_TALL_DESC_WALL">Need help-help quick! Me brother Pill is gone missing, vanished somewhere in Greymoor! Please, to help me find-find him!</entry>

<entry name="SQ_BLACKTHREAD_5_ANT_NAME">Heart of the Wild</entry>

<entry name="QUEST_BELLHART_DONATION_START_LOC">Pavo of Bellhart</entry>

<entry name="QUEST_SPRINT_KILL_DESC">Race Sprintmaster Swift to discover Pharloom's fastest bug.</entry>

<entry name="QUEST_MRMUSHROOM_DESC_5">Cage of one who raged against the silken lie,</entry>

<entry name="MQ_PROMPT_COMPLETE">Objective Completed</entry>

<entry name="QUEST_MRMUSHROOM_DESC_7">Past cradle's peak, last test of fitness,</entry>

<entry name="QUEST_MRMUSHROOM_DESC_6">Fell heart of frost, who soars on high,</entry>

<entry name="QUEST_JOURNAL_LOC">Nuu at the Halfway Home</entry>

<entry name="QUEST_MRMUSHROOM_LOC">Pharloom</entry>

<entry name="QUEST_MRMUSHROOM_DESC_3">Scorched field on edge, shells black and burned,</entry>

<entry name="QUEST_MRMUSHROOM_DESC_2">Over camp collapsed to the black thread plight,</entry>

<entry name="QUEST_SAVE_SHERMA_DESC">Search for traces of the pilgrim, Sherma, and track his location.

Sherma was travelling to the Citadel's Whiteward.</entry>

<entry name="COURIER_SUPPLIES_ITEM_NAME">Courier's Swag</entry>

<entry name="Q_SOUL_SNARE_PRE_DESC">Meet with Caretaker in Songclave.</entry>

<entry name="QUEST_FIXER3_LOC">Flick of Bone Bottom</entry>

<entry name="QUEST_FLEAGAMES_DESC_READY">Speak to Fleamaster Mooshka and commence the final ceremony.</entry>

<entry name="MQ_BELLSHRINES_DESC">Awaken the old bells throughout the lands.</entry>

<entry name="QUEST_RUNTRESS_DESC_READY">Return to Runt with the organs.</entry>

<entry name="QUEST_SAVE_SHERMA_NAME">Balm for the Wounded</entry>

<entry name="QUEST_SHINY_BELL_GOOMBAS_DESC_WALL">When searching the bellveins carefully, you can sometimes find rare, silver bells. If we can salvage some, the material would be of great use!</entry>

<entry name="QUEST_THREADCORES_DESC_READY">Return to Bellhart's wishwall to collect the reward.</entry>

<entry name="QUEST_TROBBIO_2_LOC">The Tormented One</entry>

<entry name="MQ_TYPE_ASCEND">Ascend</entry>

<entry name="MQ_CITADEL_ASCENT_DESC_LIFT">Rise above the Citadel and confront the one who haunts the lands of Pharloom.</entry>

<entry name="QUEST_BEASTFLY_TITLE">Savage Beastfly</entry>

<entry name="SQ_BLACKTHREAD_5_FLOWER_DESC">Claim the Pollen Heart.</entry>

<entry name="QUEST_BEASTFLY_DESC">Track down the Savage Beastfly in the Far Fields and defeat it.

The Beastfly can be tracked by its shell sheddings and claw marks.</entry>

<entry name="COURIER_SUPPLIES_ITEM_TARGET_BONEBOTTOM">Deliver to Bone Bottom.</entry>

<entry name="QUEST_SONGCLAVE_DONATE_2_TITLE">Strengthening Songclave</entry>

<entry name="QUEST_HUNTRESS_GIVE_NAME">Organs</entry>

<entry name="QUEST_SHAKRA_FINAL_DESC_INV">Search for Shakra and her master in Bilewater.

Shakra can be tracked by her trail of rings.</entry>

<entry name="QUEST_FIXER1_LOC">Flick of Bone Bottom</entry>

<entry name="QUEST_SPRINT_PRE_DESC_WALL">Be you nimble? Be you quick? If you would prove yourself Pharloom's fastest bug, meet me at the furthest border of the Far Fields! With all haste!</entry>

<entry name="QUEST_MOSSBERRY1_DESC_READY">Give the Mossberries to the Druid of Mosshome.</entry>

<entry name="GARMOND_BLACK_THREADED_WALL">A distressed bug was heard calling for help near the Bellway atop the great sandy steps. Will no one come to the sad wretch's aid?</entry>

<entry name="MQ_BLACKTHREAD_2_DESC">Reach the source of the black threads within the Abyss.</entry>

<entry name="QUEST_FIXER2_LOC">Flick of Bone Bottom</entry>

<entry name="QUEST_BELL_HOUSE_START_TITLE">Restoration of Bellhart</entry>

<entry name="MQ_BLACKTHREAD_5_DESC_END">Bring the old hearts to the Snail Shamans in the Ruined Chapel beside Bone Bottom.</entry>

<entry name="QUEST_FLEAGAMES_DESC">Achieve the high score in all Flea Games and become the Grand Champion.</entry>

<entry name="QUEST_SAVE_COURIER_SHORT_NAME">My Missing Courier</entry>

<entry name="MQ_THREADSPUN_TOWN_DESC_INV">Break the silken curse ensnaring the town of Bellhart.</entry>

<entry name="MQ_RESCUE_BELLBEAST_DESC">Descend into the bellway and defeat the hostile creature within.</entry>

<entry name="MQ_CITADEL_ASCENT_NAME">Pharloom's Crown</entry>

<entry name="QUEST_WITCH_CURSE_LOC"></entry>

<entry name="COURIER_SUPPLIES_MEAT_DESC">Fatty meat of indeterminate origin. Once prepared it will quickly spoil if not stored properly.</entry>

<entry name="QUEST_MRMUSHROOM_DESC_1">Under chapel fallen to the monarch's might,</entry>

<entry name="QUEST_COURIER_SLAVE_DESC">Deliver the Queen's Egg to Styx of Sinner's Road.</entry>

<entry name="QUEST_CROW_LOC">Creige of the Halfway Home</entry>

<entry name="QUEST_SHININGCOGS_DESC_INV">Hunt Cogworks in Cogwork Core and collect Shining Cogs.</entry>

<entry name="QUEST_COURIER_SONGCLAVE_NAME">Songclave Supplies</entry>

<entry name="QUEST_SONGPILGRIM_CLOAKS_DESC_INV">Hunt cloaked choirbugs of the Citadel and collect Choir Cloaks from their bodies.</entry>

<entry name="MQ_BELLSHRINES_DESC_READY">Return to the Grand Gate and open the way to the Citadel.</entry>

<entry name="MQ_PROMPT_PROGRESS">Objective Updated</entry>

<entry name="QUEST_STEELSENTINEL_DESC_READY">Investigate the ritual site beside Bonegrave.</entry>

<entry name="SQ_BLACKTHREAD_5_CORAL_DESC_END">The Encrusted Heart has been claimed from Crust King Khann.</entry>

<entry name="COURIER_SUPPLIES_SLAVE_NAME">Queen's Egg</entry>

<entry name="QUEST_SAVE_SHERMA_LOC">Sherma of Songclave</entry>

<entry name="QUEST_SKULL_KING_DESC_WALL">A Skull Tyrant, largest of the Marrow's loathsome bony predators, prowls the caves above the great path. Slay the beast and keep us all safe!</entry>

<entry name="MQ_TYPE_DESCEND">Descend</entry>

<entry name="QUEST_SONGPILGRIM_CLOAKS_TITLE">Cloaks of the Choir</entry>

<entry name="MQ_CITADEL_SEEKER_LOC">Pharloom</entry>

<entry name="QUEST_ANT_TRAPPER_LOC">Gilly of Far Fields</entry>

<entry name="QUEST_COURIER_SLAVE_LOC">Sinner's Road</entry>

<entry name="QUEST_ANT_TRAPPER_DESC">Track the one who stole Gilly's keepsake near the Bellshrine between Deep Docks and Far Fields.</entry>

<entry name="Q_SOUL_SNARE_NAME">Silk and Soul</entry>

<entry name="MQ_TYPE_INVESTIGATE">Search</entry>

<entry name="MQ_BLACKTHREAD_6_NAME">Last Dive</entry>

<entry name="MQ_CITADEL_ASCENT_DESC">Scale the Citadel and confront the one who haunts the lands of Pharloom.</entry>

<entry name="QUEST_SKULL_KING_TITLE">The Terrible Tyrant</entry>

<entry name="QUEST_BROLLY_GET_TITLE">Flexile Spines</entry>

<entry name="COURIER_SUPPLIES_MASK_DESC">Pale glaze used in the preparation and protection of bone masks.</entry>

<entry name="Q_SOUL_SNARE_DESC_GOT">Give the collected components to the Caretaker of Songclave.</entry>

<entry name="MQ_DIVINGBELL_2_NAME">The Dark Below</entry>

<entry name="QUEST_BROLLY_GET_LOC">Seamstress of Far Fields</entry>

<entry name="QUEST_FIXER1_DESC_WALL">A lotta repairs to be done around here, but I need more materials! All I wish for is some shell shards so I can get to work. Not asking too much, am I?</entry>

<entry name="QUEST_SAVE_COURIER_SHORT_DESC_WALL">My dear little courier was last seen in Shellwood. Please someone, find Tipp and send him home, along with all of his precious stock!</entry>

<entry name="QUEST_THREADCORES_DESC_WALL">Such horror upon the roads! Those black mounds formed of husks and bugs, corrupting everything around. If only someone would cut them down and grant the poor souls their rest!</entry>

<entry name="QUEST_FIXER3_TITLE">A Lifesaving Bridge</entry>

<entry name="MQ_THREADSPUN_TOWN_NAME">The Threadspun Town</entry>

<entry name="QUEST_SONGPILGRIM_CLOAKS_DESC_READY">Turn in the Choir Cloaks to Songclave's wishwall and collect the reward.</entry>

<entry name="MQ_RESCUE_BELLBEAST_NAME">Beast in the Bells</entry>

<entry name="QUEST_SONG_KNIGHT_DESC">Track the Second Sentinel by their markers left near Songclave.</entry>

<entry name="QUEST_SHINY_BELL_GOOMBAS_DESC_INV">Collect Silver Bells in the bellvein tunnels above and below Bellhart.</entry>
<entry name="COURIER_SUPPLIES_MEAT_NAME">Courier's Rasher</entry>
<entry name="COURIER_SUPPLIES_MEAT_TARGET_SLAVE">Deliver to Styx of Sinner's Road.</entry>
<entry name="QUEST_RUNTRESS_DESC">Use tools to acquire organs of various types so Runt may feed.</entry>
<entry name="QUEST_BEASTFLY_LOC">Residents of Bellhart</entry>
</entries>

Shellwood

<entries>

<entry name="WOOD_WITCH_CURSE_ACCEPTED">[Hornet]:Very well. This final rite... what would you have me do?[NPC]:The time... of birth is close. Now give... its shell. Host... the final rite.[NPC]:The time of birth... is near.</entry>

<entry name="SETH_GUARDIAN_TALK_REPEAT">You may rest here in this sacred place, but know, if you choose to step further, you shall see my weapon raised.</entry>

<entry name="WOOD_WITCH_CURSE_OFFER">The time... the time of birth approaches. The bud cries. Yearning. The final rite may begin.[NPC]:White shell. Red cloak. Bug strong and old. The time of birth is near. Aid now the final rite.</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_COMPLETE_1">P... Pollip Hearts. Gathered. Gathered all. All that is needed, is given.</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_DECLINE">[Hornet]:I hear your request, but I must decline. My travels will take me far beyond this wood.[NPC]:Decline. No. Decline, not. The time of birth approaches. The first rite must begin.</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_ACCEPT">[Hornet]:If you have knowledge or power to grant, I will aid you. These Pollip Hearts you desire... they can be found about the wood?[NPC]:P... Pollip Hearts. Found in the wood. Yes, bug.[NPC]:Seek out the purple blooms. Inside... the hearts.[NPC]:The time of birth approaches. Pollip Hearts are needed. Bring them, bug, and power will be shared.</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_COMPLETE_3">Bug. Cloaked by red. The time of rebirth approaches.[NPC]:First rite is completed. Prepared. For the time of birth.[NPC]:Take... take. The refuse of the rite.</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_KEEPITEMS">Rrrr... rite. The first rite must begin. Pollip Hearts are needed.</entry>

<entry name="WOOD_WITCH_CURSE_DECLINED">[Hornet]:I am unable to help you. Not now. Perhaps another traveller will offer aid.[NPC]:None... none come now. Once times, many bugs. Many. Now none. The final rite... the time of birth approaches...</entry>

<entry name="WOOD_WITCH_MANDRAKE_ASK">Bug. Red cloak. Far-travelled. Bring it here... the bud.[NPC]:It calls. It cries for the rite. Offer it.</entry>

<entry name="SETH_GUARDIAN_DECLINE">Then go no further, that peace may remain between us.</entry>

<entry name="WOOD_WITCH_MANDRAKE_ACCEPT">The bud... weak. New. It must be nourished.[NPC]:Nnn... nourished. It will be nourished.</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_ACCEPTED">Seek out the purple blooms. Inside... the precious hearts.[NPC]:The time of birth approaches. Pollip Hearts are needed. Bring them, bug, and power will be shared.</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_REOFFER">Bug. Only you are left. None more tread here. None.[NPC]:For the rite. The Pollip Hearts. They are needed. Bring them here, for the rite.</entry>

<entry name="SETH_GUARDIAN_OFFER">Challenge the guardian?</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_COMPLETE_2">The first rite. Rite of the pollip. The first rite can begin.</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_CANCOMPLETE">The precious hearts...
Give them. For the time of birth, for the rite, they must bleed...</entry>

<entry name="WOOD_WITCH_FLOWER_QUEST_OFFER">The... the time of birth
approaches. Now, the rite of the pollip.[NPC]:Bug. Only you are left. None more tread here.
None.[NPC]:For the rite. The Pollip Hearts. They are needed. Bring them here, for the
rite.</entry>

<entry name="WOOD_WITCH_MEET">Shhhh... shell. White mask, red cloak.[NPC]:Bug. A
living bug.[Hornet]:A bug I am, at least in part, but you are something quite different. I apologise
if I have roused you from some deep slumber.[NPC]:Slumber. Long sleep. But now is the
waking.[NPC]:Growth. Time of birth. The time of birth approaches.[NPC]:Heed, bug. The time of
birth approaches.</entry>

<entry name="WOOD_WITCH_MANDRAKE_DECLINE">Th... the bud. It must be offered. It
calls for it... for the rite.</entry>

<entry name="WOOD_WITCH_REPEAT">The time will come... Soon. The time of birth
approaches.</entry>

<entry name="SETH_GUARDIAN_MEET">Halt, stranger. I am charged forever to guard the
sacred shrine beyond.[NPC]:Any who wish to pass must cross their weapon with my
own.</entry>

<entry name="SETH_GUARDIAN_TALK1">You may remain here and rest, if you choose. I am
no enemy of yours. Only if you try to step beyond will I raise my weapon against
you.[Hornet]:Then tell me, warrior, of the shrine you guard. These caves on wood's edge seem
long forgotten.[NPC]:Some things may be hidden, but never forgotten. The shrine remains to
remember the wood's first seed, her that once was and always is.[NPC]:I am the last bound to
protect it. Sadly, in that service, many have fallen to my blade.</entry>

</entries>

Shop

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<entries>  
<entry name="THUNTER_ITEM_BLAstedLANDS">Blasted Steps</entry>  
<entry name="THUNTER_ITEM_FIELDLANDS">Fieldlands</entry>  
<entry name="THUNTER_ITEM_MUCKLANDS">Bilelands</entry>  
<entry name="TITLE_COURIERS_QUESTS">Deliveries</entry>  
<entry name="THUNTER_ITEM_PEAKLANDS">Mount Fay</entry>  
<entry name="THUNTER_ITEMS_TITLE">Flea Findings</entry>  
<entry name="THUNTER_ITEM_CITADEL">The Citadel</entry>  
<entry name="THUNTER_ITEM_MARROWLANDS">Bonelands</entry>  
<entry name="THUNTER_ITEM_MIDLANDS">Midlands</entry>  
</entries>
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Song

<entries>

<entry name="HUNTER_FAN_02">Clever Nuu must know them all!</entry>
<entry name="HUNTER_FAN_03">Wings that beat, legs that crawl...</entry>
<entry name="HUNTER_FAN_04">In waters deep and caverns tall...</entry>
<entry name="CITADEL_BAT_04">Smaller, catch the prey!</entry>
<entry name="BONEGRAVE_03">...Climb and serve...</entry>
<entry name="SETH_GUARDIAN_03">Guardian's call...</entry>
<entry name="BROODMOTHER_01">Hatchy, hatchy!</entry>
<entry name="UNDERWORKER_LOAM_01">See me work...</entry>
<entry name="GREY_WARRIOR_04">Watching... always...</entry>
<entry name="SLAB_FLY_CAGE_02">Lay yourself down...</entry>
<entry name="ROACHKEEPER_04">None shall starve...</entry>
<entry name="PILGRIM_GREATGATE_03">We have followed the path...</entry>
<entry name="DOCK_ELDER_B_03">World's blood runs hot...</entry>
<entry name="BONE_HOPPER_04">Mark of circle, mark of death...</entry>
<entry name="FLEATOPIA_02">The road behind us, all dangers passed...</entry>
<entry name="SEAMSTRESS_01">Damn it. Stitch it. Make it whole...</entry>
<entry name="ARCHITECT_01">...To mend...Unending...</entry>
<entry name="THREAD_MEMORY_BLOOM_03">...To seed... To grow...</entry>
<entry name="BELLTOWN_ACT3_06">Black threads...</entry>
<entry name="THREAD_MEMORY_ORGAN_TANK_02">She spun us to break...</entry>
<entry name="THREAD_MEMORY_ORGAN_TANK_03">Why us, sister?</entry>
<entry name="SPIDER_GENERIC_04">Always ours...</entry>
<entry name="THREAD_MEMORY_ORGAN_TANK_01">She spun us to fade...</entry>
<entry name="HUNTER_05">No nest, no home...</entry>
<entry name="THREAD_MEMORY_ORGAN_TANK_04">Why us?</entry>
<entry name="SPIDER_GENERIC_01">Our caves...</entry>
<entry name="SPIDER_GENERIC_02">Our darkness...</entry>
<entry name="SPIDER_GENERIC_03">To hide... To nest... To live...</entry>
<entry name="PLINNEY_SHELLGRAVE_03">Claw's touch... warm whisper...</entry>
<entry name="PLINNEY_SHELLGRAVE_02">Shining moments, brief, eternal...</entry>
<entry name="THREAD_MEMORY_PONTIFF_03">We sang your chains...</entry>
<entry name="THREAD_MEMORY_ARCHITECT_03">Always another...</entry>
<entry name="WISP_TOTEM_05">Flare together!</entry>
<entry name="WARD_SURGEON_06">None may die! None may die!</entry>
<entry name="BLOAT_ROACH_05">Burn them... bite them...</entry>
<entry name="BONETOWN_ACT3_02">...To climb...</entry>
<entry name="THREAD_MEMORY_SONG_SMALL_ROOM_02">...All our glory...</entry>
<entry name="CLOVER_DANCERS_06">Hearts entwined...</entry>
<entry name="THREAD_MEMORY_AQUEDUCT_04">The bites... the stench...</entry>
<entry name="GILLY_04">I'll sniff it out!</entry>
<entry name="BONETOWN_ACT3_04">...Help us...</entry>

<entry name="THREAD_MEMORY_AQUEDUCT_03">...All turned rotten...</entry>
<entry name="THREAD_MEMORY_AQUEDUCT_02">...So dark...</entry>
<entry name="HUNTRESS_03">Chase the prey fled in fear...</entry>
<entry name="VAULTS_STATUE_01">Pilgrims... all...</entry>
<entry name="BLUE_SCIENTIST_FINAL_01">...Life for all...</entry>
<entry name="THREAD_MEMORY_MUCKLANDS_GATE_02">...All your will... </entry>
<entry name="THREAD_MEMORY_MUCKLANDS_GATE_03">...All your wishes...</entry>
<entry name="ENCLAVE_02">Where is your light?</entry>
<entry name="THREAD_MEMORY_MUCKLANDS_GATE_01">...None beyond...</entry>
<entry name="COGWORK_DANCERS_05">Our honour! Our peace!</entry>
<entry name="THREAD_MEMORY_MUCKLANDS_GATE_04">...All ours...</entry>
<entry name="STEEL_SERVANT_06">Bound... forever...</entry>
<entry name="CORAL_WARRIOR_04">For order brought, by claw and blade!</entry>
<entry name="VAULT_KEEPER_05">Words that only we may speak...</entry>
<entry name="GREEN_PRINCE_02">Our claws clasped...</entry>
<entry name="TORMENTED_TROBBIO_02">Fell fated fallen!</entry>
<entry name="MEMORY_FIRST_SINNER_02">Know our power...</entry>
<entry name="MEMORY_VERDANIA_CAPITAL_04">Our wish...</entry>
<entry name="SNAIL_SHAMAN_02">A kingdom lost...</entry>
<entry name="LAST_CONDUCTOR_03">Now only silence...</entry>
<entry name="RELIC_DEALER_01">The past's long shadow!</entry>
<entry name="RELIC_DEALER_02">Whispers of the dead...</entry>
<entry name="THREAD_MEMORY_PILGRIMS_CRAWL_06">...Worthy...</entry>
<entry name="THREAD_MEMORY_PILGRIMS_CRAWL_05">...Remembered...</entry>
<entry name="THREAD_MEMORY_PILGRIMS_CRAWL_04">...Held in our hearts...</entry>
<entry name="THREAD_MEMORY_PILGRIMS_CRAWL_03">...Suffer no more...</entry>
<entry name="THREAD_MEMORY_PILGRIMS_CRAWL_02">...Harden the path...</entry>
<entry name="THREAD_MEMORY_PILGRIMS_CRAWL_01">...Dear one...</entry>
<entry name="BELLTOWN_06">We serve, safe...</entry>
<entry name="CITADEL_BAT_01">Swooping and feeding...</entry>
<entry name="HUNTER_MOTTLED_CHILD_01">For death... I give death...</entry>
<entry name="COGWORK_DANCERS_LONELY_06">To dance... ..</entry>
<entry name="THREAD_MEMORY_SONG_SMALL_ROOM_04">...Beauty... faded...</entry>
<entry name="CORAL_JUDGE_05">Only the holy may judge!</entry>
<entry name="THREAD_MEMORY_GREYMOOR_DARK_02">...None left...</entry>
<entry name="BELLTOWN_ACT3_05">Pharloom... we failed...</entry>
<entry name="BONETOWN_FUNERAL_01">Fallen brother...</entry>
<entry name="BONETOWN_FUNERAL_02">Your journey ends...</entry>
<entry name="MOSSCREEP_05">In branches, in fields!</entry>
<entry name="HUNTER_QUEEN_02">Feel my claws!</entry>
<entry name="PHANTOM_06">Claws quivering...</entry>
<entry name="COGWORK_DANCERS_LONELY_05">... ..Our peace...</entry>
<entry name="WRAITH_06">You will be lost...</entry>
<entry name="COGWORK_DANCERS_LONELY_03">Claws... ..Blades...</entry>

<entry name="COGWORK_DANCERS_LONELY_02">... ..Dance alone...</entry>
<entry name="MEMORY_HUNTER_QUEEN_05">For you, my children...</entry>
<entry name="WISPFLY_01">Burn! Burn! Burn!</entry>
<entry name="GARMOND_05">Till the end... together...</entry>
<entry name="GARMOND_ACT3_04">Our duty... till the end...</entry>
<entry name="BONE_CREATURE_03">Scratching, seeking...</entry>
<entry name="FIRST_SINNER_SPIRE_02">...Forgotten...</entry>
<entry name="BONE_HOPPER_01">World's breath, rustling leaf...</entry>
<entry name="SONG_CREEPER_08">All is needed!</entry>
<entry name="PLINNEY_04">May Pharloom's pins gleam bright for all!</entry>
<entry name="THREAD_MEMORY_CRAWL_ASSISTANT_04">Too dark... </entry>
<entry name="FARMER_WISP_02">Sear us, scold us!</entry>
<entry name="THREADED_HUSK_03">...I am... fading...</entry>
<entry name="PILGRIM_GENERIC_05">My faith... my reward...</entry>
<entry name="PEAKS_DRIFTER_03">Mother, mother, gleam so brightly...</entry>
<entry name="WISP_TOTEM_06">To meet you... Father...</entry>
<entry name="CRADLE_ACT3_01">...Grace...</entry>
<entry name="SHAKRA_ACT3_02">Until the end...</entry>
<entry name="THREAD_MEMORY_CORAL_TOWER_03">Remember our strength...</entry>
<entry name="PILGRIM_GENERIC_03">The path... the holy path...</entry>
<entry name="BELLBEAST_STRUNG_02">Strength... stolen...</entry>
<entry name="BELLBEAST_STRUNG_01">Pale snare... </entry>
<entry name="ROCK_ROLLER_04">World's breath, distant call...</entry>
<entry name="SWAMP_SHAMAN_01">Behold! True strength!</entry>
<entry name="THREAD_MEMORY_CORAL_TOWER_05">Now none to resist... But us...</entry>
<entry name="THREAD_MEMORY_SILK_SIPHON_04">Why... this pain?</entry>
<entry name="MEMORY_RED_06">...Warrior... Queen...</entry>
<entry name="RELIC_DEALER_06">Relics... precious and fragile!</entry>
<entry name="SWAMP_MUCKMAN_03">Their shadow... our shame...</entry>
<entry name="WARD_SURGERY_05">...The Silk!.. All for the Silk!</entry>
<entry name="ROSARY_THIEF_01">What you got there, matey matey?</entry>
<entry name="UNDER_HANGING_GOLEM_06">...WE ARE ONE...</entry>
<entry name="SONG_HANDMAIDEN_02">...Your strength...</entry>
<entry name="GREY_WARRIOR_01">Teeming... writhing wastes...</entry>
<entry name="CORAL_CREATURE_LARGE_01">Crackling, growing, stretching shell...</entry>
<entry name="THREAD_MEMORY_WEAVE_WORKSHOP_04">...To keep us free...</entry>
<entry name="CORAL_CREATURE_LARGE_03">False chambers... long teeth...</entry>
<entry name="CORAL_CREATURE_LARGE_02">Water's source... hidden... lost...</entry>
<entry name="UNRAVELLED_10">...Old... glory...</entry>
<entry name="CORAL_CREATURE_LARGE_04">Poison light... painful lash...</entry>
<entry name="THREAD_MEMORY_WEAVE_WORKSHOP_01">...To build... To hope...</entry>
<entry name="THREAD_MEMORY_WEAVE_WORKSHOP_02">...Strength beyond our Silk...</entry>

<entry name="THREAD_MEMORY_WEAVE_WORKSHOP_03">...Strength enough...</entry>
<entry name="EVA_01">This shell of iron...</entry>
<entry name="GREEN_PRINCE_01">Together we danced...</entry>
<entry name="SLAB_FLY_02">I'm clean... I'm cleaner!</entry>
<entry name="CHAPEL_WITCH_04">...Reborn...</entry>
<entry name="CHAPEL_WITCH_03">...New growth...</entry>
<entry name="CHAPEL_WITCH_02">...Forgotten...</entry>
<entry name="CHAPEL_WITCH_01">...Ours...</entry>
<entry name="CRYSTAL_CREATURE_02">Rem... mem...</entry>
<entry name="THREAD_MEMORY_SPINNER_CRADLE_06">Spin... Bind... Punish...</entry>
<entry name="THREAD_MEMORY_SPINNER_CRADLE_07">Of the first... the last...</entry>
<entry name="THREAD_MEMORY_SPINNER_CRADLE_04">Glory to you...</entry>
<entry name="THREAD_MEMORY_SPINNER_CRADLE_05">Devotion to you...</entry>
<entry name="THREAD_MEMORY_SPINNER_CRADLE_02">Our light divine...</entry>
<entry name="THREAD_MEMORY_SPINNER_CRADLE_03">Wake... Wake... Wake...</entry>
<entry name="THREAD_MEMORY_SPINNER_CRADLE_01">Our mother... true...</entry>
<entry name="MOSS_03">Young must eat, grow or die...</entry>
<entry name="MOSS_02">Call for danger, hide away...</entry>
<entry name="MOSS_01">Protect us, mother!</entry>
<entry name="SHERMA_06">To the world's shining peak!</entry>
<entry name="THREAD_MEMORY_SPINNER_CRADLE_08">We hear you!</entry>
<entry name="MOSS_04">Sleep and change, have no fear...</entry>
<entry name="SHERMA_05">We pilgrims, blessed...</entry>
<entry name="THREAD_MEMORY_GRUBFARMER_NEST_06">My strength or theirs?</entry>
<entry name="SHERMA_03">Together we climb...</entry>
<entry name="CHAPEL_SHAMAN_02">...Our family...</entry>
<entry name="ROSARY_PILGRIM_04">To ascend... triumphantly...</entry>
<entry name="ROACHKEEPER_01">Herd them...</entry>
<entry name="ROSARY_PILGRIM_02">All is mine... for me, for me!</entry>
<entry name="BONETOWN_03">Always up...</entry>
<entry name="GRAND_REED_02">The holy heights of the Citadel...</entry>
<entry name="ROSARY_PILGRIM_01">Holy, holy, gather it up!</entry>
<entry name="GRAND_REED_04">May my shell never break...</entry>
<entry name="GRAND_REED_05">For my devotion... unending...</entry>
<entry name="CHAPEL_SHAMAN_04">...Remember...</entry>
<entry name="ARCHITECT_06">...Designs...Divine...</entry>
<entry name="HALFWAY_HOUSE_ACT3_02">Safety...still...</entry>
<entry name="HALFWAY_HOUSE_ACT3_03">Cold...</entry>
<entry name="GILLY_FINAL_02">Have I made you proud?</entry>
<entry name="HALFWAY_HOUSE_ACT3_01">The last...nectar...</entry>
<entry name="HALFWAY_HOUSE_ACT3_04">The last...warmth...</entry>
<entry name="SWAMP_DRIFTER_04">Life... light... threads...</entry>
<entry name="GARMOND_ACT3_05">We remember your light...</entry>
<entry name="FIELDS_CREATURE_01">From heat we grow...</entry>

<entry name="BELLTOWN_HAUNTED_05">...Divine...light...</entry>
<entry name="BELLTOWN_HAUNTED_04">...Divine...voice...</entry>
<entry name="SHERMA_WARD_03">Am I not holy enough?</entry>
<entry name="BELLTOWN_HAUNTED_06">...We are yours...</entry>
<entry name="BELLTOWN_HAUNTED_01">...Your glory...</entry>
<entry name="BONETOWN_FUNERAL_04">Fellow pilgrim...</entry>
<entry name="SKULL_KING_01">Break and bash!</entry>
<entry name="BELLTOWN_HAUNTED_02">...Your grace...</entry>
<entry name="SHERMA_CITADEL_01">Brothers... sisters...</entry>
<entry name="BANK_WIDE_03">...Our grace...</entry>
<entry name="PILGRIM_DICE_02">Luck and faith, intertwined...</entry>
<entry name="SONG_KNIGHT_02">Cut down the cursed...</entry>
<entry name="BLOAT_ROACH_02">Warm waters teeming...</entry>
<entry name="HUNTER_MERCHANT_02">All for her... </entry>
<entry name="THREAD_MEMORY_SNARESETTER_01">...Is it done?</entry>
<entry name="THREAD_MEMORY_SURFACE_05">Now only the wind...</entry>
<entry name="PILGRIMS_REST_ACT3_01">...Shell... safe...</entry>
<entry name="SWAMP_SHAMAN_02">All are subject to my rule!</entry>
<entry name="OLD_PENITENT_05">Voices... pleading...</entry>
<entry name="COGWORK_DANCERS_06">To dance! Our duty!</entry>
<entry name="AUTOMATON_02">...Lift it...Fix it...Me?...</entry>
<entry name="FLEATOPIA_04">We fleas together... Till final bells...</entry>
<entry name="DUCT_SUCKER_02">Swallow... suffer...</entry>
<entry name="KRATT_LONE_01">Are you hiding from Kratt?</entry>
<entry name="GREAT_GOURMAND_01">...EAT... EAT...</entry>
<entry name="WARD_SURGEON_02">We banish you!</entry>
<entry name="ROOF_CRAB_YOUNG_01">Our time has come...</entry>
<entry name="BROODMOTHER_03">Warmly, safely...</entry>
<entry name="PILGRIMS_REST_03">Are we worthy?</entry>
<entry name="MEMORY_CORALTOWER_02">For the lord born strong...</entry>
<entry name="SPRINTMASTER_03">Speed is strength!</entry>
<entry name="CROW_JUROR_04">Punish the villain!</entry>
<entry name="COGWORK_DANCERS_02">We shall never...Dance alone!</entry>
<entry name="THREAD_MEMORY_UNDERWISP_02">In dark, forgotten...</entry>
<entry name="THREAD_MEMORY_PONTIFF_01">Damned bugs...</entry>
<entry name="CROW_JUROR_01">Guilty! Guilty!</entry>
<entry name="CROW_JUROR_02">Lay down your judgement!</entry>
<entry name="CROW_JUROR_03">Father, Father!</entry>
<entry name="DUST_TRADER_04">Sat amidst the putrid smell!</entry>
<entry name="SLAB_FLY_06">By toil... by torment...</entry>
<entry name="SHELLGRAVE_03">...Climb and serve...</entry>
<entry name="SHELLGRAVE_02">...Alone, without you...</entry>
<entry name="SHELLGRAVE_01">...Not worthy...</entry>
<entry name="SONG_HEAVY_SENTRY_02">Prostrate your meagre shells!</entry>

<entry name="SHELLGRAVE_04">...Die and serve...</entry>
<entry name="CURIOUS_PILGRIM_01">What haunts us?</entry>
<entry name="CHAPEL_REAPER_04">...Sow and reap...</entry>
<entry name="SAND_CENTIPEDE_03">Hard bone beneath...</entry>
<entry name="SHERMA_CARETAKER_03">Brothers... sisters...</entry>
<entry name="BELLTOWN_HAUNTED_03">...We hear it...</entry>
<entry name="BONETOWN_ACT3_06">...Glory...</entry>
<entry name="SHELL_FOSSIL_MIMIC_04">May the world ignore me...</entry>
<entry name="PILGRIM_GENERIC_10">Pull us higher, ever higher...</entry>
<entry name="BELL_EATER_01">Long slumber...</entry>
<entry name="CROW_03">Swoop and scratch...</entry>
<entry name="THREAD_MEMORY_BLOOM_04">...Distant reach... distant life...</entry>
<entry name="BELL_EATER_04">World trembles...</entry>
<entry name="CHAPEL_REAPER_03">...Pharloom flourished...</entry>
<entry name="SILK_SIPHON_WIDE_01">...Help...</entry>
<entry name="KRATT_LONE_02">Where are you all...</entry>
<entry name="SILK_SIPHON_WIDE_03">...Please... remember...</entry>
<entry name="SILK_SIPHON_WIDE_02">...Eternal?...</entry>
<entry name="PINSTRESS_01">The flurried dance of blades swung swift...</entry>
<entry name="SILK_SIPHON_WIDE_04">...No...</entry>
<entry name="BONE_CREATURE_06">Claws are sharp...</entry>
<entry name="DUSTROACH_POLLYWOG_04">Eat! Eat! Eat!</entry>
<entry name="ENCLAVE_06">Our pilgrimage...</entry>
<entry name="STEEL_SERVANT_05">Always to watch...</entry>
<entry name="STEEL_SERVANT_04">The spires... and beneath...</entry>
<entry name="SHERMA_04">Together we pray!</entry>
<entry name="STEEL_SERVANT_02">The masters' sight...</entry>
<entry name="VAULT_KEEPER_01">Ours to guard...</entry>
<entry name="VAULT_KEEPER_03">Hidden dark and deep...</entry>
<entry name="VAULT_KEEPER_02">Ours to keep...</entry>
<entry name="SNITCH_CAVE_02">In ruins is riches...</entry>
<entry name="VAULT_KEEPER_04">Holy secrets, sacred whispers...</entry>
<entry name="VAULT_KEEPER_06">Songs that only we may sing!</entry>
<entry name="VAULTKEEPER_CARDINIUS_02">Escape this shell constricting...</entry>
<entry name="FLEA_TRACKER_LONE_02">None can hide...</entry>
<entry name="ARCHITECT_04">...From these thoughts...Creation...</entry>
<entry name="CHAPEL_WANDERER_03">...We climbed...</entry>
<entry name="MEMORY_SILKHEART_WARD_04">...Eternal...</entry>
<entry name="GRAND_REED_06">May I rise... May I rise...</entry>
<entry name="CORAL_DRILLER_LONE_06">Lost! Lost!</entry>
<entry name="SLAB_FLY_SMALL_02">Born in filth...</entry>
<entry name="SLAB_FLY_SMALL_03">No escape!</entry>
<entry name="SLAB_FLY_SMALL_01">Sinner!...</entry>
<entry name="HUNTER_06">The caves call... we listen...</entry>

<entry name="HUNTER_07">...Is this still her song?</entry>
<entry name="TINY_BROODMOTHER_01">Eggy, eggy, big and warm...</entry>
<entry name="CORAL_JUDGE_01">Pass only the pure...</entry>
<entry name="TINY_BROODMOTHER_03">Grow bigger, bigger, oh so big...</entry>
<entry name="HUNTER_03">All for the singer...</entry>
<entry name="SNAIL_SHAMAN_08">O soulful ones...</entry>
<entry name="TINY_BROODMOTHER_04">Fill your belly with lovely eggs!</entry>
<entry name="MOSSCREEP_01">Beating, beating...</entry>
<entry name="PHANTOM_02">Forgotten...</entry>
<entry name="MITE_GREYMOOR_04">Claw and fang...</entry>
<entry name="HUNTER_08">These lands... always ours...</entry>
<entry name="WHITE_CLOVERSTAG_01">May echoes gather...</entry>
<entry name="BONE_HOPPER_03">Roaming, feeding, distant depths...</entry>
<entry name="SNAIL_SHAMAN_03">Only a simple bug...</entry>
<entry name="SNAIL_SHAMAN_04">Strength in despair...</entry>
<entry name="SNAIL_SHAMAN_05">Our power...</entry>
<entry name="GARMOND_01">Always in our hearts...</entry>
<entry name="FARMER_WISP_04">Fire is all!</entry>
<entry name="ARCHITECT_02">...To serve...Eternal...</entry>
<entry name="SLAB_PRISONER_02">Shame! Shame!</entry>
<entry name="WARD_CREMATORIUM_04">...Retrieve it...</entry>
<entry name="THREAD_MEMORY_SILK_SIPHON_02">To devote... eternal...</entry>
<entry name="MOSSCRAWLER_GIANT_03">Eat and grow... larger...</entry>
<entry name="PEAKS_DRIFTER_01">Lightly, lightly, oh so lightly...</entry>
<entry name="GARMOND_FIGHTER_03">Live or die, make them proud!</entry>
<entry name="LADYBUG_06">Spread your wings!</entry>
<entry name="PILGRIM_GENERIC_11">We will climb! Climb! Climb forever!</entry>
<entry name="PILGRIM_GENERIC_01">There is no pain, nor fear, nor death...</entry>
<entry name="UNRAVELLED_05">Cannot... remember...</entry>
<entry name="CRADLE_ACT3_05">...Sacrificed...</entry>
<entry name="SLAB_FLY_SMALL_04">Be still! Be still!</entry>
<entry name="PLINNEY_SHELLGRAVE_04">That memory... my treasure...</entry>
<entry name="RELIC_DEALER_03">Keep them safe!</entry>
<entry name="BLUE_SCIENTIST_ACT3_03">Have we done it?</entry>
<entry name="GILLY_02">Daughter's promise!</entry>
<entry name="CORAL_DRILLER_DUO_04">Pierce the stone!</entry>
<entry name="BONETOWN_01">Our last rest...</entry>
<entry name="CORAL_DRILLER_LONE_04">Crush! Crush!</entry>
<entry name="CORAL_DRILLER_DUO_01">Together! Stronger!</entry>
<entry name="WRAITH_03">Begone, begone!</entry>
<entry name="FIRST_SINNER_SPIRE_01">...Faded...</entry>
<entry name="UNDER_HANGING_GOLEM_02">...SERVE...BEYOND SHELL...</entry>
<entry name="FIRST_SINNER_SPIRE_03">...First...</entry>
<entry name="FIRST_SINNER_SPIRE_04">...Our Silk... Our rage...</entry>

<entry name="FIRST_SINNER_SPIRE_05">...Wait, and hate...</entry>
<entry name="FIRST_SINNER_SPIRE_06">...Wait, and die...</entry>
<entry name="EVA_03">This form so fragile...</entry>
<entry name="GREAT_GOURMAND_04">...MUCH... EAT... GOOD...</entry>
<entry name="MEMORY_SILKHEART_LACE_02">...A child spun loyal...</entry>
<entry name="OLD_PENITENT_02">Silence above...</entry>
<entry name="LADYBUG_02">Life's for playing!</entry>
<entry name="HUNTER_01">Strength from her. Strength for her...</entry>
<entry name="EVA_05">Our silken sight...</entry>
<entry name="MEMORY_RED_05">...Warrior... Princess...</entry>
<entry name="MEMORY_RED_04">...Hunt... Seek... Slay...</entry>
<entry name="OLD_PENITENT_04">Sisters... accord...</entry>
<entry name="MEMORY_SILKHEART_LACE_04">...Pure...</entry>
<entry name="MEMORY_RED_01">...Child born pale...</entry>
<entry name="LAST_CONDUCTOR_05">Only our song...</entry>
<entry name="ARBORIUM_KEEPER_04">What was will not be forgotten...</entry>
<entry name="MEMORY_RED_02">...Watch... Wait... Pray...</entry>
<entry name="THREAD_MEMORY_DOCK_FLINTSLATE_01">...Endless heat...</entry>
<entry name="DUSTROACH_04">More and more!</entry>
<entry name="SKULL_KING_02">Crush and smash!</entry>
<entry name="BROODMOTHER_04">Yummy! Yummy!</entry>
<entry name="TORMENTED_TROBBIO_05">Scorned to suffer...</entry>
<entry name="ROACHKEEPER_03">Feed the many...</entry>
<entry name="CHOIR_02">The song sustains!</entry>
<entry name="BONEGRAVE_02">...Alone, without you...</entry>
<entry name="THREAD_MEMORY_SWAMP_JAILER_02">They wait...</entry>
<entry name="BONETOWN_10">Climb to death...</entry>
<entry name="THREAD_MEMORY_SWAMP_JAILER_01">They watch...</entry>
<entry name="TROBBIO_01">Awake Pharloom!</entry>
<entry name="THREAD_MEMORY_SWAMP_JAILER_04">The voices... everywhere...</entry>
<entry name="CRYSTAL_CREATURE_03">Memem... rem... mem...</entry>
<entry name="SHERMA_02">We find our way!</entry>
<entry name="THREAD_MEMORY_UNDERSTORE_LARGE_PILGRIM_02">...Run...</entry>
<entry name="THREAD_MEMORY_UNDERSTORE_LARGE_PILGRIM_03">...Free...</entry>
<entry name="THREAD_MEMORY_UNDERSTORE_LARGE_PILGRIM_01">...Toil...</entry>
<entry name="FIELDS_CREATURE_03">Shells soft...</entry>
<entry name="CHAPEL_BEAST_02">...Our food...</entry>
<entry name="MEMORY_RED_03">...Child born bound...</entry>
<entry name="GREEN_PRINCE_06">Our gaze... as one...</entry>
<entry name="THREAD_MEMORY_ARCHITECT_06">Designs... divine...</entry>
<entry name="CITADEL_MITE_GIANT_02">Golden claws... snap them...</entry>
<entry name="CITADEL_MITE_GIANT_01">Hidden long... waiting long...</entry>
<entry name="SNAIL_SHAMAN_06">Hide and wait...</entry>
<entry name="THREAD_MEMORY_SNARESETTER_03">...To bind her... tight...</entry>

<entry name="THREAD_MEMORY_SURFACE_03">From depths below...</entry>
<entry name="ZAZA_LONE_03">Follow quickly!</entry>
<entry name="CRADLE_ACT3_04">...We Spun...</entry>
<entry name="FIRST_SINNER_06">Cursed with Silk!</entry>
<entry name="UNRAVELLED_04">Cannot... feel...</entry>
<entry name="WIDOW_06">For you, holy mother... all for you...</entry>
<entry name="THREAD_MEMORY_GREYMOOR_DARK_03">...Lost... Alone...</entry>
<entry name="ZAZA_FINAL_04">Let's meet back home...</entry>
<entry name="SLAB_FLY_SMALL_05">No light!</entry>
<entry name="DOCK_WORKER_02">Smelt dug and churned...</entry>
<entry name="KRATT_LONE_03">Are you lonely without Kratt?</entry>
<entry name="SAND_CENTIPEDE_01">Churning, shifting...</entry>
<entry name="SHERMA_CARETAKER_05">Our strength is shared...</entry>
<entry name="HUNTER_QUEEN_05">My hunters!</entry>
<entry name="SONG_GOLEM_08">STRONG... STRONG...</entry>
<entry name="ROSARY_THIEF_06">Drop it now, naughty naughty!</entry>
<entry name="SONG_GOLEM_05">SONG... HOLY...</entry>
<entry name="SONG_GOLEM_04">SACRED... TOIL...</entry>
<entry name="SONG_GOLEM_07">UNENDING... UNYIELDING...</entry>
<entry name="SWAMP_CREATURE_02">Choke on bile...</entry>
<entry name="AUTOMATON_06">...To serve...</entry>
<entry name="SHELLWOOD_WASP_01">Find the scent...</entry>
<entry name="SHELLWOOD_WASP_02">Dig in deep...</entry>
<entry name="SHELLWOOD_WASP_03">Drink the sap...</entry>
<entry name="SHELLWOOD_WASP_04">Protect the nest...</entry>
<entry name="BLUE_SCIENTIST_ACT3_04">Life sustained...</entry>
<entry name="PILGRIMS_REST_01">A shell still safe...</entry>
<entry name="MEMORY_CORALTOWER_04">For order brought by claw and blade...</entry>
<entry name="CORAL_DRILLER_DUO_03">This small one... trapped...</entry>
<entry name="SEAMSTRESS_02">Fix the fabric. Roll the hem...</entry>
<entry name="CHAPEL_BEAST_03">...Life... Death... Nature...</entry>
<entry name="MEMORY_FIRST_SINNER_03">Know our Silk...</entry>
<entry name="CHAPEL_BEAST_01">...Our foes...</entry>
<entry name="SETH_GUARDIAN_02">Ages pass...</entry>
<entry name="ZAZA_FINAL_01">Old bug... old friend...</entry>
<entry name="CHAPEL_BEAST_04">...Remember...</entry>
<entry name="ZAZA_FINAL_05">Thank you...</entry>
<entry name="WISP_TOTEM_02">Feed us, free us!</entry>
<entry name="RELIC_DEALER_04">Keep them close...</entry>
<entry name="SKULL_KING_03">Crowned as ruler...</entry>
<entry name="PILGRIMS_REST_ACT3_02">...Survive...</entry>
<entry name="GREYROOT_CHAMBER_01">We come...</entry>
<entry name="FORGE_DUO_06">We continue the task...</entry>
<entry name="TROBBIO_05">A performer unmatched!</entry>

<entry name="GREYROOT_CHAMBER_02">We... bring you...</entry>
<entry name="SPRINTMASTER_04">Even fate can be outpaced!</entry>
<entry name="BLUE_SCIENTIST_FINAL_03">...A source...</entry>
<entry name="FARMER_04">Even these dregs...</entry>
<entry name="CHAPEL_REAPER_05">...Remember...</entry>
<entry name="GRUBFARMER_01">The weak must serve...</entry>
<entry name="WHITE_CLOVERSTAG_03">Forgotten or lost...</entry>
<entry name="GOURMAND_SERVANT_04">Your holy, shining gaze!</entry>
<entry name="LAST_JUDGE_06">Our duty, eternal...</entry>
<entry name="LAST_JUDGE_05">The purity of flame...</entry>
<entry name="LAST_JUDGE_04">For the Citadel strong!</entry>
<entry name="LAST_JUDGE_03">Only the holy may judge!</entry>
<entry name="LAST_JUDGE_02">Smite the sinners!</entry>
<entry name="LAST_JUDGE_01">Only the pure may pass!</entry>
<entry name="ENCLAVE_04">Dear Pharloom...</entry>
<entry name="THREAD_MEMORY_CRAWL_ASSISTANT_01">To our dead lands...
life...</entry>
<entry name="GARMOND_04">For dear friends lost...</entry>
<entry name="GILLY_03">Secrets of a living land!</entry>
<entry name="BONE_CREATURE_02">Shells are strong...</entry>
<entry name="WHITE_CLOVERSTAG_05">What is remembered...</entry>
<entry name="WHITE_CLOVERSTAG_04">Winding ways meet again...</entry>
<entry name="SHELL_FOSSIL_MIMIC_01">May time harden me...</entry>
<entry name="SHELL_FOSSIL_MIMIC_02">May darkness hide me..</entry>
<entry name="SHELL_FOSSIL_MIMIC_03">May rock sustain me...</entry>
<entry name="MEMORY_VERDANIA_01">Teeming...thriving...</entry>
<entry name="SLAB_FLY_CAGE_01">O sinner! O filth!</entry>
<entry name="ROOF_CRAB_02">Sear their shells...</entry>
<entry name="RHINO_04">Scarred shell!</entry>
<entry name="ROCK_ROLLER_03">Spark bright... Defy the dark...</entry>
<entry name="VAULTKEEPER_CARDINIUS_04">Through understanding... power...</entry>
<entry name="BONE_WORM_02">Through bone, through shell...</entry>
<entry name="UNRAVELLED_07">Your Silk... pure!</entry>
<entry name="WIDOW_01">The last... The last...</entry>
<entry name="BROODMOTHER_05">Grow the brood...</entry>
<entry name="GRUBFARMER_04">Old laws, fresh wounds...</entry>
<entry name="GRUBFARMER_05">The precious, sweet life...</entry>
<entry name="GRUBFARMER_02">The strong, provide...</entry>
<entry name="BONE_WORM_04">Deep scent...</entry>
<entry name="WARD_SURGERY_06">...Reformed... Repaired...</entry>
<entry name="BLUE_SCIENTIST_ACT3_02">In plasmium, truth...</entry>
<entry name="THREAD_MEMORY_GREYMOOR_DARK_04">...So dark...</entry>
<entry name="TROBBIO_07">Your saviour... Your hero... Trobbio!</entry>
<entry name="BONETOWN_07">Why so few?...</entry>

<entry name="SONG_HANDMAIDEN_03">...Ours by birth...</entry>
<entry name="MITE_GREYMOOR_02">Deeper, darker...</entry>
<entry name="RUINED_CHAPEL_05">...Power...</entry>
<entry name="DOCTOR_FLY_06">Tear away their pain!</entry>
<entry name="RUINED_CHAPEL_03">...In each life...</entry>
<entry name="ROACHKEEPER_CHEF_04">Carve it! Sear it! Stew it!</entry>
<entry name="GRUBFARMER_MIMIC_03">Sweet little thingssss...</entry>
<entry name="ROACHKEEPER_CHEF_02">A holy gift...</entry>
<entry name="ROACHKEEPER_CHEF_01">Is this enough? Is it ever enough?</entry>
<entry name="GRUBFARMER_MIMIC_04">To feed... To swell...</entry>
<entry name="SHERMA_CITADEL_03">I know it! I swear it!</entry>
<entry name="GREAT_GOURMAND_02">...FOOD... MEAT... MUCH...</entry>
<entry name="ROSARY_PILGRIM_03">A little more... 'tis all I need...</entry>
<entry name="HUNTER_TINY_03">Find it... take it...</entry>
<entry name="BLOAT_ROACH_04">Meat inside...</entry>
<entry name="THREADED_HUSK_01">...Stretched... thin...</entry>
<entry name="FLEAFESTIVAL_03">Our ritual, needed more than ever...</entry>
<entry name="SONG_KNIGHT_01">Save this Citadel...</entry>
<entry name="FLEAFESTIVAL_01">Face the darkness, sing dear friends...</entry>
<entry name="WISP_TOTEM_03">Live and die!</entry>
<entry name="FLEAFESTIVAL_06">This world may fall, but we stand till the last...</entry>
<entry name="FLEAFESTIVAL_05">Dance and play, as all fleas past...</entry>
<entry name="FLEAFESTIVAL_04">This time of fleas spent warm, together...</entry>
<entry name="BELLTOWN_ACT3_01">Safe?</entry>
<entry name="HORNET_STRUNG_UP_01">Bound... together...</entry>
<entry name="BLUE_SCIENTIST_FINAL_02">...Life for you...</entry>
<entry name="HUNTRESS_02">Soar the caverns high...</entry>
<entry name="HUNTER_MERCHANT_01">Strength... faded...</entry>
<entry name="HUNTRESS_01">Stalk, and smell, and seek...</entry>
<entry name="WEAVER_SERVITOR_05">...obey their laws...</entry>
<entry name="HUNTRESS_06">That I may know your masks bold...</entry>
<entry name="HUNTRESS_04">All must feed... </entry>
<entry name="HUNTRESS_05">That I may see your claws sharp...</entry>
<entry name="BELLTOWN_ACT3_03">What did we do?</entry>
<entry name="PILGRIM_FISHER_06">Hidden... under...</entry>
<entry name="PILGRIM_FISHER_04">Read the reeds...</entry>
<entry name="PILGRIM_FISHER_05">To feed... them...</entry>
<entry name="PILGRIM_FISHER_02">The pond's bounty...</entry>
<entry name="PILGRIM_FISHER_03">Watch the ripples...</entry>
<entry name="PILGRIM_FISHER_01">Hunt to feed...</entry>
<entry name="SETH_01">To the beginning and back...</entry>
<entry name="GOURMAND_SERVANT_03">So majestic! So mighty!</entry>
<entry name="GREEN_PRINCE_04">Together we ruled...</entry>
<entry name="DOCTOR_FLY_05">Yet Yarnaby will save them...</entry>

<entry name="CROW_01">Shiny, shiny, all for us!</entry>
<entry name="THREAD_MEMORY_DOCK_FLINTSLATE_03">...Pharloom's fury...</entry>
<entry name="DUSTROACH_02">Bite and claw...</entry>
<entry name="CROW_02">Our nest! Our clan!</entry>
<entry name="CROW_05">Our caves! Our land!</entry>
<entry name="CROW_04">Crack their shells... </entry>
<entry name="SHAKRA_ACT3_01">Still I stand... </entry>
<entry name="CROW_06">Take their treasures!</entry>
<entry name="THREAD_MEMORY_STEPS_START_01">The gate, so near...</entry>
<entry name="UNRAVELLED_06">...Our claws... Our shells...</entry>
<entry name="LAST_CONDUCTOR_01">Dear devout... have we failed?</entry>
<entry name="THREAD_MEMORY_ARCHITECT_01">Our hope...</entry>
<entry name="CRADLE_08">That we may sing...</entry>
<entry name="GILLY_01">Father's wish...</entry>
<entry name="PINSTRESS_MOUNTAIN_03">Sisters, faded... all's adrift...</entry>
<entry name="BONETOWN_04">Stay together...</entry>
<entry name="CRADLE_03">Spun... Served... Sacrificed...</entry>
<entry name="CRADLE_02">Holy Silk...</entry>
<entry name="CRADLE_01">By your grace...</entry>
<entry name="VAULT_KEEPER_ACOLYTE_03">Holy words for us to speak!</entry>
<entry name="CRADLE_07">That we may pray...</entry>
<entry name="CRADLE_06">That we may bow...</entry>
<entry name="CRADLE_05">Your will... Your bounty...</entry>
<entry name="CRADLE_04">Your gift... divine...</entry>
<entry name="FLEATOPIA_05">Rejoice! Remember! Those long gone...</entry>
<entry name="WEAVER_SERVITOR_06">...execute their will...</entry>
<entry name="THREAD_MEMORY_BLOOM_02">...Health of the heart...</entry>
<entry name="SNITCH_CAVE_04">Caves ripe for us snitches...</entry>
<entry name="FLEATOPIA_ACT3_06">We live and die and roam as one!</entry>
<entry name="THREAD_MEMORY_PONTIFF_04">Divine Silk...</entry>
<entry name="THREAD_MEMORY_ARCHITECT_04">Always eternal...</entry>
<entry name="GRAND_REED_01">Those worthiest may climb...</entry>
<entry name="PILGRIM_MERCHANT_04">Hide away... holy sight...</entry>
<entry name="OLD_PENITENT_03">Drawn down... blessed call...</entry>
<entry name="THREAD_MEMORY_ARCHITECT_02">Build... Craft... Pass...</entry>
<entry name="DOCK_ELDER_B_02">Breathe it deep, dark burning air...</entry>
<entry name="ZAZA_FINAL_02">Brave to the end...</entry>
<entry name="BONETOWN_ACT3_03">...Dark... Afraid...</entry>
<entry name="SWAMP_SHAMAN_05">This power is ours!</entry>
<entry name="SWAMP_SHAMAN_06">No truce... No bargain...</entry>
<entry name="SONG_ADMINISTRATOR_01">Grant us resonance!</entry>
<entry name="MR_MUSH_02">Stone will break and steel shall rust...</entry>
<entry name="SONG_ADMINISTRATOR_03">Holy masters!</entry>
<entry name="SONG_ADMINISTRATOR_02">Great Conductors!</entry>

<entry name="SONG_ADMINISTRATOR_05">Your devotion compels us!</entry>
<entry name="SONG_ADMINISTRATOR_04">Your vision guides us...</entry>
<entry name="DOCK_WORKER_06">By holy light...</entry>
<entry name="SONG_ADMINISTRATOR_06">Highest of the high!</entry>
<entry name="AUTOMATON_04">...Work...Eternal...</entry>
<entry name="THREAD_MEMORY_SWAMP_UMBRELLA_03">Revered by all...</entry>
<entry name="FLEACARAVAN_04">All fleas must come...</entry>
<entry name="THREAD_MEMORY_SWAMP_UMBRELLA_01">Must we hide?</entry>
<entry name="MITE_MOTHER_GREYMOOR_04">Darker, quieter... more...</entry>
<entry name="FLEA_LECH_03">What waits at journey's end?</entry>
<entry name="MITE_MOTHER_GREYMOOR_02">Rip and rend...</entry>
<entry name="MITE_MOTHER_GREYMOOR_03">Raise the many...</entry>
<entry name="PLINNEY_02">All blades honed perfect as can be!</entry>
<entry name="ENCLAVE_03">Was it our sin?</entry>
<entry name="MEMORY_CORALTOWER_WIDE_04">...Might...</entry>
<entry name="MEMORY_CORALTOWER_WIDE_05">...By claw... By us...</entry>
<entry name="MEMORY_CORALTOWER_WIDE_06">...Great lord...</entry>
<entry name="PLINNEY_01">Sharper, sharper, can't you see...</entry>
<entry name="GRUBFARMER_03">Our nest, our haven...</entry>
<entry name="MEMORY_CORALTOWER_WIDE_01">...The river...</entry>
<entry name="MEMORY_CORALTOWER_WIDE_02">...The tower... tall...</entry>
<entry name="MEMORY_CORALTOWER_WIDE_03">...Beat... flow...</entry>
<entry name="BELL_EATER_02">Wake now...</entry>
<entry name="THREAD_MEMORY_ANT_TRAPPER_01">...The last...</entry>
<entry name="CITADEL_MITE_GIANT_04">Double steps... strike quickly!</entry>
<entry name="HALFWAY_HOUSE_04">Pharloom's warmth...</entry>
<entry name="SLAB_PRISONER_03">Punish us... cleanse us...</entry>
<entry name="PILGRIM_GREATGATE_04">Open! Open!</entry>
<entry name="MEMORY_SILKHEART_WARD_01">...Connected...</entry>
<entry name="SLAB_FLY_03">I'll be cleansed...</entry>
<entry name="GRINDLE_01">What you got is mine, my love!</entry>
<entry name="ASPID_COLLECTOR_02">Fill the nest...</entry>
<entry name="WRAITH_05">Those who wander... will die...</entry>
<entry name="SEAMSTRESS_03">Mend the tears and twine the thread...</entry>
<entry name="CHAPEL_WANDERER_04">...We fell...</entry>
<entry name="HUNTER_MOTTLED_CHILD_04">Strength... shall not fade...</entry>
<entry name="TORMENTED_TROBBIO_06">Light's final gleam...</entry>
<entry name="CORAL_JUDGE_04">Glory to the gilded...</entry>
<entry name="HUNTER_MOTTLED_CHILD_02">Our mark is no curse...</entry>
<entry name="HUNTER_MOTTLED_CHILD_03">We still hear it...</entry>
<entry name="MEMORY_HUNTER_QUEEN_02">For the mother...</entry>
<entry name="MOSSCREEP_04">The world's rhythms...</entry>
<entry name="CHAPEL_ARCHITECT_01">...As it was built...</entry>
<entry name="CHAPEL_ARCHITECT_02">...It shall not end...</entry>

<entry name="CHAPEL_ARCHITECT_03">...Our memories... Our record...</entry>
<entry name="CHAPEL_ARCHITECT_04">...Our existence...</entry>
<entry name="CHAPEL_ARCHITECT_05">...Remember...</entry>
<entry name="CHAPEL_ARCHITECT_06">...Build... grow...</entry>
<entry name="MEMORY_HUNTER_QUEEN_04">Stalk proud... Roam far...</entry>
<entry name="CHAPEL_REAPER_01">...Honour to the reapers...</entry>
<entry name="HUNTER_QUEEN_06">My voice will not fade!</entry>
<entry name="THREAD_MEMORY_CRAWL_ASSISTANT_03">Only a little... Only a spark...</entry>
<entry name="GARMOND_06">Only our duty... Only our claws...</entry>
<entry name="BONE_CREATURE_04">Warm and dark...</entry>
<entry name="CORAL_KING_04">Let the weak crumble away!</entry>
<entry name="SHERMA_CITADEL_02">You shall have your reward...</entry>
<entry name="CORAL_KING_06">Defy your limits!</entry>
<entry name="ENCLAVE_08">Are we the chosen?</entry>
<entry name="STEEL_SENTINEL_04">Forever... ..</entry>
<entry name="CORAL_KING_03">Serve and die!</entry>
<entry name="CORAL_KING_02">By strength, overwhelm!</entry>
<entry name="MEMORY_VERDANIA_03">All born free...</entry>
<entry name="WISP_TOTEM_04">Burn bright! Burn hot!</entry>
<entry name="PILGRIM_GENERIC_04">My soul... my shell. For you!</entry>
<entry name="ROOF_CRAB_04">All is mine... only mine!</entry>
<entry name="MEMORY_VERDANIA_CAPITAL_02">Our hearts... together...</entry>
<entry name="CRADLE_ACT3_02">...Divine...</entry>
<entry name="DOCK_ELDER_B_01">Break the stone, seek the ore...</entry>
<entry name="GRUBFARMER_MIMIC_01">I shall not be?...</entry>
<entry name="PINSTRESS_MOUNTAIN_04">One final clash... one final gift...</entry>
<entry name="FLEA_TRACKER_LONE_04">Lost fleas...</entry>
<entry name="MOORWING_03">Scratch and slash...</entry>
<entry name="BEASTFLY_06">Fly far, fly far!</entry>
<entry name="WEAVER_SERVITOR_BROKEN_01">...keep... IMPULSELOST...</entry>
<entry name="BEASTFLY_04">Distant dark, vivid red...</entry>
<entry name="BEASTFLY_05">Hunt the weak, devour the dead!</entry>
<entry name="BEASTFLY_02">Scars and cracks and stolen lives...</entry>
<entry name="BEASTFLY_03">Break through, break through...</entry>
<entry name="BEASTFLY_01">Ancestor's echo, rumbling cry!</entry>
<entry name="SWAMP_MUCKMAN_04">Our land! Their grave!</entry>
<entry name="CORAL_WARRIOR_02">For a lord born strong...</entry>
<entry name="SETH_04">Fresh shell... clear sight...</entry>
<entry name="MEMORY_VERDANIA_OATH_04">Remember...</entry>
<entry name="CORAL_JUDGE_CHILD_04">Let's grow stronger!</entry>
<entry name="MEMORY_VERDANIA_OATH_01">Remember...</entry>
<entry name="TROBBIO_03">See my spark!</entry>
<entry name="MEMORY_VERDANIA_OATH_03">Our strength...</entry>

<entry name="MEMORY_VERDANIA_OATH_02">Our oath...</entry>
<entry name="CORAL_CREATURE_03">Our shells made strong...</entry>
<entry name="BLUE_SCIENTIST_FINAL_04">...Dear one...</entry>
<entry name="LADYBUG_05">Count your spots...</entry>
<entry name="CORAL_JUDGE_CHILD_02">All together! All together!</entry>
<entry name="MITE_GREYMOOR_06">Hide below them...</entry>
<entry name="FLEA_TRACKER_LONE_01">Sniffed... Sensed...</entry>
<entry name="RUINED_CHAPEL_01">... Will... Worshipped...</entry>
<entry name="THREAD_MEMORY_SILK_SIPHON_06">Please...</entry>
<entry name="MEMORY_SILKHEART_LACE_01">...Mine...</entry>
<entry name="SLAB_FLY_04">Why was I born in the filth?</entry>
<entry name="BELL_EATER_03">We must... feed...</entry>
<entry name="HUNTER_TINY_01">For her! For her!</entry>
<entry name="BLOAT_ROACH_06">Swallow them...</entry>
<entry name="DUST_TRADER_01">Grey guts, ragged shell...</entry>
<entry name="UNRAVELLED_09">Ours... ours...</entry>
<entry name="UNRAVELLED_08">Your shell... strong!</entry>
<entry name="ARBORIUM_KEEPER_03">Saved, preserved, perfect...</entry>
<entry name="SLAB_FLY_FRESH_03">Eat! Eat!</entry>
<entry name="THREAD_MEMORY_HUNTER_QUEEN_02">...Remember, my children...</entry>
<entry name="THREAD_MEMORY_HUNTER_QUEEN_03">...Curse the creature pale...</entry>
<entry name="THREADED_HUSK_05">...The shell... I was...</entry>
<entry name="THREAD_MEMORY_HUNTER_QUEEN_01">...All for you, my hunters strong...</entry>
<entry name="UNRAVELLED_01">Who... we...</entry>
<entry name="CHOIR_05">Our voices will be heard!</entry>
<entry name="THREAD_MEMORY_HUNTER_QUEEN_04">...Remember the song...</entry>
<entry name="UNRAVELLED_02">Where... when...</entry>
<entry name="THREAD_MEMORY_GRUBFARMER_NEST_01">Who to be?</entry>
<entry name="ARCHITECT_05">...From these memories...Skill...</entry>
<entry name="PILGRIM_GENERIC_09">Shining bright, our Citadel waits...</entry>
<entry name="SONG_GOLEM_06">SACRED... LIGHT...</entry>
<entry name="THREAD_MEMORY_CHEF_TANKS_08">Essence... true essence...</entry>
<entry name="FLEATOPIA_03">Swim and sing, ease stiffened shells...</entry>
<entry name="THREAD_MEMORY_CHEF_TANKS_05">Preserved... remembered...</entry>
<entry name="THREAD_MEMORY_CHEF_TANKS_04">Pharloom's soul...</entry>
<entry name="THREAD_MEMORY_CHEF_TANKS_07">For you all... </entry>
<entry name="THREAD_MEMORY_CHEF_TANKS_06">From you all...</entry>
<entry name="THREAD_MEMORY_CHEF_TANKS_01">This holy taste...</entry>
<entry name="CLOVER_DANCERS_05">Hearts united...</entry>
<entry name="THREAD_MEMORY_CHEF_TANKS_03">Pharloom's flavour...</entry>
<entry name="THREAD_MEMORY_CHEF_TANKS_02">Shells to soak... and define...</entry>

<entry name="CURIOUS_PILGRIM_04">Song... thread... resonates...</entry>
<entry name="PILGRIM_GREATGATE_01">Have mercy! Have pity!</entry>
<entry name="COGWORK_DANCERS_04">The gilded threshold! </entry>
<entry name="MASK_MAKER_05">What greater gift?</entry>
<entry name="MR_MUSH_01">Lies and truths must be discussed...</entry>
<entry name="FIELDS_CREATURE_02">Between bone we sprout...</entry>
<entry name="BANK_WIDE_04">...Holy measure...</entry>
<entry name="GREEN_PRINCE_05">Together... perfect...</entry>
<entry name="CRYSTAL_CREATURE_01">Mem... remem...</entry>
<entry name="GRAND_REED_03">May my voice never fade...</entry>
<entry name="CLOVER_DANCERS_03">An end... together...</entry>
<entry name="BANK_WIDE_02">...Our wealth...</entry>
<entry name="SHERMA_WARD_04">This place... hidden from holy light...</entry>
<entry name="SONG_KNIGHT_03">Protect the pure...</entry>
<entry name="UNDERWORKER_LOAM_05">For your light...</entry>
<entry name="THREAD_MEMORY_SURFACE_02">Sweet promises whispered...</entry>
<entry name="MOSSCRAWLER_GIANT_02">Little sisters... hide away...</entry>
<entry name="WHITE_CLOVERSTAG_02">Lonely specks, adrift...</entry>
<entry name="SONG_HEAVY_SENTRY_01">Bow your heads in reverence!</entry>
<entry name="SONG_HEAVY_SENTRY_04">Know our lords divine!</entry>
<entry name="LAST_CONDUCTOR_02">Remember their voices...</entry>
<entry name="WEAVER_SERVITOR_BROKEN_02">...peak... ascent...</entry>
<entry name="CHAPEL_WANDERER_05">...Once we wandered...</entry>
<entry name="GILLY_FINAL_04">The secret... I'll learn it yet...</entry>
<entry name="CITADEL_BAT_03">Larger, hide away!</entry>
<entry name="WARD_CREMATORIUM_03">...From fire, purity...</entry>
<entry name="WARD_CREMATORIUM_02">...Let none go wasted...</entry>
<entry name="TINY_BROODMOTHER_02">When you're hungry, eat and eat!</entry>
<entry name="DUCT_SUCKER_03">Swallow... swell...</entry>
<entry name="GREYROOT_CHAMBER_03">Old... accord...</entry>
<entry name="SONG_PILGRIM_10">None shall die...</entry>
<entry name="FORGE_DUO_02">The work endures...</entry>
<entry name="LACE_06">Let fate's bindings choke you away!</entry>
<entry name="CORAL_CREATURE_04">Our nest made secret...</entry>
<entry name="SNITCH_CAVE_06">We take it if we want!</entry>
<entry name="FLEATOPIA_01">Safe together, home at last...</entry>
<entry name="PILGRIMS_REST_02">Pharloom's mercy...</entry>
<entry name="RELIC_DEALER_05">Stained by history...</entry>
<entry name="MEMORY_CORALTOWER_03">For life... its beat, its flow...</entry>
<entry name="PILGRIM_CORPSE_04">Citadel...</entry>
<entry name="COGWORK_DANCERS_01">You and I... I and You...</entry>
<entry name="TORMENTED_TROBBIO_01">Woe... Woe...</entry>
<entry name="PILGRIM_CORPSE_01">Sacred... path...</entry>
<entry name="PILGRIM_CORPSE_02">Holy... reward...</entry>

<entry name="PILGRIM_CORPSE_03">Pilgrimage...</entry>
<entry name="UNDERSTORE_08">The sacred toil...</entry>
<entry name="HALFWAY_HOUSE_02">Nectar from the teat...</entry>
<entry name="TORMENTED_TROBBIO_04">Alone against the dark...</entry>
<entry name="ZAZA_LONE_01">Hurry hurry!</entry>
<entry name="CURIOUS_PILGRIM_03">Whose whispers do I hear?</entry>
<entry name="WRAITH_04">Leave this place...</entry>
<entry name="SNAIL_SHAMAN_07">Hide and watch...</entry>
<entry name="UNRAVELLED_03">Cannot... see...</entry>
<entry name="PILGRIM_GREATGATE_02">O great gate...</entry>
<entry name="CHOIR_06">For our song, the precious Silk!</entry>
<entry name="SHERMA_WARD_01">All this suffering...</entry>
<entry name="DOCK_WORKER_04">Tunnel, breach, bore...</entry>
<entry name="SONG_GOLEM_01">WE... ARE... ONE...</entry>
<entry name="PINSTRESS_02">Warriors proud in battle's midst...</entry>
<entry name="COURIER_04">Not too hasty, now!</entry>
<entry name="FLEACARAVAN_02">Join our company, moving free!</entry>
<entry name="ROSARY_THIEF_03">...give me, give me!</entry>
<entry name="WARD_PIT_06">...Pit... Deep...</entry>
<entry name="GOURMAND_SERVANT_02">Your taste, so refined!</entry>
<entry name="ENCLAVE_01">Where is your glory?</entry>
<entry name="WARD_PIT_05">...Where?... Why?</entry>
<entry name="WARD_PIT_02">...No escape...</entry>
<entry name="WARD_PIT_03">...Lost... Lost...</entry>
<entry name="WARD_PIT_01">...No release...</entry>
<entry name="SHERMA_CARETAKER_01">Huddle together...</entry>
<entry name="PHANTOM_05">Shell stiffened...</entry>
<entry name="FLEATOPIA_ACT3_05">Our wish, this one last grand endeavour...</entry>
<entry name="RUNT_02">Why so weak?</entry>
<entry name="WIDOW_05">The gift, of strength and Silk...</entry>
<entry name="CLOVER_DANCERS_02">What life alone?</entry>
<entry name="COURIER_02">Carefully, careful now!</entry>
<entry name="MEMORY_FIRST_SINNER_01">Know our rage...</entry>
<entry name="SLAB_PRISONER_01">Chastise us... o shame!</entry>
<entry name="PILGRIM_MERCHANT_03">Gather what you can! Sweet gifts!</entry>
<entry name="SONG_CREEPER_05">Let nothing be wasted...</entry>
<entry name="SONG_CREEPER_04">Even these dregs...</entry>
<entry name="SONG_CREEPER_07">All are holy...</entry>
<entry name="SONG_CREEPER_06">Even these husks...</entry>
<entry name="SONG_CREEPER_01">Save the Silk...</entry>
<entry name="CHAPEL_WANDERER_02">...We walked...</entry>
<entry name="SONG_CREEPER_03">Holy, wonder... Preserved through flame...</entry>
<entry name="SKULL_KING_04">All beasts must bow!</entry>
<entry name="WEAVER_SPIRE_08">...For those who come after...</entry>

<entry name="CORAL_JUDGE_06">Ever vigilant!</entry>
<entry name="THREAD_MEMORY_GREYMOOR_DARK_01">...Where now?</entry>
<entry name="MEMORY_VERDANIA_CAPITAL_01">Our joy... together...</entry>
<entry name="WEAVER_SPIRE_03">...Bound...</entry>
<entry name="MOSSCREEP_06">And why not here?!</entry>
<entry name="BELL_CREATURE_01">Rings from high, hide away...</entry>
<entry name="WEAVER_SPIRE_07">...Wait, and die...</entry>
<entry name="STICK_INSECT_04">Sister, sister, your dismay!</entry>
<entry name="WEAVER_SPIRE_05">...Through ages... </entry>
<entry name="WEAVER_SPIRE_04">...Our Silk... Our memory...</entry>
<entry name="STICK_INSECT_01">Hidey, hidey, here I lay!</entry>
<entry name="STICK_INSECT_03">Brother, brother, time to play!</entry>
<entry name="STICK_INSECT_02">Monster, monster, run away!</entry>
<entry name="PHANTOM_01">Show me strength, spider...</entry>
<entry name="FLEACARAVAN_01">Hear our voices! Hear our plea!</entry>
<entry name="THREAD_MEMORY_UNDERSTORE_ORGAN_TOP_04">...Remember...
peace...</entry>
<entry name="THREAD_MEMORY_UNDERSTORE_ORGAN_TOP_03">...Remember...
silence...</entry>
<entry name="THREAD_MEMORY_UNDERSTORE_ORGAN_TOP_02">...No more...</entry>
<entry name="THREAD_MEMORY_UNDERSTORE_ORGAN_TOP_01">...This ceaseless
sound...</entry>
<entry name="BONE_HOPPER_02">Hard bone beneath...</entry>
<entry name="DOCK_WORKER_03">Toil, and toil, and toil...</entry>
<entry name="CRYSTAL_CREATURE_04">Mem...</entry>
<entry name="WEAVER_SPIRE_02">...Forgotten...</entry>
<entry name="GOURMAND_SERVANT_01">O glorious master!</entry>
<entry name="ROOF_CRAB_YOUNG_04">Now we grow... we grow...</entry>
<entry name="WIDOW_02">Eternity... Alone...</entry>
<entry name="SLAB_FLY_05">You! The filth! It's you!</entry>
<entry name="DOCTOR_FLY_03">Pry apart the jaws of fate!</entry>
<entry name="BELL_EATER_05">Great noise... louder...</entry>
<entry name="GARMOND_FIGHTER_02">Meet your enemy's gaze!</entry>
<entry name="DUST_TRADER_03">Nothing left but dust to sell...</entry>
<entry name="MEMORY_VERDANIA_07">Paths lost in shade...</entry>
<entry name="SHERMA_CARETAKER_02">Let's keep our spirits strong...</entry>
<entry name="WIDOW_04">Hear her voice! </entry>
<entry name="SHERMA_CARETAKER_04">We still have our voices!</entry>
<entry name="HORNET_STRUNG_UP_04">Your shell... our shell...</entry>
<entry name="SHERMA_CARETAKER_06">Our bond is unbroken...</entry>
<entry name="HORNET_STRUNG_UP_02">Awoken... together...</entry>
<entry name="HORNET_STRUNG_UP_03">Your Silk... our Silk...</entry>
<entry name="PINSTRESS_04">Lethal talents beyond compare...</entry>
<entry name="ROCK_ROLLER_01">Crack them... Crunch them...</entry>

<entry name="CRADLE_ACT3_06">...Served...</entry>
<entry name="PILGRIM_DICE_04">Let holy chance decide!</entry>
<entry name="SPINE_FLOATER_03">Spines to spear...</entry>
<entry name="THREAD_MEMORY_CORAL_TOWER_06">Alone... against the pale light...</entry>
<entry name="THREAD_MEMORY_AQUEDUCT_01">...Trapped...</entry>
<entry name="DOCK_ELDER_A_04">Rest together! Rise together!</entry>
<entry name="SWAMP_MUCKMAN_06">Dark... twisting... betrayal's heart...</entry>
<entry name="FLEA_LECH_02">Sweet, brave Kratt...</entry>
<entry name="PILGRIM_WEARY_03">Sing... </entry>
<entry name="HUNTER_QUEEN_04">My children!</entry>
<entry name="WEAVER_SERVITOR_04">...remember their song...</entry>
<entry name="THREAD_MEMORY_ANT_TRAPPER_03">...Pale...prey...</entry>
<entry name="UNDER_HANGING_GOLEM_01">...WE...ALL...TOGETHER...</entry>
<entry name="PLINNEY_03">We'll work and serve until we fall...</entry>
<entry name="UNDERSTORE_01">For the light, unseen...</entry>
<entry name="THREAD_MEMORY_RESTAURANT_02">To serve...</entry>
<entry name="THREAD_MEMORY_RESTAURANT_03">To feed...</entry>
<entry name="UNDERSTORE_04">We... were chosen...</entry>
<entry name="THREAD_MEMORY_RESTAURANT_01">For hunger... unending...</entry>
<entry name="UNDERSTORE_06">Shells bend, shells break...</entry>
<entry name="UNDERSTORE_07">Through duty, purity...</entry>
<entry name="THREAD_MEMORY_RESTAURANT_04">All must toil... all must eat...</entry>
<entry name="VAULTS_STATUE_02">Siblings... serving... </entry>
<entry name="PILGRIM_MERCHANT_02">Darker now than ever before...</entry>
<entry name="DOCK_ELDER_A_03">Sing together! Work together!</entry>
<entry name="DOCK_ELDER_A_02">Break your shell, brother!</entry>
<entry name="DOCK_ELDER_A_01">Burn your claws, sister!</entry>
<entry name="MEMORY_HUNTER_QUEEN_06">For you, I sing...</entry>
<entry name="SPRINTMASTER_01">Movement is life!</entry>
<entry name="CITADEL_MITE_GIANT_03">Scalding breath... take cover...</entry>
<entry name="SPRINTMASTER_02">Faster now, faster now!</entry>
<entry name="MOORWING_04">Kill the captors!</entry>
<entry name="MOORWING_02">Free to fly...</entry>
<entry name="GRUBFARMER_MIMIC_02">No more me?...</entry>
<entry name="PHANTOM_08">Free me! </entry>
<entry name="MOORWING_01">Free to feed...</entry>
<entry name="THREAD_MEMORY_GRUBFARMER_NEST_03">The one who serves...</entry>
<entry name="PILGRIM_MERCHANT_01">Long and lonely halls...</entry>
<entry name="VAULTKEEPER_CARDINIUS_05">Pharloom! Reveal your secrets...</entry>
<entry name="ROACHKEEPER_02">Bind them...</entry>
<entry name="PILGRIM_SHOPKEEP_04">O holy gleam!</entry>
<entry name="FLEA_TRACKER_LONE_03">Lost lands...</entry>

<entry name="THREAD_MEMORY_GRUBFARMER_NEST_05">The one to fear...</entry>
<entry name="DOCTOR_FLY_04">They hate, they lie!</entry>
<entry name="CHAPEL_SHAMAN_01">...Our power...</entry>
<entry name="DOCTOR_FLY_02">None else can see the truth...</entry>
<entry name="MOSSCRAWLER_GIANT_04">Change... hidden change...</entry>
<entry name="CORAL_JUDGE_CHILD_05">Let's grow holy!</entry>
<entry name="SNITCH_CAVE_03">Treasures and trinkets...</entry>
<entry name="SWAMP_DRIFTER_03">Land... so fertile...</entry>
<entry name="CLOVER_DANCERS_04">Each breath shared...</entry>
<entry name="CORAL_JUDGE_CHILD_06">We will serve! All will serve!</entry>
<entry name="GILLY_05">Hidden... searching...</entry>
<entry name="ARCHITECT_03">...Always an Architect...</entry>
<entry name="WEAVER_SPIRE_01">...Faded...</entry>
<entry name="THREAD_MEMORY_ARCHITECT_05">Can it end?</entry>
<entry name="VAULTKEEPER_CARDINIUS_01">Transcend this mind so limited...</entry>
<entry name="SONG_KNIGHT_05">Awake... Alone...Forever?</entry>
<entry name="THREAD_MEMORY_SNARESETTER_04">...To keep us free...</entry>
<entry name="ZAZA_LONE_04">Friend spider...</entry>
<entry name="DUSTROACH_POLLYWOG_03">Poison's flow...</entry>
<entry name="DUSTROACH_POLLYWOG_02">Grow or die!</entry>
<entry name="DUSTROACH_POLLYWOG_01">Eat and grow...</entry>
<entry name="ROACHFEEDER_01">Poke them, slash them...</entry>
<entry name="CORAL_CREATURE_01">The crust covers...</entry>
<entry name="CORAL_CREATURE_02">The crust conceals...</entry>
<entry name="THREAD_MEMORY_STEPS_START_03">Why now, must we fade?</entry>
<entry name="LACE_02">Bring ruin...</entry>
<entry name="LACE_03">Welcome, Spider. Welcome!</entry>
<entry name="SLAB_FLY_01">You! You! You are the sinner!</entry>
<entry name="LACE_01">Bring chaos...</entry>
<entry name="AUTOMATON_01">...Am I...Who?...</entry>
<entry name="LACE_04">Feel pain, so pure!</entry>
<entry name="LACE_05">Feel freedom false!</entry>
<entry name="BROODMOTHER_02">Eggy, eggy...</entry>
<entry name="DUCT_SUCKER_01">Eating... eat...</entry>
<entry name="SLAB_FLY_CAGE_03">Be caged! Be caged!</entry>
<entry name="SONG_PILGRIM_03">Your ringing halls...</entry>
<entry name="SPINE_FLOATER_02">Dwellings deep...</entry>
<entry name="BONEGRAVE_04">...Die and serve...</entry>
<entry name="FARMER_SCISSOR_04">Cut their Silk...</entry>
<entry name="FARMER_SCISSOR_05">Cut! Spool!</entry>
<entry name="FARMER_SCISSOR_06">Cut it all away!</entry>
<entry name="MEMORY_CORALTOWER_01">For the river long...</entry>
<entry name="FARMER_SCISSOR_01">Cut! Stretch! Spin...</entry>
<entry name="FARMER_SCISSOR_02">Cut their shells...</entry>

<entry name="FARMER_SCISSOR_03">Cut! Cut! Cut!</entry>
<entry name="FARMER_05">The air... the fields...</entry>
<entry name="FARMER_06">Are we only dregs?</entry>
<entry name="SWAMP_DRIFTER_02">Water... so nourishing...</entry>
<entry name="FARMER_01">Spin it, send it...</entry>
<entry name="FARMER_02">Catch it, spool it...</entry>
<entry name="FARMER_03">Why... always this?</entry>
<entry name="RHINO_02">Vast... wild...</entry>
<entry name="BELLBEAST_STRUNG_04">Chosen... caught... </entry>
<entry name="ROACHFEEDER_03">Locks tight...</entry>
<entry name="THREAD_MEMORY_UNDERWISP_01">Heat... and quiet...</entry>
<entry name="FLOWER_QUEEN_05">...you too, distant shape...</entry>
<entry name="SAND_CENTIPEDE_02">Scouring wind!</entry>
<entry name="CHOIR_08">All must gather! All must sing!</entry>
<entry name="GRUBFARMER_MIMIC_05">To cleansse...</entry>
<entry name="ASPID_COLLECTOR_01">Seek the sweet...</entry>
<entry name="CRAWFATHER_05">I condemn! I punish!</entry>
<entry name="SAND_CENTIPEDE_04">Rattling, wriggling...</entry>
<entry name="BELLTOWN_02">Almost there...</entry>
<entry name="BONETOWN_ACT3_01">...Live...</entry>
<entry name="THREAD_MEMORY_SONG_SMALL_ROOM_03">...All to end... like this?</entry>
<entry name="WARD_SURGERY_04">...Straps tight...</entry>
<entry name="WARD_SURGERY_03">...How old?... How long?</entry>
<entry name="WARD_SURGERY_02">...Fading... Forgetting...</entry>
<entry name="WARD_SURGERY_01">...Pins... Pain...</entry>
<entry name="SHELLWOOD_CREATURE_01">Shifting root... grasping branch...</entry>
<entry name="MEMORY_HUNTER_QUEEN_03">For these hunters bold...</entry>
<entry name="CHAPEL_REAPER_06">...Gather... for the many...</entry>
<entry name="ARBORIUM_KEEPER_02">These lands, eternal...</entry>
<entry name="CORAL_DRILLER_LONE_01">That scent... carried still...</entry>
<entry name="SETH_03">Fateless and free...</entry>
<entry name="FLEACARAVAN_06">We live and die and roam as one!</entry>
<entry name="CORAL_DRILLER_LONE_02">Alone! Alone!</entry>
<entry name="CORAL_DRILLER_LONE_05">Pierce your shell!</entry>
<entry name="FLEA_LECH_01">The fleas' guiding light...</entry>
<entry name="ENCLAVE_05">All haunted, even here...</entry>
<entry name="THREAD_MEMORY_CRAWL_ASSISTANT_02">The buds must grow...</entry>
<entry name="ROACHKEEPER_CHEF_03">For the work to sustain...</entry>
<entry name="PILGRIM_DICE_03">Faces of the fallen...</entry>
<entry name="MEMORY_VERDANIA_CAPITAL_05">Our strength...</entry>
<entry name="STEEL_SERVANT_01">Cruel as steel!</entry>
<entry name="MEMORY_SILKHEART_BELLBEAST_04">...Strong...</entry>
<entry name="WEAVER_SERVITOR_02">...await their return...</entry>

<entry name="MEMORY_VERDANIA_CAPITAL_03">Reflection made real...</entry>
<entry name="MEMORY_SILKHEART_WARD_03">...Strung to serve...</entry>
<entry name="SWAMP_CREATURE_04">Resist the rot...</entry>
<entry name="SWAMP_CREATURE_03">Feed... or starve...</entry>
<entry name="GRINDLE_03">What they got I'll take, my love!</entry>
<entry name="SWAMP_CREATURE_01">Survive in smog...</entry>
<entry name="SETH_GUARDIAN_01">Memories kept...</entry>
<entry name="WARD_SURGEON_01">O death! O sinful waste!</entry>
<entry name="CHAPEL_WANDERER_06">...The lands revealed...</entry>
<entry name="WARD_SURGEON_04">Silk... holy life...</entry>
<entry name="WARD_SURGEON_05">None may rest or idly lie...</entry>
<entry name="CORAL_JUDGE_02">Crush sin upon the step!</entry>
<entry name="SONG_GOLEM_02">WE... ARE... MANY...</entry>
<entry name="TROBBIO_06">These wings blaze radiant!</entry>
<entry name="SETH_GUARDIAN_04">Sacred seeds...</entry>
<entry name="MOSSCREEP_02">In coral, in shell...</entry>
<entry name="PHANTOM_07">Free me from this fading fate...</entry>
<entry name="MITE_GREYMOOR_03">Shriek and scratch them...</entry>
<entry name="SEAMSTRESS_04">Spin and spin. Forget the dead...</entry>
<entry name="MASK_MAKER_01">A mask to hide...</entry>
<entry name="DOCTOR_FLY_01">Yarnaby! The tortured one!</entry>
<entry name="SLAB_FLY_FRESH_01">Light! Light!</entry>
<entry name="HUNTER_TINY_04">Strong together! Strong forever!</entry>
<entry name="THREAD_MEMORY_SILK_SIPHON_05">Remember my voice... </entry>
<entry name="PEAKS_DRIFTER_04">Glidey! Glidey! Glidey!</entry>
<entry name="FARMER_WISP_01">Father, father!</entry>
<entry name="HUNTER_TINY_02">Away... toward...</entry>
<entry name="THREADED_HUSK_02">...Why?... again...</entry>
<entry name="PILGRIM_GENERIC_06">Raise me higher! Pull me closer!</entry>
<entry name="PEAKS_DRIFTER_02">Drifty, drifty, oh so nicely...</entry>
<entry name="FLOWER_QUEEN_02">...wandering seed...</entry>
<entry name="VAULT_KEEPER_ACOLYTE_02">The scrolls have spoken!</entry>
<entry name="SPINE_FLOATER_01">Rising heat...</entry>
<entry name="THREADED_HUSK_04">...Remember... shell...</entry>
<entry name="MEMORY_VERDANIA_WIDE_04">...Forgotten...</entry>
<entry name="SHERMA_CITADEL_04">Let us keep our faith!</entry>
<entry name="MEMORY_VERDANIA_WIDE_01">...Lands green...</entry>
<entry name="MEMORY_VERDANIA_WIDE_03">...Free...</entry>
<entry name="LACE_TOWER_06">See me, your daughter...</entry>
<entry name="LACE_TOWER_05">See me, your knight...</entry>
<entry name="LACE_TOWER_04">I will not fade! I will not take!</entry>
<entry name="LACE_TOWER_03">A child, too broken...</entry>
<entry name="LACE_TOWER_02">See me cut! See me serve!</entry>
<entry name="LACE_TOWER_01">Why her... Mother...</entry>

<entry name="MEMORY_VERDANIA_05">For shoot, and sheath, and blade...</entry>
<entry name="CORAL_WARRIOR_03">For life... its beat, its flow...</entry>
<entry name="BELLTOWN_ACT3_02">Crushed... Consumed?</entry>
<entry name="OLD_PENITENT_01">From wastes, from darkness...</entry>
<entry name="FLOWER_QUEEN_03">...it longs... the whole...</entry>
<entry name="RHINO_01">Break through!</entry>
<entry name="VAULT_KEEPER_ACOLYTE_04">Secret songs for us to keep!</entry>
<entry name="PLINNEY_SHELLGRAVE_01">At world's dim end, we met...</entry>
<entry name="VAULT_KEEPER_ACOLYTE_01">We are blessed! We are chosen!</entry>
<entry name="FLAME_CREATURE_04">Protection in pain...</entry>
<entry name="FLAME_CREATURE_03">Never enough...</entry>
<entry name="FLAME_CREATURE_02">Deeper... Hotter...</entry>
<entry name="FLAME_CREATURE_01">Feel its burn...</entry>
<entry name="SONG_GOLEM_03">VOICES... TOGETHER...</entry>
<entry name="SWAMP_MUCKMAN_02">They wither! We survive!</entry>
<entry name="CORAL_KING_05">In my name, conquer all!</entry>
<entry name="STEEL_SERVANT_03">Escape! Escape!</entry>
<entry name="THREAD_MEMORY_DOCK_FLINTSLATE_02">...Ignite... Incinerate...</entry>
<entry name="DUSTROACH_01">Gouge and gnaw...</entry>
<entry name="BELL_CREATURE_03">Shining shells, find your own...</entry>
<entry name="ROACHFEEDER_04">Sharp jaws, and teeth...</entry>
<entry name="SNITCH_CAVE_05">Give it all to us!</entry>
<entry name="ARBORIUM_KEEPER_01">Our past, remembered...</entry>
<entry name="WRAITH_02">Nothing for you... here...</entry>
<entry name="GREAT_GOURMAND_03">...EAT... FEED...</entry>
<entry name="KRATT_LONE_04">O fleas, o fleas!</entry>
<entry name="CHOIR_07">Waver not! Wither not!</entry>
<entry name="UNDERSTORE_02">These halls kept clean...</entry>
<entry name="CHAPEL_SHAMAN_03">...All ours...</entry>
<entry name="THREAD_MEMORY_SWAMP_JAILER_03">Surrounded...</entry>
<entry name="CRADLE_10">Highest... holy...</entry>
<entry name="SPLINTER_QUEEN_04">Sisters, sisters, so long gone!</entry>
<entry name="GARMOND_FIGHTER_04">For their sake, fight fiercely on!</entry>
<entry name="SONG_PILGRIM_01">To live eternal... in the light...</entry>
<entry name="SONG_PILGRIM_02">I am chosen!</entry>
<entry name="GLOOM_01">...</entry>
<entry name="SONG_PILGRIM_04">Your shining walls...</entry>
<entry name="SONG_PILGRIM_05">The song...</entry>
<entry name="SONG_PILGRIM_06">Where is the song?</entry>
<entry name="SONG_PILGRIM_07">When may I rest?</entry>
<entry name="SONG_PILGRIM_08">Is this the way?</entry>
<entry name="SONG_PILGRIM_09">None shall starve...</entry>
<entry name="WISP_LAMP_01">Burning shape, all together...</entry>
<entry name="MR_MUSH_04">But Mister Mushroom readjusts...</entry>

<entry name="VAULTKEEPER_CARDINIUS_03">Through knowledge... release...</entry>
<entry name="THREAD_MEMORY_CORAL_TOWER_02">All lost to fear...</entry>
<entry name="SHAKRA_01">Beyond land's bounds...</entry>
<entry name="SHAKRA_03">We fall with weapons high...</entry>
<entry name="SHAKRA_02">Warrior's call...</entry>
<entry name="TORMENTED_TROBBIO_03">Pain... Despair... Torment...</entry>
<entry name="MOSSMOTHER_06">Follow creeping green...</entry>
<entry name="MOSSMOTHER_05">My young, my young...</entry>
<entry name="MOSSMOTHER_04">See what you'll become!</entry>
<entry name="MOSSMOTHER_03">See my form, now!</entry>
<entry name="MOSSMOTHER_02">Eat... grow... hide away...</entry>
<entry name="MOSSMOTHER_01">For none but us...</entry>
<entry name="WARD_SURGEON_03">We cut you away!</entry>
<entry name="FLEATOPIA_ACT3_04">All fleas must gather, now or never...</entry>
<entry name="THREAD_MEMORY_SURFACE_04">Friends seduced...</entry>
<entry name="FLEATOPIA_ACT3_02">These caves quake black, and shake, and groan...</entry>
<entry name="FLEATOPIA_ACT3_03">The ritual calls, before the end...</entry>
<entry name="DOCK_WORKER_01">For grace above...</entry>
<entry name="FLEATOPIA_ACT3_01">Our home found safe, so briefly known...</entry>
<entry name="MEMORY_SILKHEART_BELLBEAST_03">...Bound...</entry>
<entry name="MEMORY_SILKHEART_BELLBEAST_02">...Summoned by Silk...</entry>
<entry name="MITE_MOTHER_GREYMOOR_01">Screech and smash them...</entry>
<entry name="BLOAT_ROACH_01">Gurgling... gasping...</entry>
<entry name="CHOIR_01">Raise your voices, chosen few!</entry>
<entry name="FIRST_SINNER_08">The sin... the truth...</entry>
<entry name="ROSARY_THIEF_04">Click clacky, lovely lovely!</entry>
<entry name="ROSARY_THIEF_05">Shiny shiny, takey takey!</entry>
<entry name="FIRST_SINNER_05">Cursed by Silk!</entry>
<entry name="DUST_TRADER_02">Knock me on the head, old girl!</entry>
<entry name="FIRST_SINNER_07">Cursed to know...</entry>
<entry name="AUTOMATON_05">...To mend...</entry>
<entry name="FIRST_SINNER_01">I did not wane!</entry>
<entry name="FLEACARAVAN_05">The ritual beckons... the road is long...</entry>
<entry name="FIRST_SINNER_03">Sustained by fury!</entry>
<entry name="FIRST_SINNER_02">I did not forget!</entry>
<entry name="DUCT_SUCKER_05">Slime... Slick...</entry>
<entry name="OLD_PENITENT_06">The sin... the sin!</entry>
<entry name="SNAIL_SHAMAN_10">Glimmering trails...</entry>
<entry name="CORAL_DRILLER_DUO_06">We found each other...</entry>
<entry name="STEEL_SENTINEL_02">Bound by purpose...</entry>
<entry name="STEEL_SENTINEL_03">Bound by ore...</entry>
<entry name="BROODMOTHER_06">Eat the food...</entry>
<entry name="ROOF_CRAB_YOUNG_02">The great one, defeated...</entry>

<entry name="PILGRIMS_REST_04">I will survive!</entry>
<entry name="MEMORY_FIRST_SINNER_04">Know our truth...</entry>
<entry name="MR_MUSH_03">Caps and shells may fall to dust...</entry>
<entry name="COGWORK_DANCERS_03">Claws clash! Blades sing!</entry>
<entry name="THREAD_MEMORY_UNDERWISP_03">Toil no more...</entry>
<entry name="THREAD_MEMORY_PONTIFF_02">We prayed a cage...</entry>
<entry name="HALFWAY_HOUSE_03">To sit, to rest... to stop...</entry>
<entry name="SONG_HANDMAIDEN_04">...Ours by right...</entry>
<entry name="CORAL_DRILLER_LONE_03">Empty... nest...</entry>
<entry name="DOCK_ELDER_B_04">For Pharloom, we toil...</entry>
<entry name="ASPID_COLLECTOR_03">Flee the danger... </entry>
<entry name="FLOWER_01">Drifting, dancing, falling seeds...</entry>
<entry name="SHAKRA_ACT3_04">For those too weak...</entry>
<entry name="BELL_CREATURE_04">Watch the darkness, hear the bells...</entry>
<entry name="DUCT_SUCKER_04">Touching... tasting...</entry>
<entry name="SHAKRA_ACT3_05">My rings ready... for you all...</entry>
<entry name="UNDERSTORE_03">Rest and fade...</entry>
<entry name="BONETOWN_ACT3_05">...Save us...</entry>
<entry name="BELL_CREATURE_02">Rings from low, hidden prey...</entry>
<entry name="PHANTOM_04">Silk stretched thin...</entry>
<entry name="FLOWER_QUEEN_06">...convened within... lost without...</entry>
<entry name="FLOWER_QUEEN_04">...reaching... forward and out...</entry>
<entry name="ROOF_CRAB_YOUNG_03">Fallen shell, fallen feast!</entry>
<entry name="WISP_LAMP_03">Burn it! Burn it!</entry>
<entry name="CHAPEL_REAPER_02">...Praise their toil...</entry>
<entry name="SHELLWOOD_CREATURE_04">Climbing, climbing...</entry>
<entry name="GREY_WARRIOR_05">Scouring wind...</entry>
<entry name="MEMORY_VERDANIA_08">Peace earned by claw...</entry>
<entry name="BONE_CREATURE_05">Digging, hiding...</entry>
<entry name="SHELLWOOD_CREATURE_02">Creeping, creeping...</entry>
<entry name="SHELLWOOD_CREATURE_03">High and low, all around...</entry>
<entry name="THREAD_MEMORY_SWAMP_UMBRELLA_02">Dear sisters... </entry>
<entry name="PINSTRESS_MOUNTAIN_01">Pin's edge... Kingdom's peak...</entry>
<entry name="MEMORY_VERDANIA_02">All born brave...</entry>
<entry name="THREAD_MEMORY_CHEF_02">Carve and cook...</entry>
<entry name="THREAD_MEMORY_CHEF_03">Let none go hungry...</entry>
<entry name="THREAD_MEMORY_CHEF_04">Holy bounty...</entry>
<entry name="THREAD_MEMORY_CHEF_05">Eternal feast!</entry>
<entry name="THREAD_MEMORY_CHEF_06">Food... life...</entry>
<entry name="THREAD_MEMORY_CHEF_01">Boil and bake...</entry>
<entry name="WRAITH_01">You are not wanted here!</entry>
<entry name="MEMORY_VERDANIA_04">Sprout tall... Spread far...</entry>
<entry name="CRADLE_ACT3_03">...We sung...</entry>
<entry name="UNDERWORKER_LOAM_03">More... More... More...</entry>

<entry name="GILLY_FINAL_01">Is this... long trail's end?</entry>
<entry name="ROOF_CRAB_01">Become like stone...</entry>
<entry name="PILGRIM_SHOPKEEP_02">Blessed am I...</entry>
<entry name="PILGRIM_SHOPKEEP_03">Guide my ascent...</entry>
<entry name="WISP_TOTEM_01">Dancing, dancing, burn away!</entry>
<entry name="LAST_CONDUCTOR_04">Only our sickness...</entry>
<entry name="BONE_WORM_01">Dig... dig... dig...</entry>
<entry name="SWAMP_SHAMAN_04">Obey me! Obey me!</entry>
<entry name="TROBBIO_04">See my flare!</entry>
<entry name="PILGRIMS_REST_ACT3_04">...Please...</entry>
<entry name="COGWORK_DANCERS_LONELY_01">You and I... ..</entry>
<entry name="UNDER_HANGING_GOLEM_04">...REMEMBER US...</entry>
<entry name="PILGRIMS_REST_ACT3_03">...Pharloom...</entry>
<entry name="MITE_GREYMOOR_01">Smell it, starving...</entry>
<entry name="TROBBIO_02">Awake and witness!</entry>
<entry name="HUNTER_02">Strike hard. Strike lethal...</entry>
<entry name="THREAD_MEMORY_ANT_TRAPPER_02">...The hunt...</entry>
<entry name="ROCK_ROLLER_02">Find the glint... Seek the gleam...</entry>
<entry name="CORAL_JUDGE_CHILD_03">We are chosen! All are chosen!</entry>
<entry name="BELLBEAST_BATTLE_02">Return to the bells...</entry>
<entry name="BELLBEAST_BATTLE_03">Feeding, growing...</entry>
<entry name="RUINED_CHAPEL_06">...Pale essence...</entry>
<entry name="BELLBEAST_BATTLE_01">Time will come...</entry>
<entry name="FORGE_DUO_04">Tempered... moulded...</entry>
<entry name="PINSTRESS_03">An order lost of maidens fair...</entry>
<entry name="FARMER_WISP_03">All is fire!</entry>
<entry name="HUNTER_MERCHANT_03">The last, loyal... loved...</entry>
<entry name="FORGE_DUO_01">Heat it... Shape it...</entry>
<entry name="THREAD_MEMORY_SILK_SIPHON_01">To serve... beyond shell...</entry>
<entry name="WEAVER_SERVITOR_BROKEN_05">...obey... LOSTORHIDDEN...</entry>
<entry name="WEAVER_SERVITOR_BROKEN_06">...WAKE... guard... WAKE...</entry>
<entry name="THREAD_MEMORY_SWAMP_UMBRELLA_04">Feared by all...</entry>
<entry name="MOSSCRAWLER_GIANT_01">Mother's voice... distant...</entry>
<entry name="MEMORY_SILKHEART_BELLBEAST_01">...Serve...</entry>
<entry name="THREADED_HUSK_06">...The pain... forget the pain...</entry>
<entry name="PILGRIM_GENERIC_02">Am I worthy?</entry>
<entry name="GOURMAND_SERVANT_05">You are the best of us!</entry>
<entry name="CHOIR_04">Fill the chambers, sacred song...</entry>
<entry name="SLAB_FLY_FRESH_02">Mother...</entry>
<entry name="GREY_WARRIOR_03">Tower...</entry>
<entry name="SHAKRA_ACT3_03">For those remaining...</entry>
<entry name="THREAD_MEMORY_CORAL_TOWER_04">Remember our rule...</entry>
<entry name="PILGRIM_GENERIC_08">Raise my shell! Pull me closer!</entry>
<entry name="HUNTER_MERCHANT_04">Why this way?</entry>

<entry name="DUCT_SUCKER_06">Sliding... wet...</entry>
<entry name="CRADLE_09">...Eternal...</entry>
<entry name="HUNTER_QUEEN_01">Know my pride!</entry>
<entry name="RUNT_01">Why so small?</entry>
<entry name="SETH_02">Where others tread... and beyond...</entry>
<entry name="RUNT_03">To grow... and be...</entry>
<entry name="GREY_WARRIOR_06">Our might...</entry>
<entry name="UNDER_HANGING_GOLEM_03">...LIGHT...SEE US...</entry>
<entry name="RUNT_04">To feed...</entry>
<entry name="MASK_MAKER_02">A mask to be...</entry>
<entry name="MASK_MAKER_03">Fresh faces for all...</entry>
<entry name="MASK_MAKER_04">A land defined...</entry>
<entry name="EVA_02">This life confined...</entry>
<entry name="BELLTOWN_ACT3_04">Why must we suffer?</entry>
<entry name="GREEN_PRINCE_03">You and I... always...</entry>
<entry name="PHANTOM_03">Discarded...</entry>
<entry name="PILGRIM_DICE_01">Worn and winding ways...</entry>
<entry name="BLUE_SCIENTIST_ACT3_01">We can save them... still...</entry>
<entry name="BANK_WIDE_01">...Count... Collect... Conserve...</entry>
<entry name="EVA_04">Our senses' limits...</entry>
<entry name="THREAD_MEMORY_DOCK_FLINTSLATE_04">...Pharloom's might...</entry>
<entry name="SONG_KNIGHT_04">Siblings...Gone...</entry>
<entry name="ASPID_COLLECTOR_04">For the hatching...</entry>
<entry name="UNDERWORKER_LOAM_02">Harder... Longer...</entry>
<entry name="FLOWER_QUEEN_01">...the form... a memory...</entry>
<entry name="COGWORK_DANCERS_LONELY_04">... ..Threshold...</entry>
<entry name="MEMORY_SHELLWOODSHRINE_03">Serve... Eat... Sustain... </entry>
<entry name="MEMORY_SHELLWOODSHRINE_02">Twist... Wind... Protect...</entry>
<entry name="MEMORY_SHELLWOODSHRINE_01">Grow... Settle... Seed... </entry>
<entry name="BONETOWN_08">For you, dear Pharloom...</entry>
<entry name="BONETOWN_09">Climb to glory!</entry>
<entry name="PINSTRESS_05">I remember you... My sisters passed...</entry>
<entry name="BELLBEAST_BATTLE_04">Meat for the young...</entry>
<entry name="MEMORY_SHELLWOODSHRINE_04">Bramble... Root... Branch...</entry>
<entry name="CITADEL_BAT_02">Hiding, hiding...</entry>
<entry name="BONETOWN_02">To reach your light...</entry>
<entry name="FLEA_LECH_04">The flea of fleas, oh yes!</entry>
<entry name="ENCLAVE_ACT3_02">Crushed... Consumed?</entry>
<entry name="ENCLAVE_ACT3_03">What new sin?</entry>
<entry name="BONETOWN_06">Defeat your fear...</entry>
<entry name="ENCLAVE_ACT3_01">What new test?</entry>
<entry name="ENCLAVE_ACT3_06">Our path...</entry>
<entry name="BONETOWN_05">Save your strength...</entry>
<entry name="ENCLAVE_ACT3_04">Why must we suffer?</entry>

<entry name="ENCLAVE_ACT3_05">Pharloom, we failed...</entry>
<entry name="RHINO_03">Gouging rock...</entry>
<entry name="SNITCH_CAVE_01">Sneaking, snatching...</entry>
<entry name="CRAWFATHER_01">Hear me, hear me!</entry>
<entry name="CRAWFATHER_02">O clattorous chorus!</entry>
<entry name="CRAWFATHER_03">This spinderous spiderling...</entry>
<entry name="CRAWFATHER_04">Sinner! I say sinner!</entry>
<entry name="THREAD_MEMORY_BLOOM_01">...Spirit of the wood...</entry>
<entry name="CRAWFATHER_06">A calamitous criminal!</entry>
<entry name="CURIOUS_PILGRIM_02">Thread... holds memory...</entry>
<entry name="WEAVER_SERVITOR_BROKEN_04">...ENEMY...</entry>
<entry name="THREAD_MEMORY_UNDERWISP_04">Too tired... Too hungry...</entry>
<entry name="LADYBUG_01">Take your aim...</entry>
<entry name="FIELDS_CREATURE_04">Leaves hide...</entry>
<entry name="SHAKRA_04">We fight on... fearless...</entry>
<entry name="VAULTS_STATUE_03">Devout... unwavering...</entry>
<entry name="BONEGRAVE_01">...Not worthy...</entry>
<entry name="BELLBEAST_STRUNG_03">Fight... struggle...</entry>
<entry name="THREAD_MEMORY_SNARESETTER_02">...Our runes... Our Silk...</entry>
<entry name="ZAZA_LONE_02">Hunter in red...</entry>
<entry name="STEEL_SENTINEL_01">Watch long... Record clear... Remember...</entry>
<entry name="LADYBUG_03">Old tribe's gone...</entry>
<entry name="FLOWER_03">Sleeping... Sleeping...</entry>
<entry name="PINSTRESS_06">You were the finest... bravest... caste...</entry>
<entry name="FLEAFESTIVAL_02">Joy and merry till it all ends...</entry>
<entry name="MEMORY_VERDANIA_CAPITAL_06">Our land...</entry>
<entry name="SHERMA_WARD_02">How did it escape the Citadel's sight?</entry>
<entry name="DOCK_WORKER_05">Seek the shine... find the ore...</entry>
<entry name="UNDERSTORE_05">See us faithful!</entry>
<entry name="AUTOMATON_03">...The Core...Holy...</entry>
<entry name="FLEACARAVAN_03">All fleas must find us...</entry>
<entry name="MEMORY_VERDANIA_06">Stones washed green...</entry>
<entry name="ROSARY_THIEF_02">Show me, show me...</entry>
<entry name="THREAD_MEMORY_UNDERSTORE_LARGE_PILGRIM_04">...No...
more...</entry>
<entry name="FORGE_DUO_03">Forged by holy duty...</entry>
<entry name="PINSTRESS_MOUNTAIN_02">A noble end is all we seek!</entry>
<entry name="FLEATOPIA_06">Soon... the ritual, bold, loud, strong!</entry>
<entry name="WISP_LAMP_04">Swoop... Burn... Seek!</entry>
<entry name="CORAL_WARRIOR_01">For the river long...</entry>
<entry name="UNDER_HANGING_GOLEM_05">...WE WERE MANY...</entry>
<entry name="SONG_HEAVY_SENTRY_03">Tremble before our masters!</entry>
<entry name="WISP_LAMP_02">Call us, call us...</entry>
<entry name="CORAL_DRILLER_DUO_02">Protect our caves...</entry>

<entry name="GREYROOT_CHAMBER_04">Rite...</entry>
<entry name="SLAB_PRISONER_04">Holy silence... swallow our shame...</entry>
<entry name="BLUE_SCIENTIST_04">Plasmium, potent, pure! </entry>
<entry name="GARMOND_ACT3_02">For dear friends gone!</entry>
<entry name="GARMOND_ACT3_03">For family passed!</entry>
<entry name="GARMOND_ACT3_01">Cut down the darkness!</entry>
<entry name="HALFWAY_HOUSE_01">A hearth stoked hot...</entry>
<entry name="BLUE_SCIENTIST_02">Escape even death...</entry>
<entry name="BLUE_SCIENTIST_03">All secrets, all knowledge...</entry>
<entry name="GRINDLE_04">What I take is what I got!</entry>
<entry name="SHAKRA_05">Strength and courage...</entry>
<entry name="CHAPEL_WANDERER_01">...Remember...</entry>
<entry name="MEMORY_SILKHEART_WARD_02">...Cursed...</entry>
<entry name="SWAMP_MUCKMAN_05">Flowing poison... hidden claw...</entry>
<entry name="GRINDLE_02">What I got is mine, my love!</entry>
<entry name="CORAL_DRILLER_DUO_05">Break the shell!</entry>
<entry name="TROBBIO_08">The light! The heat! The glory!</entry>
<entry name="FORGE_DUO_05">For Pharloom everlasting...</entry>
<entry name="MEMORY_SILKHEART_LACE_03">...Loyal...</entry>
<entry name="THREAD_MEMORY_SONG_SMALL_ROOM_01">...All our wealth...</entry>
<entry name="CORAL_JUDGE_03">The edict, absolute...</entry>
<entry name="BONETOWN_FUNERAL_03">We carry your memory...</entry>
<entry name="MEMORY_HUNTER_QUEEN_01">For the singer...</entry>
<entry name="PILGRIM_WEARY_02">Climb... the climb...</entry>
<entry name="MOSSCREEP_03">Beat beat beat!</entry>
<entry name="BELLTOWN_01">Gleaming rest...</entry>
<entry name="MEMORY_WIDOW_06">Awake... we beg you!</entry>
<entry name="BELLTOWN_03">Still alive...</entry>
<entry name="MEMORY_WIDOW_04">Awake for your subjects!</entry>
<entry name="MEMORY_WIDOW_05">Awake to your legions loyal!</entry>
<entry name="MEMORY_WIDOW_02">Of the first... the last...</entry>
<entry name="MEMORY_WIDOW_03">Your heart, I will guide...</entry>
<entry name="ENCLAVE_07">Are we the last?</entry>
<entry name="MEMORY_WIDOW_01">Holy mother... All for you...</entry>
<entry name="GARMOND_03">We shall fight...</entry>
<entry name="FLOWER_04">Voice! Wake! Voice calls out...</entry>
<entry name="GREY_WARRIOR_02">King...</entry>
<entry name="BONE_CREATURE_01">Rumbling, crackling...</entry>
<entry name="WIDOW_03">Hear her heart!</entry>
<entry name="WARD_CREMATORIUM_01">...Return it...</entry>
<entry name="UNDERWORKER_LOAM_04">This shell, still strong...</entry>
<entry name="GARMOND_FIGHTER_01">Keep your hornlance high!</entry>
<entry name="LADYBUG_04">Let's win! Let's lose!</entry>
<entry name="MOSS_PILGRIM_03">We shall join you...</entry>

<entry name="MOSS_PILGRIM_02">Caves all green...</entry>
<entry name="MOSS_PILGRIM_01">Caves grown holy...</entry>
<entry name="SPINE_FLOATER_04">Predators near...</entry>
<entry name="COURIER_01">Bring it now, bring it now!</entry>
<entry name="PILGRIM_GENERIC_07">Lives end, journeys begin...</entry>
<entry name="ROOF_CRAB_03">Larger, greater!</entry>
<entry name="MOSS_PILGRIM_04">Safe in damp and dim...</entry>
<entry name="SNAIL_SHAMAN_09">Spiralling outward...</entry>
<entry name="CLOVER_DANCERS_01">What kingdom without you?</entry>
<entry name="BELLTOWN_04">For the pilgrims, many...</entry>
<entry name="BONE_WORM_03">Find it... find it...</entry>
<entry name="THREAD_MEMORY_CORAL_TOWER_01">All to bow...</entry>
<entry name="PILGRIM_WEARY_01">Forget... your pain...</entry>
<entry name="WARD_PIT_04">...Pain... No more...</entry>
<entry name="WEAVER_SERVITOR_03">...keep their secrets...</entry>
<entry name="SONG_CREEPER_02">The beautiful Silk...</entry>
<entry name="COURIER_03">Not too slowly, now!</entry>
<entry name="GILLY_FINAL_03">*Is something hidden... farther still?*</entry>
<entry name="SHAKRA_06">Discipline and skill...</entry>
<entry name="PILGRIM_WEARY_04">Have... faith...</entry>
<entry name="VAULTS_STATUE_04">All... are equal...</entry>
<entry name="SWAMP_MUCKMAN_01">They fall! We rise!</entry>
<entry name="HUNTER_QUEEN_03">Hear my song!</entry>
<entry name="THREAD_MEMORY_ANT_TRAPPER_04">...Come to me...</entry>
<entry name="CORAL_JUDGE_CHILD_01">Warmly shifting, dancing sands...</entry>
<entry name="MITE_GREYMOOR_05">Find it. Take it...</entry>
<entry name="RUINED_CHAPEL_04">...*In each shell...*</entry>
<entry name="GILLY_06">I'll solve it! Me!</entry>
<entry name="HUNTER_04">To leap, and run, and slay!</entry>
<entry name="RUINED_CHAPEL_02">...*Souls formed strong...*</entry>
<entry name="THREAD_MEMORY_SILK_SIPHON_03">...Must we?</entry>
<entry name="ZAZA_FINAL_03">So strong... so kind...</entry>
<entry name="BLOAT_ROACH_03">Soft shells...</entry>
<entry name="SONG_HANDMAIDEN_01">...Your Silk...</entry>
<entry name="SLAB_FLY_CAGE_04">Let my duty... absolve me...</entry>
<entry name="CORAL_KING_01">Hone yourself!</entry>
<entry name="FLOWER_02">Thirsty roots creeping down...</entry>
<entry name="THREAD_MEMORY_GRUBFARMER_NEST_02">Who is me?</entry>
<entry name="WEAVER_SERVITOR_01">...watch their halls...</entry>
<entry name="GRUBFARMER_06">Seek... and hide...</entry>
<entry name="PILGRIM_SHOPKEEP_01">O shining beads!</entry>
<entry name="SWAMP_SHAMAN_03">Swirling, pale flame...</entry>
<entry name="SPLINTER_QUEEN_06">Creeping, creaking...</entry>

<entry name="THREAD_MEMORY_GRUBFARMER_NEST_04">The one who breeds...</entry>
<entry name="SPLINTER_QUEEN_05">Other, other, sleeping deep...</entry>
<entry name="SPLINTER_QUEEN_02">This land is ours, now!</entry>
<entry name="SPLINTER_QUEEN_03">By our claws, none but us now!</entry>
<entry name="CHOIR_03">Holy call of the Citadel...</entry>
<entry name="SPLINTER_QUEEN_01">Children, children, hide and strike!</entry>
<entry name="WHITE_CLOVERSTAG_06">Facets many, shining apart...</entry>
<entry name="GARMOND_02">We shall remember...</entry>
<entry name="THREAD_MEMORY_SLAB_04">I failed you...</entry>
<entry name="WEAVER_SERVITOR_BROKEN_03">...REFORMINSTINCT...</entry>
<entry name="SWAMP_DRIFTER_01">Air... so warm...</entry>
<entry name="THREAD_MEMORY_SLAB_01">...Your light...</entry>
<entry name="THREAD_MEMORY_SLAB_02">...Forgive my silence...</entry>
<entry name="THREAD_MEMORY_SLAB_03">...Too weak... to return...</entry>
<entry name="BLUE_SCIENTIST_01">Heal all wounds...</entry>
<entry name="EVA_06">What worlds beyond?</entry>
<entry name="SNAIL_SHAMAN_01">So many souls...</entry>
<entry name="BONETOWN_ACT3_07">...Dear Pharloom...</entry>
<entry name="MEMORY_VERDANIA_WIDE_02">...Paths wild...</entry>
<entry name="THREAD_MEMORY_SURFACE_01">The weaving ones beckon...</entry>
<entry name="SHERMA_01">In song's embrace...</entry>
<entry name="THREAD_MEMORY_STEPS_START_04">The Citadel... the holy Citadel...</entry>
<entry name="DUSTROACH_03">Eat it all...</entry>
<entry name="SLAB_FLY_FRESH_04">Warm air...</entry>
<entry name="BELL_EATER_06">Feed... eat...</entry>
<entry name="ROACHFEEDER_02">Teach them fear...</entry>
<entry name="WEAVER_SPIRE_06">...Wait, and sleep...</entry>
<entry name="BELLTOWN_05">We serve, selfless...</entry>
<entry name="THREAD_MEMORY_STEPS_START_02">The climb, so sheer...</entry>
<entry name="HUNTER_FAN_01">Every beast, great and small...</entry>
</entries>

Titles

<entries>
<entry name="LARGE_COG_WORK_SUPER"></entry>
<entry name="WEAVE_ABYSS_MAIN">Absolom</entry>
<entry name="ABYSS_MASS_SUB"></entry>
<entry name="WISP_MAIN">Wisp</entry>
<entry name="CITADEL_SHRINE_SUB"></entry>
<entry name="COGWORK_DANCERS_SUB"></entry>
<entry name="ENCLAVE_PILGRIM_LARGE_ACT3_MAIN">Pilgrim</entry>
<entry name="GREEN_PRINCE_SUPER"></entry>
<entry name="BROODMOTHER_TINY_MAIN">Broodling</entry>
<entry name="FLEA_TRACKER_SUPER"></entry>
<entry name="CRADLE_SUPER">The</entry>
<entry name="CORAL_KING_BC_SUPER">Crust King</entry>
<entry name="FLEAMASTER_SUB"></entry>
<entry name="SPINNER_SUPER"></entry>
<entry name="SONG_GOLEM_MAIN">Chorus</entry>
<entry name="GARMOND_SUPER"></entry>
<entry name="BELLWAY_PILGRIM_SUB"></entry>
<entry name="DUST_TRADERS_1_SUB">And Benjin</entry>
<entry name="BONEBOTTOM_SUB"></entry>
<entry name="CITY_MERCHANT_MAIN">Jubilana</entry>
<entry name="MAPPER_SUPER"></entry>
<entry name="BB_PILGRIM_ROUND_MAIN">Pilgrim</entry>
<entry name="FLOWER_QUEEN_MAIN">Nyleth</entry>
<entry name="UNDERSTORE_SUB"></entry>
<entry name="STEEL_SERVANT_MAIN">Sula</entry>
<entry name="UNDERSTORE_MAIN">Underworks</entry>
<entry name="DUST_TRADERS_1_SUPER"></entry>
<entry name="DUSTPENS_SUB"></entry>
<entry name="SPINNER_MAIN">Widow</entry>
<entry name="WISP_SUPER"></entry>
<entry name="FLEAMEMBER_SHORT_MAIN">Grishkin</entry>
<entry name="BB_PILGRIM_ROUND_SUB"></entry>
<entry name="ICECORE_MAIN">Brightvein</entry>
<entry name="WARD_MAIN">Whiteward</entry>
<entry name="WARD_BOSS_MAIN">Unravelled</entry>
<entry name="DOCTOR_SUB"></entry>
<entry name="DOCK_GUARD_THROWER_MAIN">Gron</entry>
<entry name="JUDGE_GATE_PILGRIM_SUPER">Tall</entry>
<entry name="HH_BARTENDER_MAIN">Creige</entry>
<entry name="BIG_CENTIPEDE_MAIN">Bell Eater</entry>
<entry name="GIANT_BONE_FLYER_SUB"></entry>

<entry name="BB_PILGRIM_HORNED_MAIN">Pilgrim</entry>
<entry name="BIG_CENTIPEDE_SUPER"></entry>
<entry name="MR_MUSHROOM_SUPER">Mister</entry>
<entry name="BELL_HERMIT_MAIN">Hermit</entry>
<entry name="WILDS_SUB"></entry>
<entry name="UNDERSTORE_SUPER"></entry>
<entry name="HUNTRESS_RUNT_SUPER"></entry>
<entry name="CORAL_STEPS_SUPER">Blasted</entry>
<entry name="FLEACARAVAN_SUPER">Flea</entry>
<entry name="MOSSCREEP_SUPER">Moss</entry>
<entry name="ZAPNEST_BOSS_MAIN">Volvyr</entry>
<entry name="LIBRARIAN_RELIC_MAIN">Cardinius</entry>
<entry name="MASK_MAKER_SUPER"></entry>
<entry name="STEEL_SERVANT_SUB"></entry>
<entry name="FLEAMEMBER_TALL_MAIN">Varga</entry>
<entry name="SETH_SUPER">Shrine Guardian</entry>
<entry name="LADYBUG_LARGE_MAIN">Loddie</entry>
<entry name="HUNTER_QUEEN_BC_SUPER">Skarsinger</entry>
<entry name="FLEATOPIA_SUPER"></entry>
<entry name="DOCK_GUARD_THROWER_SUB"></entry>
<entry name="SEAMSTRESS_SUPER"></entry>
<entry name="FLEA_LECH_SUB"></entry>
<entry name="CORAL_KING_SUB"></entry>
<entry name="CREST_UPG_SHRINE_SUB"></entry>
<entry name="ORGAN_SUPER">Exhaust</entry>
<entry name="LIBRARY_MAIN">Vaults</entry>
<entry name="FLEAMASTER_MAIN">Mooshka</entry>
<entry name="BELLHART_SHOPKEEP_MAIN">Frey</entry>
<entry name="DOCKS_MAIN">Docks</entry>
<entry name="SHERMA_PILGRIM_SUPER">Weary</entry>
<entry name="CHAPEL_WARRIOR_SUPER">Chapel of the</entry>
<entry name="SLAB_SUPER">The</entry>
<entry name="GRUBFARMER_MIMIC_SUB"></entry>
<entry name="FLEA JUGGLE_SUB"></entry>
<entry name="GARMOND_BT_MAIN">Garmond</entry>
<entry name="DRILLERS_SUB"></entry>
<entry name="ZAPNEST_SUB"></entry>
<entry name="DUSTPENS_MAIN">Sinner's Road</entry>
<entry name="CHAPEL_WITCH_SUPER">Chapel of the</entry>
<entry name="DOCTOR_SUPER"></entry>
<entry name="CRAWL_SUB"></entry>
<entry name="SPLINTER_QUEEN_SUB"></entry>
<entry name="MOSSBONE_MOTHER_SUB"></entry>
<entry name="ENCLAVE_PILGRIM_SUB"></entry>

<entry name="DOCK_GUARD_DUO_SUPER">Forebrothers</entry>
<entry name="LADYBUG_LARGE_SUB"></entry>
<entry name="GREEN_PRINCE_SUB"></entry>
<entry name="DOCTOR_MAIN">Yarnaby</entry>
<entry name="DOCK_GUARD_SOLO_SUPER">Forebrother</entry>
<entry name="PILGRIM_REST_SHOP_MAIN">Mort</entry>
<entry name="FLEAMASTER_SUPER">Fleamaster</entry>
<entry name="CHAPEL_WANDERER_SUB"></entry>
<entry name="BELLWAY_PILGRIM_MAIN">Pilgrim</entry>
<entry name="CORAL_KING_BC_MAIN">Khann</entry>
<entry name="WEAVE_FIELDS_SUB"></entry>
<entry name="ENCLAVE_PILGRIM_ACT2_LARGE_SUPER"></entry>
<entry name="SPEEDMASTER_SUB"></entry>
<entry name="BLUE_SCIENTIST_SUPER">Alchemist</entry>
<entry name="SEAMSTRESS_SUB"></entry>
<entry name="SETH_NPC_BC_MAIN">Seth</entry>
<entry name="HUNTRESS_MAIN">Huntress</entry>
<entry name="CLOVER_DANCERS_SUB"></entry>
<entry name="MASK_MAKER_SUB"></entry>
<entry name="SKULL_KING_SUPER"></entry>
<entry name="HUNTER_TRAPPER_MAIN">Gurr</entry>
<entry name="ANT_MERCHANT_MAIN">Skarr</entry>
<entry name="SETH_SUB"></entry>
<entry name="SHELLWOOD_WITCH_SUB"></entry>
<entry name="LAST_CONDUCTOR_SUPER">Conductor</entry>
<entry name="CHEF_SUB"></entry>
<entry name="ENCLAVE_PILGRIM_ACT3_SUB"></entry>
<entry name="SETH_NPC_SUB"></entry>
<entry name="COGWORK_DANCERS_SUPER">Cogwork</entry>
<entry name="FLEA JUGGLE_MAIN">Juggle</entry>
<entry name="SHERMA_SUPER"></entry>
<entry name="WEAVE_SWAMP_MAIN">Murglin</entry>
<entry name="OLD_STATUE_SUPER">Pious</entry>
<entry name="GILLY_SUPER"></entry>
<entry name="WEAVE_ABYSS_SUB"></entry>
<entry name="BELLHART_RELICDEALER_SUB"></entry>
<entry name="WEAVE_ABYSS_SUPER">>Weavenest</entry>
<entry name="GRUBFARMER_MIMIC_MAIN">Skynx</entry>
<entry name="MOSSTOWN_SUPER"></entry>
<entry name="LOST_LACE_SUPER"></entry>
<entry name="CLOVER_DANCERS_SUPER">Clover</entry>
<entry name="SHERMA_SUB"></entry>
<entry name="HANG_SUB"></entry>
<entry name="SHELLWOOD_SUB"></entry>

<entry name="SHELLGRAVE_SUB"></entry>
<entry name="COURIER_SHORT_SUB"></entry>
<entry name="FISHER_NPC_SUPER">Pondcatcher</entry>
<entry name="LAST_JUDGE_SUPER">Last</entry>
<entry name="FLEA_GAMES_SUB">Of the Flea</entry>
<entry name="ENCLAVE_PILGRIM_ACT3_SUPER">Dejected</entry>
<entry name="GOURMAND_SERVANT_MAIN">Mergwin</entry>
<entry name="WEAVE_PRIME_SUB"></entry>
<entry name="WHITE_CLOVERSTAG_MAIN">Palestag</entry>
<entry name="FLEA_LECH_SUPER"></entry>
<entry name="WEAVE_CRAWL_MAIN">Karn</entry>
<entry name="CROW_LAKE_MAIN">Craw Lake</entry>
<entry name="DICE_PILGRIM_DEFEATED_SUB"></entry>
<entry name="SHELLWOOD_WITCH_SUPER"></entry>
<entry name="ABANDONED_TOWN_SUB"></entry>
<entry name="SHERMA_PILGRIM_MAIN">Pilgrim</entry>
<entry name="FLEA_TRACKER_SUB"></entry>
<entry name="DOCK_GUARD_DUO_SUB"></entry>
<entry name="PINSTRESS_MAIN">Pinstress</entry>
<entry name="FLEATOPIA_MAIN">Fleatopia</entry>
<entry name="GRUBFARMER_SUB"></entry>
<entry name="CORAL_KING_BC_SUB">By Brandon Lieu</entry>
<entry name="HUNTRESS_RUNT_MAIN">Runt</entry>
<entry name="CORAL_KING_MAIN">Khann</entry>
<entry name="AQUEDUCTS_SUB"></entry>
<entry name="CRADLE_MAIN">Cradle</entry>
<entry name="COURIERS_SHOP_SUB"></entry>
<entry name="GREYMOOR_SUB"></entry>
<entry name="MOSSCREEP_MAIN">Druid</entry>
<entry name="CHAPEL_ARCHITECT_MAIN">Architect</entry>
<entry name="DICE_PILGRIM_DEFEATED_SUPER"></entry>
<entry name="CHAPEL_WANDERER_MAIN">Wanderer</entry>
<entry name="SETH_NPC_SUPER"></entry>
<entry name="SWAMP_SHAMAN_MAIN">Groat</entry>
<entry name="FIXER_SUPER"></entry>
<entry name="SHELLGRAVE_MAIN">Shellgrave</entry>
<entry name="SLAB_PRISONER_MAIN">Penitent</entry>
<entry name="BALLLOW_MAIN">Ballow</entry>
<entry name="SHADOW_SUPER"></entry>
<entry name="LACE_SUPER"></entry>
<entry name="GROVE_DUNGEON_MAIN">Greenhaven</entry>
<entry name="ENCLAVE_PILGRIM_ACT2_SUB"></entry>
<entry name="CORAL_RIVER_SUB"></entry>
<entry name="DRILLERS_SUPER">Great</entry>

<entry name="GIANT_BONE_FLYER_MAIN">Beastfly</entry>
<entry name="STEEL_SENTINEL_MAIN">Zi</entry>
<entry name="ENCLAVE_PILGRIM_ACT2_SUPER">Humble</entry>
<entry name="HH_PATRON_LEFT_SUPER">Aged</entry>
<entry name="MR_MUSHROOM_SUB"></entry>
<entry name="HANG_SUPER"></entry>
<entry name="GRANDGATE_SUB"></entry>
<entry name="BELLHART_SUPER"></entry>
<entry name="BROODMOTHER_TINY_SUPER"></entry>
<entry name="FLEAMEMBER_TALL_SUPER"></entry>
<entry name="ZAPNEST_BOSS_SUB"></entry>
<entry name="FLEAMEMBER_SHORT_SUPER"></entry>
<entry name="CITADEL_SHRINE_MAIN">Shrine</entry>
<entry name="ENCLAVE_SUB"></entry>
<entry name="WEAVE_CRAWL_SUPER">>Weavenest</entry>
<entry name="SLAB_PRISONER_SUB"></entry>
<entry name="COURIER_SHORT_SUPER">Courier</entry>
<entry name="ABYSS_MASS_MAIN">Saviour</entry>
<entry name="COURIER_TALL_SUB"></entry>
<entry name="CROWFATHER_SUPER"></entry>
<entry name="FORGEDAUGHTER_SUB"></entry>
<entry name="BONETOWN_FUNERAL_LEADER_SUPER">Solemn</entry>
<entry name="GROVE_SUPER">Lost</entry>
<entry name="TORMENTED_TROBBIO_SUPER">Tormented</entry>
<entry name="FLEA_BOUNCE_SUB"></entry>
<entry name="BONEBOTTOM_SUPER"></entry>
<entry name="WARD_SUPER"></entry>
<entry name="GREYMOOR_MAIN">Greymoor</entry>
<entry name="CORAL_STEPS_MAIN">Steps</entry>
<entry name="HH_PATRON_RIGHT_SUB"></entry>
<entry name="LARGE_COG_WORK_MAIN">Loam</entry>
<entry name="COGWORK_CORE_SUB"></entry>
<entry name="BROODMOTHER_MAIN">Broodmother</entry>
<entry name="CORAL_KING_SUPER">Crust King</entry>
<entry name="BLUE_SCIENTIST_MAIN">Zylotol</entry>
<entry name="MISTMAZE_MAIN">Mist</entry>
<entry name="BELLHART_SUB"></entry>
<entry name="CHURCH_SUB"></entry>
<entry name="HUNTER_TRAPPER_SUPER"></entry>
<entry name="BB_PILGRIM_HORNED_SUPER">Horned</entry>
<entry name="HUNTRESS_SUPER"></entry>
<entry name="ORGAN_MAIN">Organ</entry>
<entry name="COURIER_SHORT_MAIN">Tipp</entry>
<entry name="CORAL_TOWER_SUB"></entry>

<entry name="ANT_MERCHANT_SUB"></entry>
<entry name="CHAPEL_REAPER_SUPER">Chapel of the</entry>
<entry name="SETH_BC_SUB">By Seth Goldman</entry>
<entry name="GREYMOOR_SUPER"></entry>
<entry name="SLAB_PRISONER_SUPER">Old</entry>
<entry name="AQUEDUCTS_MAIN">Ducts</entry>
<entry name="LADYBUG_LARGE_SUPER"></entry>
<entry name="DOCKS_SUPER">Deep</entry>
<entry name="DUSTPENS_SUPER"></entry>
<entry name="DOCK_GUARD_SOLO_MAIN">Signis</entry>
<entry name="SHELLWOOD_WITCH_MAIN">Greyroot</entry>
<entry name="BLUE_ASSISTANT_SUPER">Plasmified</entry>
<entry name="SETH_BC_MAIN">Seth</entry>
<entry name="HUNTER_QUEEN_MAIN">Karmelita</entry>
<entry name="LITTLE_PILGRIM_N_SUPER"></entry>
<entry name="BELLHART_SHOPKEEP_SUB"></entry>
<entry name="CROW_COURT_SUB"></entry>
<entry name="CRAWL_MAIN">Wormways</entry>
<entry name="CROW_COURT_MAIN">Craws</entry>
<entry name="BB_PILGRIM_ROUND_SUPER">Quiet</entry>
<entry name="HALLS_MAIN">Chambers</entry>
<entry name="LITTLE_PILGRIM_SUPER">Little</entry>
<entry name="LIBRARY_SUB"></entry>
<entry name="WEAVE_PEAK_SUB"></entry>
<entry name="CHURCHKEEPER_MAIN">Chapel Maid</entry>
<entry name="TROBBIO_SUPER"></entry>
<entry name="PILGRIM_REST_SHOP_SUPER"></entry>
<entry name="BELLHART_GREETER_SUB"></entry>
<entry name="WARD_SUB"></entry>
<entry name="SONG_KNIGHT_SUB"></entry>
<entry name="SKULL_KING_SUB"></entry>
<entry name="SONG_KNIGHT_MAIN">Sentinel</entry>
<entry name="WISP_SUB">Thicket</entry>
<entry name="WEAVE_PRIME_SUPER">>Weavenest</entry>
<entry name="SHELLGRAVE_SUPER"></entry>
<entry name="ARCHITECT_SUPER">Twelfth</entry>
<entry name="ENCLAVE_SUPER"></entry>
<entry name="DUST_TRADERS_2_MAIN">Benjin</entry>
<entry name="HH_PATRON_RIGHT_MAIN">Pilgrim</entry>
<entry name="HALFWAY_SUB"></entry>
<entry name="ENCLAVE_PILGRIM_ACT2_LARGE_MAIN">Pilgrim</entry>
<entry name="SKULL_KING_MAIN">Skull Tyrant</entry>
<entry name="FLOWER_QUEEN_SUPER"></entry>
<entry name="BELLBEAST_SUPER"></entry>

<entry name="LOST_LACE_SUB"></entry>
<entry name="ZAPNEST_SUPER"></entry>
<entry name="GREY_CORAL_WARRIOR_SUPER">Watcher at the</entry>
<entry name="SWAMP_SHAMAN_SUPER"></entry>
<entry name="SLAB_MAIN">Slab</entry>
<entry name="BELLHART_MAIN">Bellhart</entry>
<entry name="ABYSS_SUPER">The</entry>
<entry name="GRANDGATE_MAIN">Grand Gate</entry>
<entry name="DRILLER_SOLO_SUPER">Raging</entry>
<entry name="HUNTER_QUEEN_BC_SUB">By Juan Camus</entry>
<entry name="FISHER_NPC_SUB"></entry>
<entry name="CLOVER_DANCERS_MAIN">Dancers</entry>
<entry name="ABYSS_MASS_SUPER">Summoned</entry>
<entry name="PINSTRESS_SUPER"></entry>
<entry name="CHAPEL_REAPER_MAIN">Reaper</entry>
<entry name="PHANTOM_MAIN">Phantom</entry>
<entry name="JUDGE_GATE_PILGRIM_SUB"> </entry>
<entry name="FLEA_GAMES_SUPER"></entry>
<entry name="HALLS_SUB"></entry>
<entry name="MAPPER_SUB"></entry>
<entry name="DOCKS_SUB"></entry>
<entry name="WILDS_SUPER"></entry>
<entry name="HALFWAY_SUPER">Halfway</entry>
<entry name="GROVE_SUB"></entry>
<entry name="SHELLWOOD_MAIN">Shellwood</entry>
<entry name="BELLHART_SHOPKEEP_SUPER"></entry>
<entry name="CROWFATHER_MAIN">Crawfather</entry>
<entry name="VAMPIRE_GNAT_SUPER"></entry>
<entry name="FISHER_NPC_MAIN">Reed</entry>
<entry name="BONETOWN_FUNERAL_LEADER_SUB"></entry>
<entry name="COURIERS_SHOP_SUPER">Couriers</entry>
<entry name="ANT_ENTRY_PILGRIM_SUPER">Fearful</entry>
<entry name="DICE_PILGRIM_SUPER"></entry>
<entry name="CHEF_SUPER">Disgraced Chef</entry>
<entry name="MISTMAZE_SUPER">The</entry>
<entry name="GARMOND_BT_SUPER">Lost</entry>
<entry name="LAST_CONDUCTOR_MAIN">Ballador</entry>
<entry name="HUNTRESS_SUB"></entry>
<entry name="FLEA_DODGE_SUPER">Flea</entry>
<entry name="WILDS_MAIN">Far Fields</entry>
<entry name="MOSSTOWN_MAIN">Mosshome</entry>
<entry name="BROODMOTHER_SUB"></entry>
<entry name="WHITE_CLOVERSTAG_SUPER"></entry>
<entry name="WEAVE_FIELDS_SUPER">>Weavenest</entry>

<entry name="WARD_BOSS_SUB"></entry>
<entry name="CREST_UPG_SHRINE_MAIN">Eva</entry>
<entry name="CORAL_TOWER_MAIN">Coral Tower</entry>
<entry name="HH_BARTENDER_SUB"></entry>
<entry name="GRINDLE_SUB"></entry>
<entry name="LITTLE_PILGRIM_MAIN">Pilgrim</entry>
<entry name="ARCHITECT_MAIN">Architect</entry>
<entry name="ABANDONED_TOWN_MAIN">Town</entry>
<entry name="MOUNTAIN_SUB"></entry>
<entry name="BLUE_ASSISTANT_SUB"></entry>
<entry name="COURIER_TALL_MAIN">Pill</entry>
<entry name="BELLHART_RELICDEALER_SUPER">Relic Seeker</entry>
<entry name="BROODMOTHER_SUPER"></entry>
<entry name="TROBBIO_MAIN">Trobbio</entry>
<entry name="GRUBFARMER_MIMIC_SUPER"></entry>
<entry name="CORAL_TOWER_SUPER"></entry>
<entry name="BELLHART_HAUNTED_SUB"></entry>
<entry name="BROODMOTHER_TINY_SUB"></entry>
<entry name="SONG_KNIGHT_SUPER">Second</entry>
<entry name="STEEL_SERVANT_SUPER"></entry>
<entry name="SETH_MAIN">Seth</entry>
<entry name="DRILLER_SOLO_SUB"></entry>
<entry name="DUST_TRADERS_1_MAIN">Crull</entry>
<entry name="CHAPEL_REAPER_SUB"></entry>
<entry name="CARETAKER_MAIN">Caretaker</entry>
<entry name="FLEA_DODGE_SUB"></entry>
<entry name="PILGRIMS_REST_SUB"></entry>
<entry name="SHADOW_SUB"></entry>
<entry name="OLD_STATUE_SUB"></entry>
<entry name="HUNTER_QUEEN_SUB"></entry>
<entry name="WARD_BOSS_SUPER">The</entry>
<entry name="ENCLAVE_PILGRIM_ACT2_LARGE_SUB">Preacher</entry>
<entry name="SPLINTER_QUEEN_MAIN">Splinter</entry>
<entry name="ENCLAVE_PILGRIM_LARGE_ACT3_SUPER">Worried</entry>
<entry name="FLEATOPIA_SUB"></entry>
<entry name="CARETAKER_SUPER"></entry>
<entry name="CARETAKER_SUB"></entry>
<entry name="SEAMSTRESS_MAIN">Seamstress</entry>
<entry name="SETH_NPC_BC_SUPER"></entry>
<entry name="GRINDLE_MAIN">Grindle</entry>
<entry name="GIANT_BONE_FLYER_SUPER">Savage</entry>
<entry name="STEEL_SENTINEL_SUPER">Steel Seer</entry>
<entry name="MAPPER_MAIN">Shakra</entry>
<entry name="ABYSS_MAIN">Abyss</entry>

<entry name="LACE_MAIN">Lace</entry>
<entry name="FORGEDAUGHTER_SUPER">Forge</entry>
<entry name="STEEL_SENTINEL_SUB"></entry>
<entry name="LIBRARIAN_RELIC_SUB"></entry>
<entry name="FLEAMEMBER_TALL_SUB"></entry>
<entry name="MEMORY_RED_SUPER">Red</entry>
<entry name="HH_BARTENDER_SUPER"></entry>
<entry name="SONG_GOLEM_SUB"></entry>
<entry name="MOSSBONE_MOTHER_MAIN">Mother</entry>
<entry name="JUDGE_GATE_PILGRIM_MAIN">Pilgrim</entry>
<entry name="DICE_PILGRIM_DEFEATED_MAIN">Lumble</entry>
<entry name="GRUBFARMER_MAIN">Styx</entry>
<entry name="HUNTERS_MARCH_SUB"></entry>
<entry name="BB_SHOPKEEP_MAIN">Pebb</entry>
<entry name="HUNTER_TRAPPER_SUB">The Outcast</entry>
<entry name="SILK_MAIN">Silk</entry>
<entry name="CHAPEL_ARCHITECT_SUB"></entry>
<entry name="SONG_GOLEM_SUPER">Fourth</entry>
<entry name="FLEA_TRACKER_MAIN">Vog</entry>
<entry name="CHEF_MAIN">Lugoli</entry>
<entry name="SETH_BC_SUPER">Shrine Guardian</entry>
<entry name="SILK_SUB"></entry>
<entry name="ENCLAVE_MAIN">Songclave</entry>
<entry name="ABANDONED_TOWN_SUPER">Nameless</entry>
<entry name="MR_MUSHROOM_MAIN">Mushroom</entry>
<entry name="ORGAN_SUB"></entry>
<entry name="FLEA JUGGLE_SUPER">Flea</entry>
<entry name="SPEEDMASTER_SUPER">Sprintmaster</entry>
<entry name="PILGRIMS_REST_SUPER"></entry>
<entry name="ENCLAVE_PILGRIM_SUPER">Scared</entry>
<entry name="BB_SHOPKEEP_SUB"></entry>
<entry name="COURIERS_SHOP_MAIN">Tipp & Pill</entry>
<entry name="BELLHART_HAUNTED_SUPER">Haunted</entry>
<entry name="LIBRARIAN_RELIC_SUPER">Vaultkeeper</entry>
<entry name="CROW_COURT_SUPER">Court Of</entry>
<entry name="GOURMAND_SERVANT_SUB"></entry>
<entry name="WEAVE_FIELDS_MAIN">Cindril</entry>
<entry name="CHAPEL_WARRIOR_SUB"></entry>
<entry name="CITY_MERCHANT_SUB"></entry>
<entry name="SNAIL_SHAMANS_MAIN">Shamans</entry>
<entry name="HUNTER_QUEEN_SUPER">Skarsinger</entry>
<entry name="WEAVE_CRAWL_SUB"></entry>
<entry name="FLOWER_QUEEN_SUB"></entry>
<entry name="ANT_MERCHANT_SUPER">Mottled</entry>

<entry name="SWAMP_SHAMAN_SUB">The Great</entry>
<entry name="BLUE_ASSISTANT_MAIN">Zango</entry>
<entry name="MOSSTOWN_SUB"></entry>
<entry name="CRAWL_SUPER"></entry>
<entry name="GRANDGATE_SUPER"></entry>
<entry name="SLAB_SUB"></entry>
<entry name="CROWFATHER_SUB"></entry>
<entry name="BONEFOREST_SUB"></entry>
<entry name="CORAL_RIVER_MAIN">Karak</entry>
<entry name="COURIER_TALL_SUPER">Courier</entry>
<entry name="SHELLWOOD_SUPER"></entry>
<entry name="MASK_MAKER_MAIN">Mask Maker</entry>
<entry name="FLEAMEMBER_SHORT_SUB"></entry>
<entry name="MOSSCREEP_SUB"></entry>
<entry name="FLEA_LECH_MAIN">Kratt</entry>
<entry name="FIRST_WEAVER_SUPER">First</entry>
<entry name="HUNTER_FAN_SUB"></entry>
<entry name="CITADEL_SHRINE_SUPER">First</entry>
<entry name="GOURMAND_SERVANT_SUPER">Loyal</entry>
<entry name="DRILLERS_MAIN">Conchflies</entry>
<entry name="LARGE_COG_WORK_SUB"></entry>
<entry name="GARMOND_MAIN">Garmond</entry>
<entry name="VAMPIRE_GNAT_SUB"></entry>
<entry name="LAST_JUDGE_MAIN">Judge</entry>
<entry name="BONEFOREST_MAIN">Marrow</entry>
<entry name="ARBORIUM_MAIN">Memorium</entry>
<entry name="ICECORE_SUPER"></entry>
<entry name="SHERMA_PILGRIM_SUB"></entry>
<entry name="ANT_ENTRY_PILGRIM_MAIN">Pilgrim</entry>
<entry name="SETH_NPC_MAIN">Seth</entry>
<entry name="CHAPEL_WANDERER_SUPER">Chapel of the</entry>
<entry name="DOCK_GUARD_SOLO_SUB"></entry>
<entry name="WEAVE_PEAK_MAIN">Askar</entry>
<entry name="ARCHITECT_SUB"></entry>
<entry name="MOSSBONE_MOTHER_SUPER">Moss</entry>
<entry name="CITY_MERCHANT_SUPER"></entry>
<entry name="CHAPEL_WITCH_SUB"></entry>
<entry name="WICKER_BUG_SUPER">Father of the</entry>
<entry name="WEAVE_PEAK_SUPER">>Weavenest</entry>
<entry name="LAST_CONDUCTOR_SUB"></entry>
<entry name="SHADOW_MAIN">Bilewater</entry>
<entry name="FIXER_MAIN">Flick</entry>
<entry name="SPINNER_SUB"></entry>
<entry name="SETH_NPC_BC_SUB">By Seth Goldman</entry>

<entry name="SPEEDMASTER_MAIN">Swift</entry>
<entry name="ZAPNEST_BOSS_SUPER"></entry>
<entry name="BIG_CENTIPEDE_SUB"></entry>
<entry name="BELLHART_GREETER_SUPER"></entry>
<entry name="CORAL_RIVER_SUPER">Sands of</entry>
<entry name="MOSSCAVE_MAIN">Moss Grotto</entry>
<entry name="MISTMAZE_SUB"></entry>
<entry name="ZAPNEST_MAIN">Voltnest</entry>
<entry name="SPLINTER_QUEEN_SUPER">Sister</entry>
<entry name="ABYSS_SUB"></entry>
<entry name="HH_PATRON_LEFT_SUB"></entry>
<entry name="CHURCHKEEPER_SUPER"></entry>
<entry name="GRINDLE_SUPER"></entry>
<entry name="LOST_LACE_MAIN">Lost Lace</entry>
<entry name="HUNTER_FAN_MAIN">Nuu</entry>
<entry name="TROBBIO_SUB"></entry>
<entry name="CORAL_STEPS_SUB"></entry>
<entry name="CRADLE_SUB"></entry>
<entry name="SHERMA_MAIN">Sherma</entry>
<entry name="CREST_UPG_SHRINE_SUPER"></entry>
<entry name="PINSMITH_SUB"></entry>
<entry name="GRUBFARMER_SUPER"></entry>
<entry name="BB_SHOPKEEP_SUPER"></entry>
<entry name="CHURCH_MAIN">Chapel</entry>
<entry name="FLEACARAVAN_MAIN">Caravan</entry>
<entry name="GREEN_PRINCE_MAIN">Green Prince</entry>
<entry name="WICKER_BUG_SUB"></entry>
<entry name="BELLHART_RELICDEALER_MAIN">Scrounge</entry>
<entry name="CHAPEL_WARRIOR_MAIN">Beast</entry>
<entry name="DOCK_GUARD_DUO_MAIN">Signis & Gron</entry>
<entry name="HH_PATRON_LEFT_MAIN">Pilgrim</entry>
<entry name="VAMPIRE_GNAT_MAIN">Moorwing</entry>
<entry name="BALLOW_SUB"></entry>
<entry name="SNAIL_SHAMANS_SUPER">Snail</entry>
<entry name="PINSTRESS_SUB"></entry>
<entry name="FLEA_GAMES_MAIN">Festival</entry>
<entry name="SNAIL_SHAMANS_SUB"></entry>
<entry name="FIRST_WEAVER_SUB"></entry>
<entry name="CHURCHKEEPER_SUB"></entry>
<entry name="FLEACARAVAN_SUB"></entry>
<entry name="CHURCH_SUPER">Ruined</entry>
<entry name="FLEA_BOUNCE_SUPER">Flea</entry>
<entry name="SILK_SUPER">Grand Mother</entry>
<entry name="BELL_HERMIT_SUB"></entry>

<entry name="ANT_ENTRY_PILGRIM_SUB"></entry>
<entry name="BONEFOREST_SUPER">The</entry>
<entry name="GREY_CORAL_WARRIOR_SUB"></entry>
<entry name="GARMOND_SUB">And Zaza</entry>
<entry name="DOCK_GUARD_THROWER_SUPER">Forebrother</entry>
<entry name="LAST_JUDGE_SUB"></entry>
<entry name="GARMOND_BT_SUB"></entry>
<entry name="GROVE_DUNGEON_SUB"></entry>
<entry name="HUNTERS_MARCH_MAIN">March</entry>
<entry name="BELL_HERMIT_SUPER">Bell</entry>
<entry name="CROW_LAKE_SUPER"></entry>
<entry name="LITTLE_PILGRIM_SUB"></entry>
<entry name="WEAVE_SWAMP_SUPER">>Weavenest</entry>
<entry name="COGWORK_CORE_MAIN">Core</entry>
<entry name="LITTLE_PILGRIM_N_MAIN">Pilby</entry>
<entry name="DRILLER_SOLO_MAIN">Conchfly</entry>
<entry name="HUNTRESS_RUNT_SUB"></entry>
<entry name="GROVE_DUNGEON_SUPER"></entry>
<entry name="FORGEDAUGHTER_MAIN">Daughter</entry>
<entry name="GILLY_MAIN">Gilly</entry>
<entry name="CROW_LAKE_SUB"></entry>
<entry name="BONETOWN_FUNERAL_LEADER_MAIN">Pilgrim</entry>
<entry name="PILGRIM_REST_SHOP_SUB"></entry>
<entry name="PINSMITH_MAIN">Plinney</entry>
<entry name="WICKER_BUG_MAIN">Flame</entry>
<entry name="BELLHART_GREETER_MAIN">Pavo</entry>
<entry name="BELLBEAST_SUB"></entry>
<entry name="FIXER_SUB">The Fixer</entry>
<entry name="GREY_CORAL_WARRIOR_MAIN">Edge</entry>
<entry name="CHAPEL_ARCHITECT_SUPER">Chapel Of The</entry>
<entry name="WEAVE_PRIME_MAIN">Atla</entry>
<entry name="ENCLAVE_PILGRIM_ACT3_MAIN">Pilgrim</entry>
<entry name="MOSSCAVE_SUPER"></entry>
<entry name="PHANTOM_SUPER"></entry>
<entry name="PHANTOM_SUB"></entry>
<entry name="HUNTER_QUEEN_BC_MAIN">Karmelita</entry>
<entry name="TORMENTED_TROBBIO_SUB"></entry>
<entry name="DICE_PILGRIM_SUB">The Lucky</entry>
<entry name="MEMORY_RED_SUB"></entry>
<entry name="LITTLE_PILGRIM_N_SUB"></entry>
<entry name="BELLWAY_PILGRIM_SUPER">Fearful</entry>
<entry name="OLD_STATUE_MAIN">Isamor</entry>
<entry name="PINSMITH_SUPER">Pinmaster</entry>
<entry name="FIRST_WEAVER_MAIN">Sinner</entry>

<entry name="HH_PATRON_RIGHT_SUPER">Exhausted</entry>
<entry name="ICECORE_SUB"></entry>
<entry name="BELLBEAST_MAIN">Bell Beast</entry>
<entry name="WEAVE_SWAMP_SUB"></entry>
<entry name="ENCLAVE_PILGRIM_ACT2_MAIN">Pilgrim</entry>
<entry name="COGWORK_DANCERS_MAIN">Dancers</entry>
<entry name="AQUEDUCTS_SUPER">Putrified</entry>
<entry name="BONEBOTTOM_MAIN">Bone Bottom</entry>
<entry name="DUST_TRADERS_2_SUB">And Crull</entry>
<entry name="TORMENTED_TROBBIO_MAIN">Trobbio</entry>
<entry name="BLUE_SCIENTIST_SUB"></entry>
<entry name="HUNTER_FAN_SUPER"></entry>
<entry name="DUST_TRADERS_2_SUPER"></entry>
<entry name="GROVE_MAIN">Verdania</entry>
<entry name="WHITE_CLOVERSTAG_SUB"></entry>
<entry name="ENCLAVE_PILGRIM_LARGE_ACT3_SUB"></entry>
<entry name="FLEA_DODGE_MAIN">Dodge</entry>
<entry name="COGWORK_CORE_SUPER">Cogwork</entry>
<entry name="MEMORY_RED_MAIN">Memory</entry>
<entry name="ARBORIUM_SUPER"></entry>
<entry name="MOUNTAIN_SUPER">Mount</entry>
<entry name="DICE_PILGRIM_MAIN">Lumble</entry>
<entry name="FLEA_BOUNCE_MAIN">Bounce</entry>
<entry name="LIBRARY_SUPER">Whispering</entry>
<entry name="BELLHART_HAUNTED_MAIN">Bellhart</entry>
<entry name="ARBORIUM_SUB"></entry>
<entry name="HALLS_SUPER">Choral</entry>
<entry name="GILLY_SUB"></entry>
<entry name="CHAPEL_WITCH_MAIN">Witch</entry>
<entry name="HUNTERS_MARCH_SUPER">Hunter's</entry>
<entry name="ENCLAVE_PILGRIM_MAIN">Pilgrim</entry>
<entry name="LACE_SUB"></entry>
<entry name="BALLOW_SUPER"></entry>
<entry name="PILGRIMS_REST_MAIN">Pilgrim's Rest</entry>
<entry name="MOSSCAVE_SUB"></entry>
<entry name="BB_PILGRIM_HORNED_SUB"></entry>
<entry name="HANG_MAIN">High Halls</entry>
<entry name="MOUNTAIN_MAIN">Fay</entry>
<entry name="HALFWAY_MAIN">Home</entry>
</entries>

Tools

<entries>

<entry name="EQUIP_BENCH_MSG_CURSED_TOOL">Cannot equip Tools</entry>

<entry name="SYRINGE_LIFEBLOOD_DESC">Spear-phial containing Plasmium.

Injecting the liquid allows one to gain health beyond their natural limits.</entry>

<entry name="QUICKBIND_DESC">Brace of surgical pins from the Whiteward. Used to forcefully insert Silk deep inside a bug's shell.

Increases the speed of binding.</entry>

<entry name="EQUIP_BENCH_MSG_TRANSFORM">Transform Tools while resting at a bench.</entry>

<entry name="THIEF_CLAW_DESC">Hooked tool for the forceful retrieval of loot from bugs and husks.

Harpoon into foes to steal rosaries and shell shards, while causing additional damage.</entry>

<entry name="BARBED_WIRE_DESC">Vicious bracelet worn by those who believe they have not been duly punished.

Increases damage taken, but also increases damage dealt by the needle.</entry>

<entry name="UI_BUTTON_EQUIP">Equip Tool</entry>

<entry name="DAZZLE_BIND_UPG_NAME">Claw Mirrors</entry>

<entry name="UI_PROMPT_UNLOCK_SLOT">Expand</entry>

<entry name="ROSARYCANNON_NAME">Rosary Cannon</entry>

<entry name="CREST_HUNTER_DESC">Stalk prey and attack with lethal strikes.</entry>

<entry name="SILKSHOT_NAME">Silkshot</entry>

<entry name="EQUIP_BENCH_MSG_TOOL">Equip Tools while resting at a bench.</entry>

<entry name="CREST_PILGRIM_NAME">Wanderer</entry>

<entry name="PINSTRESS_NAME">Pin Badge</entry>

<entry name="UI_BUTTON_TOGGLE_STATE">Transform</entry>

<entry name="BROLLYSPIKE_DESC">Flexible belt of serrated metal teeth, able to be affixed to the hem of a cloak.

Flaring the cloak will spin the blades, damaging surrounding enemies.</entry>

<entry name="TACK_DESC">Short pins designed to be scattered along the ground.

The sharp points will pierce any enemy who steps upon them.</entry>

<entry name="MULTIBIND_NAME">Multibinder</entry>

<entry name="DAZZLE_BIND_UPG_DESC">Twin theatrical tools of a vainglorious bug.

When binding, emits a searing blast that damages surrounding enemies.</entry>

<entry name="UI_BUTTON_VIEW_CRESTS">View Crests</entry>

<entry name="UI_BUTTON_SELECT_CREST">Select Crest</entry>

<entry name="CREST_HUNTER_UPGRADED_DESC">Stalk prey and attack with lethal strikes. Build focus with successive strikes.</entry>

<entry name="CONCH_DRILL_NAME">Conchcutter</entry>

<entry name="FLEA_CHARM_NAME">Egg of Flealia</entry>

<entry name="LIGHTNING_ROD_NAME">Voltvessels</entry>

<entry name="WALLCLING_NAME">Ascendant's Grip</entry>

<entry name="LONGNEEDLE_NAME">Longclaw</entry>

<entry name="CONCH_DRILL_DESC">Spiral weapon fashioned from a hardened conchspire.

Thrown at an angle, it can ricochet and catch prey off guard.</entry>

<entry name="ZAP_IMBUEMENT_NAME">Volt Filament</entry>

<entry name="MAGNETITE_DICE_DESC">Playthings carved from magnetic material.

Used in simple games and believed to bring luck to the bearer. </entry>

<entry name="UI_BUTTON_RELOAD">Reload</entry>

<entry name="HARPOON_DESC">Weighted pin and haft, formed to pierce tough shells.</entry>

<entry name="UI_USE_INFO">Use</entry>

<entry name="STRAIGHT_PIN_DESC">Light throwing tool, designed for rapid attacks.</entry>

<entry name="SYRINGE_LIFEBLOOD_DESC_EMPTY">Empty spear-phial for injecting Plasmium.

Acquire more Plasmium to restore the tool.</entry>

<entry name="SHELL_SATCHEL_DESC">Quick access container formed from an old shell.

Increases the quantity of crafted tools.</entry>

<entry name="UI_MSG_EXTRA_SLOT">Equip additional Tools, independent of one's Crest.</entry>

<entry name="ROSARY_MAGNET_NAME">Magnetite Brooch</entry>

<entry name="SNARE_DESC">Trap-setting tool of the Weavers. Lays a Silk rune that ignites when foes come into contact.

Uses shell canisters and the wielder's own Silk.</entry>

<entry name="MOSSCREEP_TOOL_1_DESC">Amulet of protection formed from Mossberries.

As the bearer takes damage, the amulet weeps a green elixir that will form into Silk.</entry>

<entry name="FLEA_BREW_DESC">Invigorating beverage prepared by the Flea Caravan.

Temporarily increases the speed of movement and attacks.</entry>

<entry name="STING_SHARD_DESC">Lethal trap formed of tightly bound blades.

Once placed, the trap will pierce enemies that come into contact.</entry>

<entry name="FRACTURED_MASK_NAME">Fractured Mask</entry>

<entry name="SYRINGE_LIFEBLOOD_REFILLED">Plasmium Phial Refilled</entry>

<entry name="TRI_PIN_NAME">Threefold Pin</entry>

<entry name="CREST_PILGRIM_DESC">Cut swiftly and nimbly with short, precise strikes.</entry>

<entry name="ROSARYCANNON_DESC">Repurposed mechanism from the base of a rosary stringing machine.

Rosaries must be inserted to reload the cannon.</entry>

<entry name="SILKSHOT_DESC_ARCHITECT">Ancient weapon of the Weavers, repaired and modified by Twelfth Architect.

Uses shell canisters and the wielder's own Silk to fire.</entry>

<entry name="WEIGHTED_ANKLET_NAME">Weighted Belt</entry>

<entry name="CREST_WITCH_DESC">Whip the needle in sweeping swings. Leech the life of foes through twisted roots.</entry>

<entry name="SYRINGE_LIFEBLOOD_NAME">Plasmium Phial</entry>

<entry name="SHAKRA_RING_DESC">Hardened throwing weapon of the warrior Shakra.

Blunt force weapon that rebounds between enemies and hard surfaces.</entry>

<entry name="CREST_WARRIOR_DESC">Tear foes with savage slashes. Bind to enter a wild fury and steal life from prey.</entry>

<entry name="DUSTPILO_NAME">Dustpillo</entry>

<entry name="REVENGE_CRYSTAL_DESC">Reflective stone with mnemonic properties.

When taking damage, a memory of the bearer is formed of crystal. The memory will shatter into sharp spines if an enemy comes into contact.</entry>

<entry name="MOSSCREEP_TOOL_1_NAME">Druid's Eye</entry>

<entry name="FLEA_BREW_REFILLED">Flea Brew Refilled</entry>

<entry name="ROSARY_MAGNET_DESC">Holy stone inscribed with a prayer for rosaries.

Any loose beads will be pulled toward the wearer.</entry>

<entry name="UI_MSG_TITLE_CREST">Bound the Crest of</entry>

<entry name="MUSICIAN_CHARM_DESC">Sophisticated Weaver device. Resonates with music played to amplify and enhance a performance.

Expands and strengthens the effects of the Needolin.</entry>

<entry name="PIMPILO_DESC">Fabric pouch filled with volatile material.

Explodes on impact with enemies or when ignited by its fuse.</entry>

<entry name="RESERVE_BIND_DESC">Ornate artefact of the Citadel, able to hold a Bind's worth of Silk. Used when healing is needed and one's natural resources run low.

The Reserve Bind will be restored when resting at a bench.</entry>

<entry name="CREST_SPELL_NAME">Shaman</entry>

<entry name="LAVA_CHARM_DESC">Forged iron bell, crafted to ward against the intense heat of the Deep Docks.

Reduces the damage taken from flame and magma.</entry>

<entry name="CURVE_CLAWS_NAME">Curveclaw</entry>

<entry name="SCREWATTACK_DESC">Rotary tool used for boring into bone and rock.

Drives the wielder downwards, while spinning the drill with destructive force.</entry>

<entry name="ZAP_IMBUEMENT_DESC">Charged organ from a defeated Voltvyrn.

Can be coiled around thread, imbuing Silk Skills with electric charge.</entry>

<entry name="COGWORK_FLIER_NAME">Cogfly</entry>

<entry name="EQUIP_BENCH_MSG_CREST">Change Crests while resting at a bench.</entry>

<entry name="COMPASS_NAME">Compass</entry>

<entry name="STING_SHARD_NAME">Sting Shard</entry>

<entry name="FLINTSTONE_DESC">Sharpening slate made from cut and polished Flintgem.

Temporarily super heats the needle's blade, imbuing each slash with flame and increasing lethality.</entry>

<entry name="SILKSHOT_DESC_FORGE">Ancient weapon of the Weavers, repaired and modified by Forge Daughter.

Uses shell canisters and the wielder's own Silk to fire.</entry>

<entry name="FRACTURED_MASK_DESC">Old bug's skull carved for protection. Shields against critical damage but shatters on impact.

If shattered, the mask will be repaired while resting at a bench.</entry>

<entry name="MOSSCREEP_TOOL_2_NAME">Druid's Eyes</entry>

<entry name="POISON_POUCH_DESC">Pouch containing a fast-acting venom drawn from a flower's heart.

Applies venom to equipped tools.</entry>
<entry name="BONE_NECKLACE_NAME">Shard Pendant</entry>
<entry name="EQUIP_BENCH_MSG_SKILL">Equip Silk Skills while resting at a bench.</entry>
<entry name="CREST_HUNTER_NAME">Hunter</entry>
<entry name="RESERVE_BIND_NAME">Reserve Bind</entry>
<entry name="COGWORK_SAW_NAME">Cogwork Wheel</entry>
<entry name="SCREWATTACK_NAME">Delver's Drill</entry>
<entry name="UI_BUTTON_AUTORELOAD">Auto Reload</entry>
<entry name="COGWORK_SAW_DESC">Expanding circular blade powered by a cogwork motor.

Propels forward, slicing through foes. </entry>
<entry name="TACK_NAME">Tacks</entry>
<entry name="CURVE_CLAWS_UPG_NAME">Curvesickle</entry>
<entry name="BROLLYSPIKE_NAME">Sawtooth Circlet</entry>
<entry name="DAZZLE_BIND_DESC">Theatrical tool of a vainglorious bug.

When binding, emits a dazzling flash that damages surrounding enemies.</entry>
<entry name="WISP_LANTERN_DESC">Broken iron lantern containing smouldering wispfire.

Wisps will spawn from the lantern and burn foes, at the cost of Silk.</entry>
<entry name="CREST_REAPER_NAME">Reaper</entry>
<entry name="TUT_MSG_TITLE">Tool Acquired</entry>
<entry name="PROMPT_QUICK_CRAFT">Craft Bind</entry>
<entry name="THIEF_CHARM_DESC">Symbol worn to identify oneself to fellow thieves.

Gain extra rosaries from defeated enemies, but lose some rosaries on taking damage.</entry>
<entry name="SPOOL_EXTENDER_NAME">Spool Extender</entry>
<entry name="UI_MSG_TITLE_EXTRASLOT_NAME">Vesticrest</entry>
<entry name="CREST_TOOLMASTER_NAME">Architect</entry>
<entry name="BELL_BIND_NAME">Warding Bell</entry>
<entry name="USE_ITEM_MSG_MEMORY">Cannot use items while in a memory.</entry>
<entry name="QUICK_SLING_DESC">Taut-drawing mechanism built from reed and bone, intended for mounting on the limb of a bug.

Doubles the number of tools thrown.</entry>
<entry name="COGWORK_FLIER_DESC">Winged cogwork companion that will seek nearby foes and attack. </entry>
<entry name="MULTIBIND_DESC">Elaborate, etched Weaver spindle, usable only by wielders of Silk.

Extends the act of binding, but increases its healing effect.</entry>
<entry name="CREST_SPELL_DESC">Cast the blade forward and strengthen Silk Skills with powerful runes.</entry>
<entry name="UI_MSG_TITLE_EXTRASLOT_PREFIX_2">Expanded the</entry>
<entry name="UI_MSG_TITLE_EXTRASLOT_PREFIX_1">Gained a</entry>
<entry name="UI_BUTTON_CHANGE_CREAST">Change Crest</entry>
<entry name="SCUTTLEBRACE_NAME">Scuttlebrace</entry>

<entry name="MAGGOT_CHARM_DESC">Fragile band woven of reed and leaf, crafted to repel Muckmaggots.

If broken, the wreath will be repaired while resting at a bench.</entry>

<entry name="POISON_POUCH_NAME">Pollip Pouch</entry>

<entry name="MAGGOT_CHARM_NAME">Wreath of Purity</entry>

<entry name="SHELL_SATCHEL_NAME">Shell Satchel</entry>

<entry name="UI_SOCKET_UNLOCK_BUTTON_DESC">Expand Crest</entry>

<entry name="THIEF_CHARM_NAME">Thief's Mark</entry>

<entry name="DUSTPILO_DESC">Fabric pouch packed with unstable powder.

Explodes on impact with enemies or when ignited by its fuse.</entry>

<entry name="FLEA_BREW_NAME">Flea Brew</entry>

<entry name="MUSICIAN_CHARM_NAME">Spider Strings</entry>

<entry name="DEAD_MANS_PURSE_DESC">Discarded purse of a fallen pilgrim.

Allows the bearer to retain some rosaries upon defeat. </entry>

<entry name="SPRINTMASTER_DESC">Experimental anklets of Weaver make.

Draws upon the wearer's own Silk to increase sprinting speed.</entry>

<entry name="QUICKBIND_NAME">Injector Band</entry>

<entry name="WHITE_RING_NAME">Weavelight</entry>

<entry name="HARPOON_NAME">Longpin</entry>

<entry name="CREST_REAPER_DESC">Attack with heavy, arcing slashes and reap additional Silk from enemies.</entry>

<entry name="DAZZLE_BIND_NAME">Claw Mirror</entry>

<entry name="QUICK_SLING_NAME">Quick Sling</entry>

<entry name="BELL_BIND_DESC">Holy bell inscribed with a hymn of protection.

Shields the bearer as they bind their wounds.</entry>

<entry name="DAZZLE_BIND_DESC_DARK">Dark Mirror</entry>

<entry name="CREST_WARRIOR_NAME">Beast</entry>

<entry name="FLEA_BREW_DESC_EMPTY">Empty flask which once contained an invigorating beverage.

Acquire more Flea Brew to restore the tool.</entry>

<entry name="PINSTRESS_DESC">Emblem of the Order of the Pinstress, the old blademasters of Pharloom.

Reduces charge time of Needle Strike.</entry>

<entry name="CURVE_CLAWS_UPG_DESC">Radial sharpbone used by skilled hunters to take down dangerous prey.</entry>

<entry name="DEAD_MANS_PURSE_NAME">Dead Bug's Purse</entry>

<entry name="EXTRACTOR_NAME_PICKUP_BLUE">Plasmium Collected</entry>

<entry name="WISP_LANTERN_NAME">Wispfire Lantern</entry>

<entry name="SPRINTMASTER_NAME">Silkspeed Anklets</entry>

<entry name="EQUIP_BENCH_MSG">Equip Tools in the Crest menu
while resting at a bench.</entry>

<entry name="CREST_WITCH_NAME">Witch</entry>

<entry name="CURVE_CLAWS_DESC">Arched sharpbone used by hunters to take down flying prey. </entry>

<entry name="EQUIP_BENCH_MSG_RELOAD">Reload Tools while resting at a bench.</entry>

<entry name="EQUIP_BENCH_MSG_CURSED_CREST">Cannot change Crest</entry>
<entry name="COMPASS_DESC">Intricate tracking device, carved from shell.

When equipped, the bearer's location will be marked on their map.</entry>
<entry name="UI_MSG_EQUIP_CREST">To change Crest, open the Crest screen of the Menu while resting at a bench.</entry>
<entry name="EXTRACTOR_NAME">Needle Phial</entry>
<entry name="SCUTTLEBRACE_DESC">Artificial spine that clasps tight around the shell.

Enhances the wearer's innate flexibility, allowing rapid retreat.</entry>
<entry name="SNARE_NAME">Snare Setter</entry>
<entry name="LIGHTNING_ROD_DESC">Convertible orbs containing electricity.

The vessels can be thrown as a bola for an explosive discharge or staked as a spear to release a column of energy.</entry>
<entry name="UI_BUTTON_UNEQUIP">Unequip Tool</entry>
<entry name="UI_BUTTON_UNEQUIP_SKILL">Unequip Skill</entry>
<entry name="SPOOL_EXTENDER_DESC">Silk-storing tool of the Citadel, fashioned after an artefact of the Weavers.

Allows the storing of additional Silk beyond one's natural abilities.</entry>
<entry name="BONE_NECKLACE_DESC">Crude trinket worn by collectors and crafters.

Allows one to collect more shell shards from defeated creatures.</entry>
<entry name="THIEF_CLAW_NAME">Snitch Pick</entry>
<entry name="LIQUID_METER_TITLE">Reserve</entry>
<entry name="WALLCLING_DESC">Gilded piton that allows one to hold in place while on a wall.</entry>
<entry name="EXTRACTOR_DESC">Tool designed to extract and store fluids.

To pierce its target, the Needle Phial must first be charged to full tension.</entry>
<entry name="MAGNETITE_DICE_NAME">Magnetite Dice</entry>
<entry name="LAVA_CHARM_NAME">Magma Bell</entry>
<entry name="FLINTSTONE_NAME">Flintslate</entry>
<entry name="FLEA_CHARM_DESC">Icon of the mythical mother flea, passed down from caravans of old. A symbol of protection and kinship.

Decreases the cost of Silk Skills while health is full.</entry>
<entry name="PIMPILO_NAME">Pimpillo</entry>
<entry name="WHITE_RING_DESC">Gleaming apparatus of Weaver make. Its core emits a faint glow.

Increases the speed of Silk regeneration.</entry>
<entry name="MOSSCREEP_TOOL_2_DESC">Powerful amulet of protection formed from many Mossberries.

As the bearer takes damage, the amulet weeps a green elixir that will form into Silk.</entry>
<entry name="EQUIP_BENCH_MSG_CURSED_SKILL">Cannot equip Silk Skills</entry>
<entry name="UI_BUTTON_EQUIP_SKILL">Equip Skill</entry>
<entry name="EXTRACTOR_NAME_PICKUP_BLUEBLOOD">Bile Collected</entry>
<entry name="BARBED_WIRE_NAME">Barbed Bracelet</entry>
<entry name="TUT_MSG_DESC">Equip tools for aid in combat or exploration.</entry>

<entry name="WEIGHTED_ANKLET_DESC">Heavy band favoured by those with an unsteady step.

The wearer will recoil less when striking foes and will not be flung as far when taking damage.</entry>

<entry name="LONGNEEDLE_DESC">Talisman fashioned from the talon of a large predator.

Increases the range of needle attacks.</entry>

<entry name="FLEA_BREW_DESC_EMPTY_BROKEN">Shattered flask which once contained an invigorating beverage.

Acquire more Flea Brew to restore the tool.</entry>

<entry name="SHAKRA_RING_NAME">Throwing Ring</entry>

<entry name="SILKSHOT_DESC_WEAVER">Ancient weapon of the Weavers, repaired to its original form.

Uses shell canisters and the wielder's own Silk to fire.</entry>

<entry name="STRAIGHT_PIN_NAME">Straight Pin</entry>

<entry name="CREST_TOOLMASTER_DESC">Spin the needle as a screw, shredding foes. Spend Silk to rapidly craft new tools.</entry>

<entry name="REVENGE_CRYSTAL_NAME">Memory Crystal</entry>

<entry name="TRI_PIN_DESC">Flat, layered weapon, crafted to be thrown in a set.</entry>

<entry name="UI_USE_SCUTTLE">Scuttle</entry>

</entries>

UI

<entries>

<entry name="INV_DESC_MOSSBERRY">Sweet fruit that grows in moist environments. Its seeds are toxic to most creatures.</entry>

<entry name="INV_NAME_DRESS_BROLLY">Drifter's Cloak</entry>

<entry name="INV_NAME_SHELL_FLOWER">Pollip Heart</entry>

<entry name="RELIC_SEAL_CHIT_MEMORIUM_DESC">Report of the Memorium and its maintenance.

"Containment fails. Memory lost. Excise outer. Maintain inner.
Shellwood stasis sustained - Remember.
Marrowlands stasis critical - Remember.
Verdanian environment exceeded - Destined to forget."</entry>

<entry name="INV_NAME_HEART_BLOOM">Pollen Heart</entry>

<entry name="INV_DESC_SHARD_POUCH_USE">Contains {0} shell shards.</entry>

<entry name="CTRL_ZOOM_OUT">Zoom Out</entry>

<entry name="INV_NAME_MEMENTO_FLEA">Fleatopia Memento</entry>

<entry name="INV_DESC_CRAWBELL">Nest fashioned from an old bell. Once set up, young Craws will occasionally roost within, filling the bell with shell shards and rosaries.

The Crawbell can be installed on the exterior of a home.</entry>

<entry name="INV_NAME_MAPANDQUILL">Map & Quill</entry>

<entry name="CTRL_ROLL">Roll</entry>

<entry name="INV_DESC_ROCK_ROLLER_ITEM">Gem-like organ taken from a Flintbeetle. Produces incendiary sparks when abraded, and may explode if cracked or dropped.</entry>

<entry name="INV_NAME_R_PSALEM_CYL_MELODY">Sacred Cylinder</entry>

<entry name="SHOP_SHELLFRAG_NAME">Mask Shard</entry>

<entry name="INV_DESC_CREST_SOCKET">Keepsake containing a precious memory. Can be used to expand a Crest.

Expand Crests in the Crest pane of the Menu.</entry>

<entry name="GET_JOURNAL_1">Defeat foes to add their records to the Journal.</entry>

<entry name="GET_JOURNAL_2">Review defeated foes in the Journal pane of the Menu.</entry>

<entry name="OPT_MENU_BACK_BUTTON">Back</entry>

<entry name="INV_DESC_TOOLPOUCH">Basic pouch designed for holding tools, traps and crafting materials.</entry>

<entry name="INV_NAME_NAIL2">Sharpened Needle</entry>

<entry name="INV_DESC_SPRINT_MEMENTO">Gilded trophy awarded by Sprintmaster Swift to the fastest bug in Pharloom.</entry>

<entry name="INV_DESC_COG_HEART">Reassembled cogwork heart, containing a fine array of wheels and regulators.</entry>

<entry name="INV_NAME_R_ANCIENT_EGG">Arcane Egg</entry>

<entry name="KEY_TUBE">Ventrica</entry>

<entry name="MATERIUM_UPDATE_MSG">New Materium Entry</entry>

<entry name="INV_NAME_SLAB_KEY_C">Key of Apostate</entry>

<entry name="INV_NAME_SLAB_KEY_B">Key of Heretic</entry>

<entry name="COLLECTION_HEADING_MATERIUM">Materium</entry>

<entry name="INV_DESC_HEART_HUNTER">Enlivened heart of Skarrsinger Karmelita. Its beat is steady and strong.</entry>

<entry name="SHOP_REPAIR_CONFIRM">Repair Item?</entry>

<entry name="RELIC_BONE_RECORD_UNDERMAP_DESC">Filthy rag, marked with the scrawl of an Underworker.

"So much suffering. Are we truly chosen, or have we sinned unknowing, and now are punished for it?"</entry>

<entry name="INV_DESC_SKILL_SILKBOMB">Forgotten Weaver technique. Sew rending runes upon one's enemies.</entry>

<entry name="INV_NAME_SKILL_SPHERE">Thread Storm</entry>

<entry name="INV_NAME_MORSEL_SHREDDED">Shredded Organ</entry>

<entry name="ITEM_GIVEN_MSG">{0} Given</entry>

<entry name="INV_NAME_SKILL_PARRY">Cross Stitch</entry>

<entry name="INV_NAME_TOOL_METAL">Craftmetal</entry>

<entry name="INV_NAME_TOKEN_FAITH">Simple Key</entry>

<entry name="CTRL_TAKE">Take</entry>

<entry name="INV_DESC_HEART_PIECE_FULL">An ancient mask carved from cold, pale ore. The mask protects the wearer, guarding their shell against damage.</entry>

<entry name="RELIC_PSALM_CYLINDER_LIBRARY_DESC">Voices of the Choir, raised in sacred song.</entry>

<entry name="INV_DESC_BELLCLAPPER_ITEM">Finely forged bell made from a gleaming metal.</entry>

<entry name="INV_NAME_BROKEN_SILKSHOT">Ruined Tool</entry>

<entry name="INV_DESC_SONGPILGRIM_CLOAK_ITEM">Garment gifted to pilgrims on admittance to the Citadel. Its thick weave offers additional protection against wind and cold.</entry>

<entry name="INV_DESC_GOURMAND_VINTAGE_NECTAR">High quality nectar of a long-lived aphid, kept in storage over many lifetimes to allow a complex maturation.</entry>

<entry name="INV_DESC_SILK_GRUB">Grub that lives within and feeds upon Pharloom's lingering Silk, born with the ability to sense Silk over great distances.</entry>

<entry name="SILK_RATION_MACHINE_JAMMED">The machine is jammed.</entry>

<entry name="OPT_MENU_MUSIC_VOL">Music Volume:</entry>

<entry name="INV_NAME_R_WEAVER_TOTEM">Weaver Effigy</entry>

<entry name="INV_MSG_TOOLPOUCH_UPGRADE">Tool Pouch Expanded</entry>

<entry name="KEY_BELLWAY">Bellway</entry>

<entry name="INV_NAME_BELL_HOUSE_KEY">Bellhome Key</entry>

<entry name="INV_DESC_CORAL_CHUNK">Chunk of dense coral-shell. Not fit for crafting tools, but claimed to have various medicinal properties if correctly prepared.</entry>

<entry name="INV_DESC_SLAB_KEYRING">Keys to the cells and passages of the Slab.</entry>

<entry name="INV_NAME_GOURMAND_VINTAGE_NECTAR">Vintage Nectar</entry>

<entry name="INV_NAME_NAIL3">Shining Needle</entry>

<entry name="CTRL_DONATE">Donate</entry>

<entry name="UI_BLANK"></entry>

<entry name="INV_DESC_COIN_MID">Beads carved from polished shell. The finer material reflects their increased value.</entry>

<entry name="INV_DESC_DOCK_KEY">Small worker's key. Unlocks the door to the diving bell in Deep Docks.</entry>

<entry name="INV_NAME_SPOOL_PIECE_HALF">Spool Fragment</entry>

<entry name="SHOP_PURCHASE_CONFIRM">Purchase Item?</entry>

<entry name="MAT_NAME_SMELTSTONE">Flintstone</entry>

<entry name="MAP_UPDATED">Map Updated</entry>

<entry name="INV_DESC_MORSEL_SHREDDED">Meat harvested from a defeated creature. It has been diced into fine chunks.</entry>

<entry name="INV_DESC_DRESS_APP_FLY_FULL">Smells strongly of fly.</entry>

<entry name="USE_ITEM_PROMPT">Use {0}?</entry>

<entry name="INV_DESC_ROACH_CORPSE_ITEM">Fresh innards of a Muckroach, tough and slimy with a rank odour. Unpalatable to most.</entry>

<entry name="RELIC_BONE_RECORD_WISP_DESC">Crumpled parchment containing the prayer of a Burning Bug.

"Hail to your heat! O glorious flame. You who builds and breaks us. Sear our shells. Char them black. That we may rise to join you, wreathed in bright and blazing joy."</entry>

<entry name="INV_DESC_BLUE_GOOP_FULL">Liquid lifeseed extracted from a ripe bud. Possesses regenerative qualities.</entry>

<entry name="CTRL_PLAY">Play</entry>

<entry name="PANE_SKILLS">Skills</entry>

<entry name="INV_NAME_DOCK_KEY">Diving Bell Key</entry>

<entry name="INV_NAME_R_WEAVER_RECORD">Rune Harp</entry>

<entry name="PANE_BESTIARY">Journal</entry>

<entry name="INV_NAME_FINEPIN">Fine Pin</entry>

<entry name="RELIC_WEAVER_RECORD_WEAVE08_DESC">Words of a Weaver from the nest beneath Bone Bottom.

"Hide her deep, the despised child, our shame shown in shell of iron. She is a wish cast vain, divinity mimicked in form too frail."</entry>

<entry name="CTRL_EXIT">Exit</entry>

<entry name="CTRL_UNEQUIP">Unequip</entry>

<entry name="INV_DESC_SETH_MEMENTO">Aged medallion of the wanderer Seth. A gift given in respect of great skill. </entry>

<entry name="INV_DESC_COIN_SET_M2">String threaded with a mix of common and fine rosaries. Can be broken and the rosaries used to trade.</entry>

<entry name="INV_DESC_NAIL2">Long sewing tool, uniquely balanced for combat. The blade is honed to a fine edge.</entry>

<entry name="INV_NAME_GOURMAND_CORAL_INGREDIENT">Crustnut</entry>

<entry name="INV_NAME_HEART_PIECE_NONE"></entry>

<entry name="INV_NAME_MEMENTO_GARMOND">Hero's Memento</entry>

<entry name="INV_NAME_SKILL_EVAHEAL">Sylphsong</entry>

<entry name="INV_NAME_DRESS_REG">Hunter's Cloak</entry>

<entry name="RELIC_SEAL_CHIT_CITY_MERCHANT_DESC">Last edict of the Conductors.

"And lo, is eternity sustained. By Architect's claw, we welcome that final form, of dial and rotor, and soul gladly given.

The perfect, unfaltering voice."</entry>

<entry name="ITEM_TAKEN_MSG">{0} Taken</entry>

<entry name="INV_NAME_SKILL_SPRINT">Swift Step</entry>

<entry name="INV_NAME_SKILL_ASCENT">Silk Soar</entry>

<entry name="INV_NAME_POUCHANDTOOLKIT">Tool Pouch
& Crafting Kit </entry>

<entry name="INV_DESC_SHELL_FLOWER">Core of a flower formed around the body of a consumed Wood Wasp. Secretes a sticky sap that the wasps subsist on.</entry>

<entry name="INV_NAME_THREAD">Silk</entry>

<entry name="INV_DESC_PLINNEY_TOOLS">Bile gland of a rare sylphean slug. Talented pinmasters can use the glistening liquid within to improve a blade's sharpness. </entry>

<entry name="INV_DESC_R_BONE_RECORD">Crude journal made of coarse fabric and bone, left by a fallen pilgrim.</entry>

<entry name="CTRL_HIDE_PINS">Hide Pins</entry>

<entry name="RELIC_SEAL_CHIT_WARDCORPSE_DESC">Surgeon's orders.

"Devout has succumbed during Silk suture. Refuses to revive. Sin committed. Permit no rites.

Husk marked for cremation. Retrieve dregs."</entry>

<entry name="INV_DESC_BROODMOTHER_REMAINS">Gelatinous organ collected from the defeated Broodmother.</entry>

<entry name="INV_DESC_PLASMIUM_GLAND">Pulsating organ grown within the shell of Alchemist Zylotol. The gland replenishes over time, providing a near limitless source of Plasmium.

Crafting new Plasmium Phials no longer requires a reserve.</entry>

<entry name="PANE_TOOLS">Crest</entry>

<entry name="INV_NAME_ROCK_ROLLER_ITEM">Flintgem</entry>

<entry name="RELIC_ANCIENT_EGG_DESC">An artefact almost impossibly old, marked inside with many fine etchings. Most are indecipherable.

 "...No will... No self... Shade..."</entry>

<entry name="ITEM_DEPOSITED_MSG">{0} Deposited</entry>

<entry name="INV_NAME_SHARD_POUCH">Shard Bundle</entry>

<entry name="INV_DESC_MEMENTO_SURFACE">Worn ornament of the Nameless Town high above Pharloom.</entry>

<entry name="INV_NAME_SHININGCOG">Shining Cog</entry>

<entry name="INV_NAME_R_BONE_RECORD">Bone Scroll</entry>

<entry name="INV_DESC_THREAD">Versatile thread naturally produced within the shell. When enough Silk is stored, wounds can be healed and skills executed.

Attack enemies to replenish Silk.</entry>

<entry name="INV_DESC_SPOOL_PIECE_FULL">Artefact left behind by the Weavers, designed to collect and hold additional Silk.</entry>

<entry name="CTRL_HIDE_KEY">Hide Key</entry>

<entry name="INV_NAME_SKILL_SILKDASH">Sharpdart</entry>

<entry name="INV_DESC_SHARD">Hardened fragments of shell and bone, used in the crafting of tools and traps.</entry>

<entry name="INV_DESC_THREAD_HEART">Silk thread naturally produced within the shell. When enough Silk is stored, wounds can be healed and skills executed.

Silk Hearts will automatically regenerate some Silk.

Attack enemies to replenish Silk.</entry>

<entry name="INV_NAME_JOURNAL">Hunter's Journal</entry>

<entry name="INV_DESC_SHININGCOG">Pristine cog from within the shell of an automaton. Despite long use, its metal has not dulled.</entry>

<entry name="INV_NAME_PRISTINE_CORE">Pristine Core</entry>

<entry name="INV_NAME_SETH_MEMENTO">Guardian's Memento</entry>

<entry name="INV_DESC_PRISTINE_CORE">Intricate internal mechanism of a cogwork bug. Can be broken into individual shell shards for use in crafting.</entry>

<entry name="INV_NAME_WHITE_FLOWER">Everbloom</entry>

<entry name="INV_DESC_SKILL_MEMORY_MELODY">Attune to the old memories of Pharloom.</entry>

<entry name="INV_NAME_CREST_SOCKET_PLURAL">Memory Lockets</entry>

<entry name="INV_DESC_HEART_CORAL">Enlivened heart of Crust King Khann. It beats deep and slow.</entry>

<entry name="INV_DESC_PICKLEDEGG">Pungent delicacy preserved in roach brine. The most famous creation of the disgraced chef Lugoli.</entry>

<entry name="INV_DESC_SPOOL_PIECE_NONE"></entry>

<entry name="INV_DESC_BROKEN_SILKSHOT">Remains of an ancient Weaver implement, broken and inoperable.

A craftsbug of high skill may be able to repair it.</entry>

<entry name="INV_TOOLKIT_UPGRADES_TITLE">Tool Damage</entry>

<entry name="RELIC_SEAL_CHIT_ASPID_DESC">Decree of the Citadel, dirty and worn.

"Full Chamber to the kingdom of the White Wyrn. Claim the Weaver, in half part. Last of their line. Sensed strong with Silk.

Resistance anticipated. Quell with rune cage."</entry>

<entry name="INV_DESC_VOID">Writhing substance from the dark sea at the world's base.</entry>

<entry name="INV_NAME_SKILL_CHARGESLASH">Needle Strike</entry>

<entry name="INV_NAME_MEMENTO_GREY">Grey Memento</entry>

<entry name="INV_DESC_SK_FRAGMENT">Large spike of bone collected from a defeated Skull Tyrant.</entry>

<entry name="INV_NAME_SILK_GRUB">Silkeater</entry>

<entry name="INV_NAME_TOOLPOUCH">Tool Pouch</entry>

<entry name="RELIC_PSALM_CYLINDER_GRINDLE_DESC">Guide track for the Choir, with a theme of salvation.</entry>

<entry name="INV_DESC_SLAB_KEYRING_SINGLE_SWAMP">Key with the mark of 'Apostate'. Opens the way to certain cells and passages of the Slab.</entry>

<entry name="INV_NAME_NAIL4">Hivesteel Needle</entry>

<entry name="INV_NAME_CREST_SOCKET">Memory Locket</entry>

<entry name="INV_NAME_PILGRIM_RAGS_ITEM">Pilgrim Shawl</entry>

<entry name="INV_DESC_MATERIUM">Tubes and receptacles built for the storing, recording and research of various materials.

The Materium can be assembled in a home.</entry>

<entry name="INV_DESC_WHITE_FLOWER">Ethereal flower plucked from a deep and distant memory. Glows with soft, pale light that wards against the void.</entry>
<entry name="INV_NAME_MEMENTO_CROWMAN">Crow Memento</entry>
<entry name="INV_DESC_NAIL3">Long sewing tool, uniquely balanced for combat. The blade gleams sharper than ever before.</entry>
<entry name="CTRL_CANCEL">Cancel</entry>
<entry name="MAT_NAME_VOLTSTONE">Voltridian</entry>
<entry name="CTRL_CONFIRM">Confirm</entry>
<entry name="SHOP_SELECT_PAINT">Choose Colour</entry>
<entry name="REQUIRED_MATERIAL">Required</entry>
<entry name="KEY_FLEA">Lost Flea</entry>
<entry name="INV_DESC_NAIL4">Long sewing tool, uniquely balanced for combat. The highly refined blade reveals its hivesteeel banding.</entry>
<entry name="INV_DESC_QUILL">Writing implement for recording one's travels. Can be used to update any acquired maps.</entry>
<entry name="CTRL_MARKER_PLACE">Place</entry>
<entry name="CTRL_CRAFT">Craft</entry>
<entry name="INV_DESC_SILKBOSS_NEEDLE">Technique taken from the primal source of Silk. Spin talons from thread that seek out enemies.</entry>
<entry name="CONSUMABLE_MAX_SHOP_DESC">Maximum Held</entry>
<entry name="INV_NAME_SPINE">Spine Core</entry>
<entry name="RELIC_WEAVER_TOTEM_BONETOWN_DESC">Carving of Camora, Weaver of healing. A prayer is etched upon it.

"Weaver, heal my sons, their fearful hearts, their limbs that shake at the climb to come. We pray, gift but a glimmer of your strength, that when we stand before your divinity, you see bugs shed free of fear."</entry>
<entry name="INV_TOOLPOUCH_UPGRADES_TITLE">Pouch Capacity</entry>
<entry name="INV_DESC_WALLJUMP">Ancient Weaver technique. Cling to sheer surfaces and leap off to rapidly scale heights.</entry>
<entry name="INV_NAME_COG_HEART_PIECES">Cogheart Pieces</entry>
<entry name="INV_NAME_CORAL_CHUNK">Coral Shard</entry>
<entry name="INV_DESC_GROWSTONE">Cold, steely stone with remarkable regrowth capacity.

If shattered into shell shards, it will reform over time.</entry>
<entry name="INV_NAME_SPRINT_MEMENTO">Sprintmaster Memento</entry>
<entry name="INV_DESC_TOKEN_FAITH">Rusted key of common design. Can be used to open a range of simple locks.

Degraded by time, it will break after a single use.</entry>
<entry name="INV_NAME_SONGPILGRIM_CLOAK_ITEM">Choir Cloak</entry>
<entry name="INV_DESC_TOOL_METAL">Rare element found naturally within the rock and bone of Pharloom.

Used by skilled craftsbugs in the construction of tools and trinkets.</entry>
<entry name="INV_NAME_PICKLEDEGG">Pickled Muckmaggot</entry>
<entry name="INV_DESC_COG_HEART_PIECES">Two parts of a cogwork heart, containing an intricate array of wheels and regulators.</entry>
<entry name="INV_DESC_MOMENTO_HEART_EXTRA">The heart can be displayed in a home.</entry>

<entry name="TAKE_ITEM_PROMPT">Take {0}?</entry>
<entry name="INV_NAME_GREAT_SHARD">Beast Shard</entry>
<entry name="INV_DESC_MEMENTO_FLEA">Rare symbolic medallion, given only to a true friend of fleas.</entry>
<entry name="CTRL_LEAVE">Leave</entry>
<entry name="INV_NAME_SKILL_MEMORY_MELODY">Elegy of the Deep</entry>
<entry name="INV_DESC_SKILL_BELLBEAST_MELODY">Summon the Beastlings and return together to their mother.</entry>
<entry name="MAT_NAME_LIFEBLOOD">Plasmium</entry>
<entry name="INV_DESC_POUCHANDTOOLKIT">A pouch for holding traps and tools, and fine crafting implements to increase their lethality.</entry>
<entry name="MAT_NAME_SILK">Silk</entry>
<entry name="INV_NAME_SKILL_BELLBEAST_MELODY">Beastling Call</entry>
<entry name="INV_NAME_HEART_PIECE_MULT">Mask Shards</entry>
<entry name="INV_NAME_HUNTER_MEMENTO">Hunter's Memento</entry>
<entry name="MAT_DESC_VOLTSTONE">Hard, charged stone that can catch, store and discharge electricity.</entry>
<entry name="CTRL_GIVE">Give</entry>
<entry name="INV_DESC_R_WEAVER_TOTEM">Carved bone idol of an ancient Weaver. A prayer is etched upon its body.</entry>
<entry name="INV_DESC_SNARE_SOUL_SWAMP">Cracked shell containing soul drawn from a long deceased bug.</entry>
<entry name="INV_NAME_QUILL">Quill</entry>
<entry name="INV_DESC_GOURMAND_MOSSBERRY_STEW">Thick, syrupy soup of Mossberries and druidic herbs. Sweet and aromatic, but poisonous to most creatures.</entry>
<entry name="INV_DESC_COIN_SET_USE">Contains {0} rosaries.</entry>
<entry name="OPT_MENU_APPLY_BUTTON">Apply</entry>
<entry name="INV_DESC_SKILL_PARRY">Deflective technique of a creature spun from thread. Bind Silk around the needle to deflect enemy attacks and instantly strike back.</entry>
<entry name="INV_DESC_COIN_BIG">Gleaming pearl carved over with intricate markings. The rarest and most highly valued rosaries in all of Pharloom.</entry>
<entry name="GIVE_ITEM_PROMPT">Give {0}?</entry>
<entry name="KEY_BENCH">Bench</entry>
<entry name="INV_DESC_SPOOL_PIECE_HALF">One half of an artefact left behind by the Weavers, designed to collect and hold Silk.

A completed spool will allow one to hold more Silk within their shell.</entry>
<entry name="OPT_MENU_SOUND_VOL">Sound Volume:</entry>
<entry name="INV_NAME_CRAW_SUMMONS">Craw Summons</entry>
<entry name="INV_DESC_SKILL_THROW">Deadly Weaver technique. Throw the needle forward with force amplified by coiled Silk.</entry>
<entry name="INV_DESC_HEART_PIECE_NONE"></entry>
<entry name="RELIC_SEAL_CHIT_SILK_SIPHON">Tattered decree of the Citadel.

"Bug of voice grown hoarse or shell fallen frail, you have been selected for duty

most sacred.

Become our light, our guide in darkness, that others worthy may climb to join the holy song."</entry>

<entry name="INV_DESC_MORSEL_SPEARED">Meat harvested from a defeated creature. It has been cleanly speared through, but is otherwise intact.</entry>

<entry name="INV_DESC_MEMENTO_GARMOND">Heirloom of a village lost to Pharloom's Haunting.</entry>

<entry name="INV_NAME_CROW_FEATHER">Ragpelt</entry>

<entry name="PANE_MAP">Map</entry>

<entry name="INV_DESC_HEART_PIECE_1">Shard of an ancient mask worn to protect oneself from harm.

Complete a mask to strengthen the shell and protect against damage.</entry>

<entry name="INV_NAME_COIN_BIG">Pearl Rosaries</entry>

<entry name="INV_DESC_R_PSALM_CYL">Metallic cylinder of Citadel make, etched with a recording of sound.

The cylinder can be played in a gramophone.</entry>

<entry name="COLLECTION_HEADING_LIBRARIAN">Cylinders</entry>

<entry name="INV_NAME_CONCHFLY_REMAINS">Crust Spire</entry>

<entry name="INV_NAME_BROODMOTHER_REMAINS">Broodmother's Eye</entry>

<entry name="SHOP_SELL_CONFIRM">Sell Item?</entry>

<entry name="INV_NAME_MORSEL_SEARED">Seared Organ</entry>

<entry name="SILK_RATION_MACHINE_EMPTY">The machine is empty.</entry>

<entry name="RELIC_BONE_RECORD_GREYCOR_DESC">Faded parchment containing the last words of a lost pilgrim.

"-ter I die here in the damp dark than join those poor sods, trapped to stumble, aimless and empty, until their limbs fall to dust."</entry>

<entry name="INV_NAME_WARD_KEY">White Key</entry>

<entry name="INV_NAME_ANT_TRAPPER_ITEM">Grass Doll</entry>

<entry name="INV_NAME_SLAB_KEY_A">Key of Indolent</entry>

<entry name="INV_NAME_BLUE_GOOP_PICKUP">Plasmium Collected</entry>

<entry name="CTRL_STOP">Stop</entry>

<entry name="INV_DESC_MAPANDQUILL">Map of Pharloom and a quill for recording one's travels. When resting at a bench or elsewhere, the map will be updated with newly discovered areas.</entry>

<entry name="INV_DESC_SKILL_SPHERE">Deadly Weaver technique. Cast the needle in a whirl of Silk around oneself, lashing foes.</entry>

<entry name="CTRL_REPAIR">Repair</entry>

<entry name="INV_NAME_ROACH_CORPSE_ITEM">Roach Guts</entry>

<entry name="INV_NAME_WARD_BOSS_KEY">Surgeon's Key</entry>

<entry name="INV_DESC_SKILL_NEEDOLIN">Holy Weaver talent. Play ancient melodies by stringing Silk along the needle.</entry>

<entry name="INV_DESC_SKILL_EVAHEAL">Essence of a being merged within. Silk will be restored when resting at a bench.</entry>

<entry name="INV_DESC_R_PSALM_CYL_MELODY">Metallic cylinder of Citadel make, etched with the melody of the Vaultkeepers.

The cylinder can be played in a gramophone.</entry>

<entry name="MAT_DESC_SMELTSTONE">Long burning rock from the base of Pharloom. Mined and used by the Citadel in its forgings.</entry>

<entry name="INV_DESC_COG_HEART_PIECE">One part of a cogwork heart, containing an intricate mechanism of wheels and regulators.</entry>

<entry name="INV_DESC_DRESS_BROLLY">Simple protective garb, sewn through with flexible spines.</entry>

<entry name="INV_DESC_HUNTER_MEMENTO">Seal symbol given in recognition of a true Hunter, stamped in sticky goo.</entry>

<entry name="SHOP_PURCHASE_COMPLETE">Item Purchased</entry>

<entry name="INV_DESC_GOURMAND_CORAL_INGREDIENT">Tough, furred seed from the centre of a corpora cluster. Stale to taste, but strong once ground as seasoning.</entry>

<entry name="INV_DESC_GREAT_SHARD_USE">Breaks into {0} shell shards.</entry>

<entry name="INV_NAME_COIN_SET_M2">Heavy Rosary Necklace</entry>

<entry name="INV_NAME_SPOOL_PIECE_NONE"></entry>

<entry name="INV_NAME_GROWSTONE">Growstone</entry>

<entry name="RELIC_PSALEM_CYLINDER_HANG_DESC">Guide track for the Choir, with a theme of ascendance.</entry>

<entry name="INV_NAME_VOID">Void</entry>

<entry name="CTRL_PLAY_GAME">Play</entry>

<entry name="PANE_QUESTS">Tasks</entry>

<entry name="INV_DESC_R_WEAVER_RECORD">Old Weaver recording instrument, strung with Silk runes. The faded runes hold a Weaver's words from ages gone.</entry>

<entry name="COMPLETED">Completed</entry>

<entry name="INV_DESC_SLAB_KEYRING_SINGLE">Key with the mark of 'Indolent'. Opens the way to certain cells and passages of the Slab.</entry>

<entry name="INV_NAME_HEART_PIECE_1">Mask Shard</entry>

<entry name="INV_DESC_CROW_FEATHER">Tattered pelt taken from the body of a Crawbug. Fragile and drab, it is considered to have few practical uses.</entry>

<entry name="INV_DESC_SKILL_SILKDASH">Deadly Weaver technique. Pierce through enemies in a blur of blade and Silk.</entry>

<entry name="CTRL_MARKER_REMOVE">Remove</entry>

<entry name="GIVE_SHARDS_PROMPT">Give Shell Shards?</entry>

<entry name="CTRL_MARKER_CHANGE">Change Marker</entry>

<entry name="INV_DESC_CONCHFLY_REMAINS">*Hard horn piece, broken from the tip of a Conchfly's shell.*</entry>

<entry name="GIVE_ITEMS_PROMPT">Give Items?</entry>

<entry name="INV_DESC_SHARD_POUCH">Small bundle of shell shards tied together with string. Can be broken to use the shards for crafting.</entry>

<entry name="INV_NAME_MOSSBERRY">Mossberry</entry>

<entry name="INV_NAME_BEASTFLY_REMAINS">Horn Fragment</entry>

<entry name="INSTALL_ITEM_PROMPT">Install {0}?</entry>

<entry name="INV_DESC_SNARE_SOUL_BELLHERMIT">Heavy bell filled with the shimmering soul of the Bell Hermit.</entry>

<entry name="CTRL_EQUIP">Equip</entry>

<entry name="INV_MSG_TOOLKIT">Crafting Kit</entry>
<entry name="COMPLETION_RATE_UNLOCKED">Completion Percentage viewable in Inventory</entry>
<entry name="INV_NAME_SNARE_SOUL_SWAMP">Seeker's Soul</entry>
<entry name="RELIC_BONE_RECORD_BONEEAST_DESC">Singd parchment containing a pilgrim's scrawl.

"My dear companions, all are gone now, devoured, scorched, fallen to exhaustion, or worse, seduced by the Haunting." </entry>
<entry name="INV_DESC_MORSEL_SEARED">Meat harvested from a defeated creature. It has been seared in a way that noticeably affects the flavour.</entry>
<entry name="MAT_DESC_LIFEBLOOD">Liquid lifeseed, possessed of remarkable regenerative qualities. A substance foreign to Pharloom, introduced by the Alchemist Zylotol.</entry>
<entry name="CTRL_ZOOM_IN">Zoom In</entry>
<entry name="INV_DESC_DRESS_DJ">Protective garb lined with the soft down of a Fayforn and sewn through with flexible spines.</entry>
<entry name="CTRL_TRAVEL">Travel</entry>
<entry name="INV_NAME_MAP">Map</entry>
<entry name="INV_NAME_SKILL_SILKBOMB">Rune Rage</entry>
<entry name="CONSUMABLE_MAX_POPUP">Maximum Held</entry>
<entry name="INV_DESC_BEASTFLY_REMAINS">Hardened chunk of horned shell collected from a defeated Savage Beastfly.</entry>
<entry name="KEY_CARAVAN">Flea Caravan</entry>
<entry name="INV_DESC_SKILL_ASCENT">Ancient Weaver talent. Throw the needle upward and launch to tremendous heights.</entry>
<entry name="INV_NAME_COIN_MID">Shell Rosaries</entry>
<entry name="INV_DESC_SKILL_HARPOON">Advanced Weaver talent. Throw the Silk-strung needle like a harpoon and charge towards it.</entry>
<entry name="PANE_JOURNAL">Journal</entry>
<entry name="RELIC_SEAL_CHIT_SLABCORPSE_DESC">*Sentence issued by the Citadel Ministers.

"Chosen of the Choir, by grace of our magnanimous Conductors you are granted mercy. When you exit that cage, an elder bug of sins absolved, you may rejoin our flock and feel our light, and never again shall your voice fall silent."*</entry>
<entry name="INV_DESC_COIN_SET_L">Heavy necklace laden with pearl rosaries. Can be broken and the rosaries used to trade.</entry>
<entry name="KEY_SHOP">Vendor</entry>
<entry name="RELIC_WEAVER_TOTEM_WITCH_DESC">Carving of Keelal, Weaver of the path. A prayer is etched upon it.

"Blessed Weaver, lady of grace, you who see our sin, our frail shells, our voices weak, and still offer your protection. How great your mind to care so much for ones so lowly."</entry>
<entry name="INV_NAME_SKILL_NEEDOLIN">Needolin</entry>
<entry name="INV_DESC_SILK_GRUB_FUNCTION">Consume the Silkeater to retrieve a cocoon after falling in battle.</entry>
<entry name="INV_DESC_RELIC">A relic of Pharloom's past, interesting to collectors of historical items.</entry>

<entry name="INV_DESC_COIN_SET_F">Worn string holding a meagre amount of rosaries. Can be broken and the loose rosaries used to trade.</entry>
<entry name="INV_NAME_SLAB_KEYRING">Slab Keys</entry>
<entry name="INV_DESC_COIN_SET_S">Short string of rosaries. Can be broken and the rosaries used to trade.</entry>
<entry name="INV_DESC_R_SEAL_CHIT">Order issued by the Citadel. The once gleaming seal has worn with time.</entry>
<entry name="MAIN_MENU_START_GAME">Start Game</entry>
<entry name="INV_DESC_MEMENTO_CROWMAN">Iron emblem of the Court of Crows, absolving the bearer of all crimes past and future.</entry>
<entry name="INV_NAME_HEART_CORAL">Encrusted Heart</entry>
<entry name="INV_MSG_NEEDLE_UPGRADE">Needle Sharpened</entry>
<entry name="SHOP_SPOOL_SEGMENT_NAME">Spool Fragment</entry>
<entry name="INV_NAME_BLUE_GOOP">Plasmium</entry>
<entry name="INV_DESC_MEMENTO_GREY">Engraved cruststone, worn by sand and blanched by time.

...Watch...Remember...Till time... Life anew...</entry>
<entry name="INV_DESC_DOCK_DEMO_KEY">Small worker's key. Unlocks the gate in the middle of Deep Docks.</entry>
<entry name="INV_DESC_SKILL_SPRINT">Fabled Weaver talent. Dash forward and sprint with unnatural speed, as though gliding upon Silk.</entry>
<entry name="INV_NAME_SKILL_THROW">Silkspear</entry>
<entry name="CTRL_BUY">Purchase</entry>
<entry name="GIVE_ROSARIES_PROMPT">Give Rosaries?</entry>
<entry name="ITEM_DESTROYED_MSG">{0} Destroyed</entry>
<entry name="INV_NAME_SPOOL_PIECE_FULL">Silk Spool</entry>
<entry name="INV_DESC_MOMENTO_EXTRA">The memento can be displayed in a home.</entry>
<entry name="INV_NAME_NAIL5">Pale Steel Needle</entry>
<entry name="INV_NAME_DOCK_DEMO_KEY">Gate Key</entry>
<entry name="INV_NAME_COG_HEART">Cogheart</entry>
<entry name="CTRL_ACCEPT">Accept</entry>
<entry name="ENCOUNTERED">Encountered</entry>
<entry name="INV_NAME_COG_HEART_PIECE">Cogheart Piece</entry>
<entry name="INV_MSG_TOOLKIT_ALT">Crafting Kit Expanded</entry>
<entry name="RELIC_WEAVER_RECORD_SPRINT_DESC">Plea of a Weaver from the furthest edge of Pharloom.

"Flee, sisters. Flee until your strength exhausts, so far you may escape at last her silken sight.

To start anew, to sustain, free of web and service eternal."</entry>
<entry name="CTRL_NEXT">Next</entry>
<entry name="INV_DESC_PILGRIM_RAGS_ITEM">Simple garment worn by several pilgrims over the ages. Torn, tattered and repaired many times over.</entry>
<entry name="INV_NAME_WITCH_ITEM">Twisted Bud</entry>
<entry name="SHOP_SELL_COMPLETE">Item Sold</entry>
<entry name="INV_NAME_PLASMIUM_GLAND">Plasmium Gland</entry>

<entry name="INV_NAME_MORSEL_SPEARED">Skewered Organ</entry>
<entry name="COMPLETION">Completion</entry>
<entry name="INV_DESC_FIXER_IDOL">Small sculpture, inexpertly but painstakingly crafted as a symbol of enduring friendship.</entry>
<entry name="INV_DESC_NAIL5">Long sewing tool, uniquely balanced for combat. The Hivesteel blade has been sharpened to its ultimate form.</entry>
<entry name="INV_DESC_PLASMIUM_BLOOD">Blood of a creature merged full with liquid lifeseed. Possesses powerful regenerative qualities.</entry>
<entry name="INV_NAME_HEART_PIECE_FULL">Ancient Mask</entry>
<entry name="YESNO_HINT_SILKMACHINE">A machine with a symbol of Silk.</entry>
<entry name="INV_DESC_WARD_BOSS_KEY">Discarded key of the Whiteward.
Opens the sluice beneath the operating theatre.</entry>
<entry name="INV_NAME_R_SEAL_CHIT">Choral Commandment</entry>
<entry name="RELIC_WEAVER_RECORD_CONDUCTOR_DESC">Last words of the Weavers.

"Sisters, spiders, the burden is passed. These simple bugs shall bear it full. Never to cease. Never to silence.

We shall die, and wait, and pray, that one may come of silken strength enough to weave us free."</entry>
<entry name="INV_DESC_GREAT_SHARD">Chunk of hardened material found in the shells of great beasts. Can be broken into individual shell shards for use in crafting.</entry>
<entry name="OPT_MENU_RESOLUTION">Resolution:</entry>
<entry name="INV_DESC_HEART_PIECE_MULT">Shards of an ancient mask worn to protect oneself from harm.

Complete a mask to strengthen the shell and protect against damage.</entry>
<entry name="MAT_NAME_MAGNETITE">Magnetite</entry>
<entry name="INV_NAME_SKILL_SILKBOSS_NEEDLE">Pale Nails</entry>
<entry name="INV_NAME_SK_FRAGMENT">Crown Fragment</entry>
<entry name="INV_DESC_SPINE">Flexible fibre from within a Hoker's spine. Can be woven into garments and accessories by a skilled seamstress.</entry>
<entry name="INV_NAME_BELLCLAPPER_ITEM">Silver Bell</entry>
<entry name="CTRL_MARKERS">Markers</entry>
<entry name="INV_DESC_ARCHITECT_KEY">Rotary key of the Architects. Opens their Chapel in the Underworks.</entry>
<entry name="INV_DESC_DRESS_REG">Simple protective garb, expertly woven but showing signs of age.</entry>
<entry name="INV_DESC_FARSIGHT">Retracted Weaver surveillance instrument. Once assembled, the device will allow observation over vast distances.

The Farsight can be assembled in a home.</entry>
<entry name="INV_NAME_HEART_CLOVER">Conjoined Heart</entry>
<entry name="INV_NAME_SHARD">Shell Shards</entry>
<entry name="CTRL_RETURN">Return</entry>
<entry name="INV_DESC_CRAW_SUMMONS">Scrawled missive on tattered black rag.

"Defiler... Dark... Attend... Home... Wheel..."</entry>
<entry name="INV_NAME_FIXER_IDOL">Hornet Statuette</entry>
<entry name="CTRL_SHOW_PINS_KEY">Show Pins/Key</entry>

<entry name="COLLECTION_HEADING_MOMENTOS">Mementos</entry>
<entry name="INV_DESC_COIN">Beads carved from various materials, used as a measure of faith and traded as currency. Each is etched with a fine patterned design.</entry>
<entry name="INV_NAME_WALLJUMP">Cling Grip</entry>
<entry name="INV_DESC_HEART_CLOVER">Enlivened heart of the Green Prince. Its beat is sharp and clear.</entry>
<entry name="INV_NAME_SKILL_HARPOON">Clawline</entry>
<entry name="INV_DESC_SNARE_SOUL_CHURCHKEEPER">Vial gifted by the Chapel Maid, filled full with swirling soul.</entry>
<entry name="MAT_DESC_MAGNETITE">Brittle levitating rock, found throughout the fringes of Pharloom.</entry>
<entry name="INV_DESC_R_ANCIENT_EGG">Black stone egg formed before the birth of Pharloom.

A relic from the ancient past. Highly prized by collectors of historical items.</entry>
<entry name="PANE_INVENTORY">Inventory</entry>
<entry name="INV_DESC_HEART_BLOOM">Enlivened heart of Nyleth. It beats faint and fast.</entry>
<entry name="INV_DESC_BELL_HOUSE_KEY">Key to a restored bell above Bellhart. </entry>
<entry name="INV_NAME_PLINNEY_TOOLS">Pale Oil</entry>
<entry name="INV_NAME_FARSIGHT">Farsight</entry>
<entry name="SHOP_REPAIR_COMPLETE">Item Repaired</entry>
<entry name="INV_NAME_GOURMAND_MOSSBERRY_STEW">Mossberry Stew</entry>
<entry name="INV_NAME_NAIL1">Needle</entry>
<entry name="INV_NAME_PLASMIUM_BLOOD">Plasmified Blood</entry>
<entry name="INV_DESC_WARD_KEY">Finely crafted metal key, shaped to resemble a surgical implement.

Grants access to the Citadel's Whiteward.</entry>
<entry name="INV_NAME_R_PSALM_CYL">Psalm Cylinder</entry>
<entry name="INV_DESC_WITCH_ITEM">Contorted mass of ashen vine. Cries out incessantly.</entry>
<entry name="INV_NAME_CRAWBELL">Crawbell</entry>
<entry name="RELIC_WEAVER_TOTEM_SLAB_BOT_DESC">Carving of Atla, Weaver of time. A prayer is etched upon it.

"By grace of your example, and our history held full in mind, our song is yours, as your name is sacred. Weaver Atla, may you be praised eternal."</entry>
<entry name="INV_DESC_DRESS_APP_FLY_HALF">Smells faintly of fly.</entry>
<entry name="RELIC_PSALM_CYLINDER_LIBRARY_ROOF_DESC">Sermon of service, delivered by an ordained Vaultkeeper to acolytes in training.</entry>
<entry name="OPT_MENU_TITLE">Options</entry>
<entry name="INV_NAME_SNARE_SOUL_CHURCHKEEPER">Maiden's Soul</entry>
<entry name="INV_NAME_HEART_HUNTER">Hunter's Heart</entry>
<entry name="INV_DESC_NAIL1">Long sewing tool, uniquely balanced for combat. The blade is marked by time and use.</entry>
<entry name="INV_NAME_MATERIUM">Materium</entry>
<entry name="MAIN_MENU_OPTIONS">Options</entry>

<entry name="INV_DESC_R_PSALEM_CYL_MELODY_BOARD">Sacred melody of the Vaultkeepers, coveted and claimed by the pontiff below the Whispering Vaults.</entry>
<entry name="MAIN_MENU_QUIT_GAME">Quit Game</entry>
<entry name="COLLECTION_HEADING_RELICDEALER">Relics</entry>
<entry name="INV_NAME_DRESS_DJ">Faydown Cloak</entry>
<entry name="INV_DESC_COIN_SET_M">Adornment strung with a large quantity of rosaries. Can be broken and the rosaries used to trade.</entry>
<entry name="INV_DESC_BLUE_GOOP">Liquid lifeseed extracted from a ripe bud. Possesses regenerative qualities.</entry>
<entry name="INV_NAME_ARCHITECT_KEY">Architect's Key</entry>
<entry name="INV_DESC_ANT_TRAPPER_ITEM">Carved child's toy of a bug clad in leaves.</entry>
<entry name="INV_NAME_SNARE_SOUL_BELLHERMIT">Hermit's Soul</entry>
<entry name="INV_NAME_COIN_SET_S">Rosary String</entry>
<entry name="INV_NAME_COIN_SET_M">Rosary Necklace</entry>
<entry name="INV_NAME_COIN_SET_L">Pale Rosary Necklace</entry>
<entry name="INV_NAME_MEMENTO_SURFACE">Surface Memento</entry>
<entry name="INV_DESC_FINEPIN">Common weapon of Pharloom, still in good condition despite long use. An expertly crafted metal rod with a sharpened tip.</entry>
<entry name="INV_NAME_COIN_SET_F">Frayed Rosary String</entry>
<entry name="LANGUAGE_CONFIRM">Are you sure?</entry>
<entry name="CTRL_SELL">Sell</entry>
<entry name="RELIC_PSALEM_CYLINDER_WARD_DESC">Last surgery of Conductor Mizello, performed in Whiteward's operating theatre.</entry>
<entry name="INV_DESC_SPOOL_SILKHEARTS">Silk Hearts</entry>
<entry name="MAT_DESC_SILK">Fine thread spun from the soul of its creator. Highly coveted for its remarkable strength and mystical properties. Used to heal wounds, extend life and weave powerful runes.</entry>
<entry name="INV_NAME_COIN">Rosaries</entry>
<entry name="INV_DESC_MAP">Map of Pharloom, partially filled out. Without a quill it cannot be updated.</entry>
</entries>

Under

<entries>

<entry name="ARCHITECT_AFTER_SHRINE">[Hornet]:Master, I have communed with the shrine above. Your learnings are unique, techniques born of cogwork hearts. Their mastery will require some commitment on my part.[NPC]:Bug-Red, you are the first organic shell to fuse our memories. S-s-s-such behaviour, my line would have believed improbable-impossible. [NPC]:Still, your broad arsenal did suggest strong affinity with the m-m-m-mechanical craft, enough to allow access to our thought-store.[Hornet]:Yours is an impressive skill, Master. I am grateful for the insight.</entry>

<entry name="CONFESSIONAL_START_BROKEN">Speak... .. confession...</entry>

<entry name="ARCHITECT_WEAVER_SHOOT">A fine artefact you carry there, Bug-Red. That broken tool, it is Weaver-make? [Hornet]:I believe so, Master. A relic of their old workshop, lost in fetid caves beyond this Citadel.[Hornet]:The parts suggest a weapon of thread, one I would attempt to repair myself, had I endless time.[NPC]:An Architect's work owes much to the art of the f-f-first children. They set expert standard for the tools and talents of Pharloom eternal.[NPC]:If you desire-demand, I can remake the tool, though my own mind-directives may produce u-u-u-nique result.</entry>

<entry name="ARCHITECT_SHOP_DESC_SILKSHOT">An intricate implement of Pharloom's first children. I can restore-repair the w-w-weapon, though it will bear some trace of my identity-idiom.</entry>

<entry name="ARCHITECT_SHOP_TALK_REPEAT">Bug-Red. Do you ask-need our service? We shall create, as is our d-d-directive. To serve, for Pharloom eternal.</entry>

<entry name="CONFESSIONAL_START">Speak now. Thy confession will be heard.</entry>

<entry name="LARGE_COG_WORK_SONG">Hrrr. Hrrrrrr. Them sounds you make. Of holy sort. When me hear such sounds, me remember of home. Me remember of be little.[NPC]:It make it painful hard to work, such remembers. Me must keep working. Please, friend. Do not make them sounds no more.</entry>

<entry name="ARCHITECT_WILL_LEAVE">My s-s-service to you, Bug-Red... As it concludes, I must speak-confess. Long now I have felt my rotors slow their s-s-spin. My limbs lift weak. An ending is felt, coming, sudden-certain...welcome.[Hornet]:Whatever fading you feel has not shown in your craft, Master. You have provided tools of immaculate make.[Hornet]:What will follow if you pass? Would another take your place? [NPC]:One cannot. The skill to construct an Architect... That was taken by t-t-time. I am the last-final. The core remains to sustain the song, but no more Architects to tend-toil or build anew. [NPC]:S-s-strange... 'For Pharloom eternal,' states the d-d-directive-cage. But how can eternity sustain without an Architect to serve? This seems e-e-error. An end? An error... welcome?</entry>

<entry name="LARGE_COG_WORK_MEET">Hrr. Hrrrr. Who is there? Me can not... can not clear see...[Hornet]:At ease, large one. I am no danger to you.[NPC]:Hrrrr? Hrrrr! Me see you now! So clean, so lively... Surely you did come from above! Me time has come at last! Me work is done. You come to bring me up! Up, up! Hrrr![Hornet]:You mistake me. I am no resident of the Citadel. I am a stranger here, though no foe to you.[NPC]:Hrrr. Hrrrrrrrr. S-stranger? Me grave mistaken. Forgive me, them above, for me unworthy hope! Of course, me work is not done! Harder, harder! Me must work harder!</entry>

<entry name="ARCHITECT_SHOP_TALK_REPEAT_ACT3">Bug-Red. Do you ask-need our services, even n-now? Our duty is l-l-long, but we shall create for you, if you require it...</entry>

<entry name="ARCHITECT_SHOP_DESC_KEY">If Bug-Red could prove their aptitude with our implements, and others like, I would offer my key, to grant access to the chapel-store above.</entry>

<entry name="ARCHITECT_MELODY">[Hornet]:Master, I seek a melody held by your line, one part of a sequence, and key to ascending above the Citadel. Can you teach it to me?[NPC]:Our melody? I r-r-recall! Yes! There was melody, once, but its sound... that I possess no longer...[NPC]:T-t-t-too long I have worked. From my mind-vault, the imprint has f-f-faded. With many things it is like this... remembrance, dimmed...[NPC]:But you m-m-may hear it, still. At the height of our core, there is means-s-s-system, near complete... Constructs old-built to sound our song. They need only be set to functional form. </entry>

<entry name="ARCHITECT_MELODY_RETURN">Are you still to c-c-climb our grand core, Bug-Red? Within you may marvel at the work of Architects, my own, and all those passed b-b-before.[Hornet]:My path takes me in many directions, Master, but in due course, I will ascend the core and claim the melody atop it.</entry>

<entry name="LARGE_COG_WORK_CITADEL">[Hornet]:May I ask what you know of the Citadel above you, sir? You go to much effort to reach it.[NPC]:Hrrrrrrr! The Citadel! Most miracle of a place, bright and holy! Fresh water for all, much as can drink! Air so clean, can see the great rooves above! [NPC]:When me thinks of Citadel above, me works hardest of all! Hrrrrrrrrr!</entry>

<entry name="CONFESSIONAL_END">You have confessed a sin most grave and must by works cleanse yourself.[NPC]:Return to your task and work off-cycle, neither eating nor supping until new-cycle begins.[NPC]:By the grace of Pharloom eternal, may you never tire. Toil, and be forgiven.</entry>

<entry name="LARGE_COG_WORK_TOGETHER">Hrr. Hrrrrr! Good, me friend, good! When us works together, is more holy! Is more work done![NPC]:Together, lets us work raw hard 'til them above see how worthy us is!</entry>

<entry name="ARCHITECT_MELODY_GAINED">[NPC]:What's this, Bug-Red? Even down here, I d-d-did detect its working... Have you climbed our c-c-core, and woken the voices of my l-l-line?[Hornet]:I have, maker. Clearly it was a climb never intended for regular bugs, and fair fortune that the skills gifted within your lands allowed my ascent.[Hornet]:The melody, and the voices... both are fine things heard and witnessed. Even in this fading moment, their artistry shines through.[NPC]:Impressive-industrious... eternal... You have seen a glimpse, Bug-Red, of us-s-s, how once we were. The minds of Architects inspired. What majesty we did create...</entry>

<entry name="ARCHITECT_MEET_ACT3">[Hornet]:Master, you seem the lone maker left in this ruined Citadel. Are you my enemy? The other constructs of this place did object aggressively to my presence. [NPC]:Bug-Red? I am a m-m-maker. Yes. Enemy. No. I am an Architect. Only an Architect. To build-automate, it is our nature-directive-c-c-c-cage.[NPC]:Why are you here, Bug-Red? The time is late. Do you seek-need service of an Architect? You are weave-type, yes? A first child? Rare-e-e-extinct. Or not it does so seem.[Hornet]:You see it true, Master. I bear the lineage of Weavers, along with other strands, equally strange.[NPC]:Then on

your r-r-request, Bug-Red, as directive demands, for Pharloom's first children, a-a-a-and our kingdom-eternal, I shall c-c-craft.</entry>

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<entry name="ARCHITECT_SHOP_TITLE">Twelfth Architect</entry>

<entry name="LARGE_COG_WORK_WORK">Hrrrrrr. The harder me work, the sooner it come. Thems above, them watch us, always. Work hard, work hard, and us will go up. Hrrrr.[Hornet]:Sir, I fear you are long forgotten by your masters. Should you not rest? The burden this toil is placing on your shell is plain to see.[NPC]:Hrrrrr? Hrrrrrr. You speaks strange. Me can not rest. Us works, and Citadel breathes, and them above do sing, and all is right.[NPC]:And when us works enough, them see it... Hrrr... them see it, and us gets us holy reward...</entry>

<entry name="ARCHITECT_SHOP_DESC_TOOL_KIT">Tools of my craft. They could be used to improve your own. Make harder, sharper.</entry>

<entry name="ARCHITECT_SHOP_DESC_SCUTTLEBRACE">A flexible shell-prosthetic. It would enhance a weave-type's flexibility, allowing evasive options. </entry>

<entry name="CONFESSIONAL_END_BROKEN">You... .. sin... .. cleanse....[NPC]:Return... .. work... .. begins....[NPC]:... Pharloom... .. never... .. forgiven.</entry>

<entry name="ARCHITECT_SHOP_DESC_COGWORK_SAW">You have affinity for such radial blades? I can b-b-build upon the idea-knowledge. Make them retract. Make them force-store.</entry>

<entry name="ARCHITECT_SHOP_DESC_KEY_REQUIRE">Acquire {0} more tools to prove aptitude.</entry>

<entry name="LARGE_COG_WORK_REPEAT">Hrrrrrr. Me can not say much more, friend. Thems is watching. Us must keep working. </entry>

<entry name="AUTO_SHRINE_DOOR_INSPECT">A locked gate bearing the symbol of an Architect.</entry>

<entry name="ARCHITECT_SHOP_DESC_SHARDPOUCH">Raw materials, for creation. Carry them with you always, that y-y-you may be prepared.</entry>

<entry name="ARCHITECT_SHOP_DESC_KEY_REQUIRE_SINGLE">Acquire 1 more tool to prove aptitude.</entry>

<entry name="ARCHITECT_COG_HEART">Those pieces of a h-h-heart-core you carry upon you, how did you acquire-recover an artefact so rare?[Hornet]:They were scattered about the Citadel, each seemingly laid with purpose. Someone wished the thing dismantled, but showed respect enough to see it stored safe.[NPC]:That heart is an inspired form, conceived by the first of my line for a knight of cog and blade.[NPC]:In it, I see my predecessor's talent, immense, now lost-forgotten. I could never create-copy a work s-s-so fine.[Hornet]:And the knight that once bore the heart? Tell me of them.[NPC]:A gleaming order, cogwork sentinels, so

impressive-majestic in function they were charged-b-b-bound to the highest holy duty.[NPC]:Long before the c-c-creation of the core, the sentinels ventured, even beyond these walls, to see all bugs brought-forced safe to serve the Citadel.[NPC]:If the h-h-h-heart were restored within the sentinel's shell, would it give thanks for the awakening? Or would it grieve those lands now I-I-lost?[Hornet]:In time, maker, I may find out...</entry>
<entry name="ARCHITECT_SHOP_DESC_BROLLYSPIKE">This band of metal teeth, sharp and light-fine. It could be woven within your red outer layer? A hidden weapon.</entry>
</entries>

Wanderers

<entries>

<entry name="SNAILS_ACT3_MEET_PT2"><page=S>You seem displeased, Old One. We only did as you asked, yes? The snare is sprung, the creature consumed.[Hornet]:You bound it to that void!<page=S>Don't play daft. You should well know our family's fixations. Surely you had a hunch?<page=B>How else could we hope to trap one of your pale kin? Or see her consumed with such insatiable efficiency?[Hornet]:Then you have miscalculated, gravely. The white knight, she fell with the mother...<page=M>Oh ho... The quakes, yes? We have felt their force, even here. So the mother resists the dark... to save the child?[Hornet]:That is my guess. I must descend to the void below, and see clear that truth for myself.<page=M>Ohhhh. How... unfortunate. All of Pharloom will fall to her flailing.[Hornet]:So it may, but I will not watch idle while it crumbles.</entry>

<entry name="GRINDLE_ITEM_TOOL_METAL">This lump here is well heavy, and shiny too, so it's surely worth somethin'!</entry>

<entry name="GRINDLE_SHOP_REPEAT_ACT3">Desperate times make for desperate customers, heh heh! So let's get to tradin', eh?</entry>

<entry name="SPRINTMASTER_HERO_WIN_PRE_2">Again... HUU... HUU. Truly incredible![NPC]:Was it the course? Did I lose focus? Or are you simply the bug I have waited so long for? Her of such skill that my wish could, at last, be granted?[NPC]:Another reward must be given for your speed, nimble bug. One deserved in full!</entry>

<entry name="HUNTER_FAN_HINT_ZANGO">Have you heard, miss grown-up? Beyond the moss, in the crumbled caverns filled with worms, much change is happening, different to the horrid, stretching dark outside.[NPC]:What brings such bright and bold transformation? Is it a beast? Or a bug unseen? How wondrous it would be to discover them, hidden away in some deep corner![NPC]:You must go searching, miss grown-up! You and that sharp, sharp blade. Think of the strange and succulent shell waiting to be added to your journal?</entry>

<entry name="SHERMA_BELLHART_MEET">Now, isn't this a wondrous place! Golden bells, for weary shells! Ha ha ha![Hornet]:This settlement offers safety now, little pilgrim. Perhaps you should make a home here?[Hornet]:You've done well to make it this far, and the roads ahead will only be more dangerous.[NPC]:Oh, dangerous they surely are! But I will gladly tread any path that holds wonders as magnificent as this, red maiden!</entry>

<entry name="MAPPER_MEET_BONE_1C">[Hornet]:You have keen sight for my skill, bug, but my childhood has long since passed. What has happened here? I see signs of battle all around.</entry>

<entry name="HORNET_SILENCE">[Hornet]:...</entry>

<entry name="MAPPER_WHITE_FLOWER_ACT3">[Hornet]:The time is close, Shakra. The cost was grave, and the challenge steep, but I have claimed a power that can put end to this disaster. [NPC]:Gendaa... This is good, Hornet Wielding Needle, essential. My own strength has near reached its limit, and the dark husks continue their assault unceasing.[NPC]:Take your final action, and let us all see the end of this.</entry>

<entry name="SETH_FESTIVAL_REPEAT_POST_MEMENTO">Your achievements in the games are inspiring! In time, I may have to challenge those impressive scores...</entry>

<entry name="GARMOND_REPEAT">[Hornet]:Good luck on your quest Garmond. If you hope to claim justice for your fellows passed, I suspect you've some challenge yet ahead.[NPC]:Aye! Zaza and I'll fight to cavern's end if it need be, for the bugs held in our hearts, and our honour as knights!</entry>

<entry name="GARMOND_AID_MEET_FORUM">Ahh, can you feel it too? The thralls of the Citadel are gathered close, in overwhelming numbers![NPC]:Together though, the three of us would be more overwhelming still! Would you allow us to fight by your side, brave sister?</entry>

<entry name="GRINDLE_CITADEL_MEET">Well, well! See what happens to nasty bully-bugs when they come after poor old Grindle? That's a well-deserved end, we reckon.[NPC]:We heard this old Sitty-dell was nice and quiet and burstin' with goodies. So what's happened, eh? Why's it crawlin' with bullies and busybodies?[Hornet]:The creature that haunts this place is stirring, little thief. The Citadel's caste now roam the halls. You would do well to leave soon, if you mean to survive.[NPC]:What what? You bein' mirthful? We're stayin' here 'til we're done pilfering! You should be the one leavin' if you're so afeared!</entry>

<entry name="HUNTER_FAN_HINT_VOLTNEST">High up, above the caverns all of crust, Nuu has been told of a hole, filled with writhing things, all zipping and zapping.[NPC]:But so sad! Nuu cannot herself see it. The lands quake and rattle. The savage threads stretch. The dangers are too much.[NPC]:It must be you, miss grown-up, older, stiffer, a shell less precious. Seek the cave, and the things within. How else will the journal be complete?</entry>

<entry name="HUNTER_FAN_ZAPNEST_MEET">Ahh miss grown-up, Nuu hoped you would return here. For clever Nuu can track well where you have been, she sees your cut-marks and sniffs out your fragrant trail![NPC]:And look where the trail has led sweet Nuu! A thick wriggler lived in this nest, rumbling and crackling in the darkness.[NPC]:Its sour juices still line these rocky insides, and patient Nuu will gather it all up![Hornet]:There is much to learn in these crusted highlands Nuu, but much danger as well. Indulge your curiosity if you must, but keep your senses trained on the darkness.</entry>

<entry name="SPRINTMASTER_HERO_LOSE">*Don't let defeat weigh on you, nimble bug! If strength remains, simply step again to the challenge. Let us soar swift together!*</entry>

<entry name="COURIER_SHORT_THANK_PT1">Oh! Those horrible beastly-beasts are gone! Much and many thanks for you, mighty warrior![Hornet]:It was a simple thing, small bug. I assume you are Tipp, the courier?[Hornet]:Frey, the Bellhart trader, seemed concerned for your safety... and for the cargo you carry.[NPC]:She sent you?! Bah! She needs to learny-learn a little patience! I'm is barely been away! But still... is lucky-lucky for me you came.</entry>

<entry name="MAPPER_ITEM_MAP_CORALCAVERNS_NAME">Sands of Karak Map</entry>

<entry name="COURIER_SHORT_THANK_PT2">Well, I'm is be off now. That old grubly-grub in the bell will come after me herself if she not get her goods!</entry>

<entry name="SPRINTMASTER_HERO_WIN_AFTER_WISH_REPEAT">Now I must train, and strive, further and faster by your example. Your skill upon these tracks has roused my spirit, nimble bug. You shall forever have my thanks.</entry>

<entry name="MAPPER_ITEM_MAP_BELLHART_DESC">A town built within the thick vein of bells that runs through Pharloom's core. One wonders who would craft so many, and for what purpose?</entry>

<entry name="MAPPER_SPAR_INTRO">Hornet Wielding Needle! With my master's passing, I have resolved to improve my skills that, in time, I may match her prime.[NPC]:Much work I must do to achieve that goal. I have found this wide bare stone fine ground on which to train.[NPC]:Would you spar with me now? Raise that blade and test my rings! You may prove my greatest challenge yet.</entry>

<entry name="MAPPER_MAPPING">[Hornet]:Your charts and tools show fine skill, Shakra. I've met few who'd match your talent.[NPC]:Cartography! Peh. Bakallo! It is a craft-skill common amongst my tribe. Most important to keep one's mind sharp when on a journey.[NPC]:The charting of caverns, the memory of travel, the knowing of one's place within the kingdom, an engaging task for a warrior's mind.[NPC]:An unfortunate thing that my great mentor never learnt the skill. Her talent at getting lost... I should almost be impressed...</entry>

<entry name="GRINDLE_SLAB_REPEAT">Lots of good stuff tucked away in this old prison... lovely place to bring a lucky little snitchbug like Grindle! What a favour those lugs did us! O-hoho!</entry>

<entry name="HUNTER_FAN_JOURNAL_DECLINED_ACT3">Oooh, ma. Miss grown-up, you deny poor Nuu? So sour![Hornet]:I am sorry, Nuu. Though I recognise the value in your wish, my own task is too pressing. </entry>

<entry name="HUNTER_FAN_GREET">Come to rest here, miss grown-up? Then let Nuu see our journal, for she is eager to see your cuts!</entry>

<entry name="SETH_CITADEL_MEET">This great structure... It would have taken the lifetimes of so many bugs to build it. Now its wounds run deep, and I can hear the groaning of its final breaths.[NPC]:Everything that grows must pass, I suppose. Still, to witness even its current state is a privilege I'll not squander.[NPC]:And what of you, friend Hornet? Where are your travels taking you?[Hornet]:They have taken me deep, and will take me yet deeper still. I have a responsibility to cut this land free of its dark fate.[Hornet]:That is no concern of yours though, sir. You should continue your own journey, albeit with a claw on your weapon at all times.</entry>

<entry name="SHERMA_CARETAKER_MEET_B">To our safe haven? Our home... This is what's left of it after the great breaking began.[NPC]:There was that terrible noise from above. Everything shook and fell apart, and the black threads sprung up from beneath. Many a poor pilgrim has already been lost to the destruction.[NPC]:You might have been too, if not for some fleeing pilgrims who found you fallen and carried you back to us.[Hornet]:The black threads... I may understand their source.[Hornet]:I must speak with the old Caretaker. Do you know what has become of him? I see he has left you his garb.[NPC]:Oh, yes. He charged me with looking after those remaining here, said he had to confer with his family down below.[Hornet]:Down below... Then they have slunk away to hide in their ruined chapel.[Hornet]:I must pay them a visit. Thank you, Sherma. Stay safe, and take care of your fellow pilgrims.</entry>

<entry name="SHAKRA_GRAND_FORUM">Bakkana! A battle well won! The haunted bugs have been defeated and the way forward is yours. Let us meet again soon, away from this dreadful Citadel.</entry>

<entry name="MAPPER_ITEM_MAP_JUDGESTEPS_DESC">Huge caves ascending to Pharloom's Citadel. The roads are slowly being devoured by sand and howling wind.</entry>

<entry name="G_PRINCE_SONG_REPEAT">[Hornet]:Farewell, tall bug, until we cross again.[NPC]:Or until death calmly claims us both...</entry>

<entry name="SPRINTMASTER_EXTRA_WIN_PRE">Again and again you prove your mastery, nimble bug, yet still I never tire of the challenge![NPC]:As reward for such an impressive feat of endurance, I have only this small trophy, a memento given by my own speed teacher, now fairly passed to you.</entry>

<entry name="SNAILS_ACT3_DEEP_MEMORY_REPEAT"><page=S>Bring us the hearts, Old One. Make'em beat, fierce and final. See for yourself the forgotten strength of this land of bugs before we burn those memories in its saving.</entry>

<entry name="LACE_CITADEL_MEET2">Tch... Hahahaa. Marvellous! So the spider knows something of fathomless beings, and still it hopes to stand against one, a god... [NPC]:Where do you hide this boundless strength you claim, spider? I've watched your struggle towards us. Yours was a painful, broken trek. One needs grace to stand before the divine.[Hornet]:Then best you keep watching, child. I've found those who claim themselves a god can rarely match the title.[Hornet]:And experience tells me, even gods can fall.</entry>

<entry name="MAPPER_GENERIC_WILDS">[Hornet]:Shakra, you look well at home in these wilds.[NPC]:Poshanka! These scorched fields offer many paths and much combat. To leap from vantage upon the red-shells or to meet them face-front with rings ready? These are decisions to live for![NPC]:I am much surprised those soft pilgrims ever safely climbed this scorched and savage place.</entry>

<entry name="GREEN_PRINCE_VERDANIA_STAG_REPEAT">Here, the proof of our majesty... mark of our divine right...</entry>

<entry name="SPRINTMASTER_OFFER_1">Hoi hoi! A nimble opponent appears. At last! At last![Hornet]:If you are seeking challengers, sir, you should choose a location less far afield. It is rare chance I, or any bug, would come upon this distant cavern.[NPC]:True! Though once discovered, could there be a more perfect spot? This giant, boney body, so distant from Pharloom's ails.[NPC]:Here, freely, we can test our speed and our sleek shells. Here we may race![NPC]:You must be eager to step to the task, challenger? Fulfil my wish! Let us discover our limits together! </entry>

<entry name="GREEN_PRINCE_VERDANIA_UNFINISHED_MEET">Our capital, built grand... The seat of our sovereignty... slipped from my mind...[NPC]:Why does it fade? Why can I not recall that sacred place?</entry>

<entry name="GARMOND_ENCLAVE_REPEAT">Zaza and I will tarry here a little longer... These pilgrims need watching over, and we are committed to the task.</entry>

<entry name="LACE_MEET_4_BRIDGE">Delicious! I like you already![NPC]:But what a bore it would be to cut you down now, when you're so achingly close to our grand Citadel...[NPC]:Climb higher, little spider. I want to savour your struggle just a little longer!</entry>

<entry name="HUNTER_FAN_ZAPNEST_SLAP3">But Nuu is sensible, she understands. Miss grown-up has purpose, she must be away.[NPC]:The cleaning can wait for another time. Nuu is patient... always patient.</entry>

<entry name="GRINDLE_SLAB_2">[Hornet]:You seem to have some familiarity with this prison and its guards. Do you know a path to escape?[NPC]:Escape! A little jailbug like you ain't ever escapin' anything! Get out of here, will you? Stop bothering us! You got nothing to steal, so we got nothing to talk about!</entry>

<entry name="GARMOND_DEFEATED_REPEAT">Though the dust has not yet settled over our battle here, Zaza and I must soon be away. The memory of our village calls us ever onward. Farewell, brave sister!</entry>

<entry name="SPRINTMASTER_OFFER_4">[NPC]:You would challenge again, nimble bug? You have proven yourself time and again.[Hornet]:Your course can still provide understanding, sir. Upon it, I see my own limits clearer and learn to push them further. [NPC]:Of course! Of course! And I can learn much following behind your fair form.[NPC]:I'd need only a moment, and the track would again be ready. </entry>

<entry name="LACE_MEET_3">[Hornet]:Your threats are worthless, child. If you are my foe, stay your voice and raise your blade.</entry>

<entry name="LACE_MEET_2">I can save you, little spider. All the trouble you'd face above. All the suffering. It's so simple.[NPC]:I'll just skewer you here and now, pluck that flickering life right out of you.</entry>

<entry name="LACE_MEET_1">How sad. A little spider has fallen from its cage. So lost. So weak. Poor little morsel.</entry>

<entry name="HUNTER_FAN_RESULT_1">Ooooh ma, is well-begun. Many creatures have been recorded, but many many more still to be learned of![NPC]:Miss grown-up, you should rest quick and venture out to hunt again soon, thinks Nuu!</entry>

<entry name="GARMOND_DEFEATED_GNAT">Well fought sister, well fought! Though terrible and tenacious, the beast was no match for us.[NPC]:Be proud! The bugs of this land will sing of our victory to their offspring, and their offspring's offspring, forever more!</entry>

<entry name="LACE_TOWER_DEFEAT_1">Hah... aha ha ha ha ha![NPC]:Congratulations, spider. Finally, I felt your sting, and you've bared the truth of my pathetic empty shell.[Hornet]:You always had the scent, child. You are no bug. Yours is a life born entirely from thread.[NPC]:Life? You're too generous! This weak, wasting existence. This was not life, just a husk shaped to act as a child.[Hornet]:Yours was life, pale one. Do not confuse your unique creation with its absence. I have seen others make the same mistake.[NPC]:Platitudes, spider? From you? Don't be gross.[NPC]:Head on. Climb up, up and away. You've earned your audience with the divine.[NPC]:Face the holy mother who would fashion so cruel and crude a daughter as me.</entry>

<entry name="GILLY_REPEAT">Conversing is a pleasure, but I must return to my observance. Try not to leave too much of a trail when you leave, please.</entry>

<entry name="SNAILS_ACT3_DESCEND_REPEAT"><page=M>Enough chatting, Old One. Best you get heading below. Whatever action you're planning, time is against you.</entry>

<entry name="MAPPER_MASTER_ITEM">For sharing this moment I shall have you accept a gift, one I had believed I would never pass. [NPC]:You would take these rings, and the learnings to make more.[NPC]:They are built of a clever method devised by my master and will crush hard this kingdom's toughest shell. Use them, and she is remembered![Hornet]:My thanks, Shakra. To gain a tool so defined by its owner, I am much grateful. They shall prove a great aid on my own journey.</entry>

<entry name="HUNTER_FAN_SKULLKING_REPEAT">The warmth of these caverns keeps many smells alive! Is good for Nuu, who is always searching carefully for learnings!</entry>

<entry name="SHERMA_CITADEL_SPA_NOENCLAVE">[Hornet]:Little pilgrim, these baths provide some respite from the dangers without, but even so you should not let down your

guard.[Hornet]:You must have seen now that the bugs of this Citadel are long fallen to the Haunting.[NPC]:Ahh... some of my brothers and sisters have seemed... lost somehow, yes. But to be lost is to be sometime found, is it not sung?[NPC]:Yes... The Citadel will provide for them. It is a holy place indeed, that holds wonders such as this lovely warm bath!</entry>

<entry name="SPRINTMASTER_ACCEPT_SHORT">Hoi! Let our mighty contest of shells commence again!</entry>

<entry name="GRINDLE_SLAB_MEET">Hoy! We thought one of them buzzing bullies was sneakin' up on us, but it's just a mangy jailbug![NPC]:Why you in here, then? Caught thievin' were you? Greedy, greedy![Hornet]:I've stolen nothing. Rather, I suspect the wardens are servants of the Citadel. The cage used in my capture bore similar runes to the one that first brought me to this land.[Hornet]:Bound in that cage, I'd have proved a fine gift were they to deliver me to their masters.[NPC]:Pah, there ain't nothin' fine about you, jailbug. We recognised a fellow thief soon as we saw you![NPC]:Now, don't be lingerin' around here. Those guards'll be wanting to pop you back in your cage quick quick![Hornet]:They'll not get the chance. I will reclaim my belongings and leave this grim place with haste.</entry>

<entry name="MAPPER_SPAR_DEFEAT">You recover quickly. Already, my ring-marks have faded from your shell. If you are prepared, let us duel again.</entry>

<entry name="MRMUSH_LOC4">...Yes, communication is the heart of it. The grandest boasts and the tiniest murmurings all have their meanings...[NPC]:...Your point is well made. Even the flowers have their stories to tell. Light can be cast anywhere...[Hornet]:I've no desire to interrupt your meditations, Herald, but I am eager to speak with you, if you would listen...[NPC]:...Take note of it all, render it in line, you'll be glad that you did. You can take the journey home with you...</entry>

<entry name="HUNTER_FAN_COMPLETION_RESULT_2">Oooh, but the scroll is so heavy with beautiful beasts! Could it be that the works is almost complete? Miss grown-up, you must keep your preyings up. No time for rest!</entry>

<entry name="GREEN_PRINCE_VERDANIA_ENTRY_MEET">The myth we made... by grace... by blade...[NPC]:All bowed before we princes green...</entry>

<entry name="GREEN_PRINCE_VERDANIA_LAKE_REPEAT">So many moments spent simple... joyful... free...</entry>

<entry name="MAPPER_DUSTPENS_BROKENBENCH">Do you see? How crass and frail that Citadel's machines! This one groans in pain at its very existence.[Hornet]:Its mechanism is likely jammed. If the gears were unstuck its clamorous complaints would soon cease, and it could become a useful place to rest.[NPC]:A place to rest or no, I desire only for the noise to stop!</entry>

<entry name="MAPPER_GENERIC_SHELLWOOD">These root-woven roads show evidence of my master's passage. A thrice-crushed bug, gouged wood, score-prints of sharp claws passing. Small signs that only I can read.[NPC]:Though the trail is cold, it eases me to know she is still within this land.</entry>

<entry name="GILLY_INTRODUCE">[Hornet]:These are dangerous fields, young one, not for casual wandering. What task sees you brave them?[NPC]:A treacherous quest! But a crucial one! Upon the last wish of my father, I've taken up the study of these wild caves.[NPC]:These fields still display life and growth, even as the lands around erode to dust.[NPC]:There is a hot

harmony here that eludes the grey wastes above and the dry Marrow beside. With time and study, I shall uncover why.</entry>

<entry name="MAPPER_ITEM_TOOL_COMPASS_DESC">Track your location throughout these winding lands with a bone compass. Each member of our tribe can craft them. I would pass you mine, for a small price. </entry>

<entry name="HUNTER_FAN_COMPLETION_RESULT_1">Ooooh, ma ma! Even young Nuu never guessed that Pharloom held so many fascinating creatures! Soft ones, hard ones, small ones, big ones! Nuu is greedy to see what remains!</entry>

<entry name="SHERMA_CORAL_NOBENCH">You see this idol before us, red maiden? I have passed its like before. They mark our pilgrimage well.[NPC]:If we sing to it, a miraculous shrine will rise from the ground, and we will have a place to rest! Such a wonder![Hornet]:It is not song that rouses this shrine, but payment in rosaries.[Hornet]:Without rosaries, the shrine remains hidden. I have encountered similar constructs on Pharloom's paths. This kingdom does not grant rest lightly.</entry>

<entry name="MAPPER_ITEM_MARKER_E_DESC">You can use these to mark places of importance or reminders on your map.

These I have fashioned from the husks of old bells. A hard task to make, so the cost reflects the extra effort.</entry>

<entry name="SHAKRA_AID_MEET_FORUM">Poshanka! Here we meet, high atop this twisted steel structure. I can sense fierce enemies ahead.[NPC]:It seems you too draw closer to your trail's end. With my own task now resolved, my rings call for combat.[NPC]:Hornet Wielding Needle, shall we fight forward together?</entry>

<entry name="SHERMA_HEALER_REPEAT">All of these marvellous healing supplies... Surely they, at least, are some proof of the Citadel's holy nature?</entry>

<entry name="SHERMA_RESCUE_MEET1">H-hoy red m-maiden! Have no f-fear, 'tis only I, Sherma![NPC]:I found healing supplies, b-but then the way back collapsed... and I heard moaning from the dark... oh, how thankful I am to see you!</entry>

<entry name="MAPPER_ITEM_MAP_CRAWL_NAME">Wormways Map</entry>

<entry name="SHAKRA_AID_REPEAT">Shall we fight forward together?</entry>

<entry name="SHERMA_CORAL_REPEAT">The great Citadel is so close, I can hear the voices of our brother and sister pilgrims calling out to us!</entry>

<entry name="GILLY_MEET_HUNTERCAMP">What a battle, brave warrior! You're the first I've seen who could match the red-shells and emerge victorious.[Hornet]:They are deadly foes indeed, and seemingly keen hunters. You did well to keep yourself hidden from them, young bug.[NPC]:I did, didn't I? Disguise and subterfuge are skills I've honed keenly, all in aid of my most important work!</entry>

<entry name="GARMOND_MOORWING_INFORM">Mind yourself while you travel this grim land. A great winged beast has been stalking the heights, swooping without warning and tearing the life out of unwary travellers![Hornet]:I believe I have seen the creature you speak of. It may have marked me as prey, and followed me down onto the lower roads of the moor.[NPC]:What what! Gurrrooo! The beast has been spotted! Once Zaza has fully rested, we'll set to tracking it down!</entry>

<entry name="SHERMA_HEALER_MEET">Welcome back red maiden, and thank you again for coming to my aid.[NPC]:I'm no healer, but with the supplies we found in the ward below even my unlearned claws can ease the suffering of our brothers and sisters.[NPC]:That such darkness

could creep into this most holy of places, even though we pilgrims kept our promise to ascend...[NPC]:I confess, I wonder at the meaning of it all. But enlightenment does not come easily, or all at once... I should just continue my task in the meantime.</entry>

<entry name="SHERMA_ENCLAVE_MEET1">Hrm...? Oh, hoy there! I was hoping we would meet here, red maiden.[NPC]:Rising at last to the heights of the Citadel and being amongst so many of my brothers and sisters... it is a blessing indeed. Yes, a blessing.[Hornet]:Your voice belies some hesitation in that belief, little pilgrim. You have seen now the reality of this broken place. What do you make of it, truly?</entry>

<entry name="COURIER_TALL_THANK_PT1">Safely-saved is Pill! But who is this rare carer for the shell of another? Name yourself, good bug![Hornet]:I am Hornet, Pill. Your brother wished for your return to Bellhart, where he waits now. I'm sure he will be eager to see you alive.[NPC]:Young Tipp! How he worries always. Blessed I am for the care, him and you Miss Hornet! A lucky bug is me!</entry>

<entry name="DICE_PILGRIM_DEPLETED_REPEAT">I pray my dice bring you luck on your final climb, sister. And I pray that by parting with them, my own ascent shall be made lighter.</entry>

<entry name="GILLY_HUNTERQUEEN_STATUE">See here, this old statue. I've been thinking long on it, what clues it might hold.[NPC]:The claw-work seems beyond the other structures throughout these caves. Who was she I wonder, to deserve such refined remembrance?[Hornet]:Hers is the form of a dancer, and the craft is indeed exquisite. There must once have been more to these ants, before the Haunting snared their shells and minds.</entry>

<entry name="HUNTER_FAN_JOURNAL_COMPLETE_2">Uahhhhh... The forbidden taste...</entry>

<entry name="SHERMA_CITADEL_SPA_REPEAT">Holy water, nice and hot,
Makes a perfect swimming spot,
Heals your worries in a flash,
So jump on in... splash splash splash! Ha ha ha!</entry>

<entry name="GRINDLE_ITEM_ROSARY_MAGNET">Very, very lucky little trinket we got 'ere! Pulls 'em little clickie-clackies right into yer waitin' claws!</entry>

<entry name="GARMOND_MEET_CITADEL_FIRST">Gurroo! A fellow warrior braves this blighted place! Know you stand before the honoured knight Garmond, and brave companion Zaza.[NPC]:Together, Zaza and I are wish bound to scale this Citadel, and vanquish the horrors at its heart![Hornet]:Then good luck to you, sir bug. It is heartening to meet another of sound mind and fortitude enough to fight back against the many haunted husks.[NPC]:Aye! Never-ending, these unnatural opponents! This Citadel seems its twisted source, and honour decrees we must fight on, until we rend the heart of its decay!</entry>

<entry name="SNAILS_ACT3_SHAMAN_CREST">[Hornet]:I found the well in the hidden chambers beyond. The power that remained at its base I have taken for myself.<page=S>Bound yourself a new nature, aye? And from the shells of our ancestors, no less, all those many who've called these lands their own.<page=S>You make it seem so simple-like. All o'that learning, all o'that strength... sucked up in a whirl of Silk.<page=M>We'd call you a thief, Old One, and cruel for the taking, but it's all coming down soon if you can't stop it.<page=M>If there's advantage in your act that might see these caves safe, then it's better you make your claim.</entry>

<entry name="MAPPER_BELLHART_REPEAT_ACT3">Best keep your visits brief, Hornet Wielding Needle. Without swift action taken, our world's ruin seems certain.[NPC]:If you cannot calm Pharloom's tortured throes, then certainly no other bug could face the task. [Hornet]:As you say, Shakra. I shall do what I must.</entry>

<entry name="HUNTER_FAN_HINT_GREYWARRIOR">Near the edge of those lands swept by wind and sand, Nuu has seen it, a single bug, watching, waiting.[NPC]: Too scared was Nuu to crawl close, for fear it would wake, and its big blade might mark this perfect shell.[NPC]:For the journal's sake, you should seek the bug, up on edge, through a tall tunnel hidden by crust.[NPC]:A hard find, that one, but Nuu is not worried! She knows your adult cunning will see you there quick!</entry>

<entry name="MAPPER_NOSTOCK_ACT3">For my mapping stock, we have traded all the charts and tools I can provide. While this new threat remains, I shall not make more.[NPC]:My cartography may be a simple sort, but I hope that my craft shared has made your travels easier.</entry>

<entry name="GARMOND_AID_READY">Lead on, sister! Zaza and I will be close behind!</entry>

<entry name="SHERMA_BONEGATE_OPENED">Hoy! Did you see it, red maiden? The great gate heard my song and, in its infinite and ancient kindness, has opened the way forward for us!</entry>

<entry name="GARMOND_CITADEL_DEFEATED_REPEAT">[Hornet]:Must you not press on, sirs?[NPC]:Oh, yes! We will be off at once. Very soon. I fear though, that Zaza must rest a little longer...</entry>

<entry name="MAPPER_MEET_BONE_1A">Poshanka! Edges sharp and senses keen!</entry>

<entry name="SNAILS_ACT3_TALK2"><page=M>Even knowing her motivation, it is a shock the monarch can resist so long. We'd thought none could survive that void.[Hornet]:She will have retreated within her protective form, that cocoon of thread. Even as the dark eats its outer, she will spin its Silk anew.[Hornet]:The effort would be immense and it will strain her soul thin, but what other choice remains?[Hornet]:This is the desperate act of a dying god. A defiance that, left unchallenged, will bring your kingdom's ruin. </entry>

<entry name="SNAILS_ACT3_TALK1"><page=M>The quakes... This collapse will take Pharloom all.[Hornet]:If the void doesn't claim it first. Surely you've seen them, the black threads that wrack your lands? The dark leeches up, possessed upon the fallen monarch's Silk.[Hornet]:Pharloom's roads were not safe before. Now they'll prove impassable. Those pilgrims still alive in your lands best huddle and hope. [Hornet]:If there can be another end to this, it is up to us to discover it.</entry>

<entry name="SHERMA_BONEGATE_MEET_2">[Hornet]:Why do you sing, little one? This bony gate seems like a poor audience.</entry>

<entry name="SHERMA_RESCUE_END2">[Hornet]:Can you safely make your way back to the settlement, little one? I could escort you if need be.[NPC]:Oh no, I'll lay no more of my troubles upon you, red maiden. With the way cleared I can return under my own guidance.[NPC]:After all, what's another pilgrimage, eh? Ha ha![NPC]:Oh! And I have something for you as well. I found it buried amongst the broken relics down here in the darkness, glowing with a pale

light.[NPC]:'Tis an odd-looking thing... not exactly holy-seeming... but I would be honoured if you accepted it all the same!</entry>

<entry name="SPRINTMASTER_HERO_WIN_POST">The challenge! The course! It shall be improved. Yes! Yes! The truest test is still to come. We shall fly fast together once more!</entry>

<entry name="SETH_SHELLWOOD_REPEAT">I've learnt too that travelling is not without its dangers... but I find myself wielding my weapon quite adeptly.[NPC]:It's curious, the way our instincts can guide us with such precision.</entry>

<entry name="MAPPER_ITEM_MAP_BELLHART_NAME">Bellhart Map</entry>

<entry name="MAPPER_SPAR_VICTORY">Un-Daak... well struck. To face the fury of your weapon in a true battle would be an experience indeed. I would gladly duel again, if you have the time for it.</entry>

<entry name="GARMOND_GRAND_FORUM">Hoho sister, my whiskers are still quivering! That's how you know you had a rousing battle![NPC]:You go on ahead. Zaza and I will keep guard here and catch any stragglers.</entry>

<entry name="SHERMA_CARETAKER_MEET_A">Hoy, red maiden. 'Tis a prayer answered to see you safely wake.[Hornet]:Little Sherma? What has happened here?</entry>

<entry name="MAPPER_CALLED">Poshanka! So you found my calling ring, Child Wielding Needle. I recognised the sound of your weapon's foreign metal against it.[NPC]:On the hunt for my master, I am often away, but I still use this place as camp. Use the ring to call me whenever you wish to make trade.</entry>

<entry name="MAPPER_ITEM_MAP_WILDS_NAME">Far Fields Map</entry>

<entry name="SHAKRA_AID_ACCEPT">[Hornet]:Gladly I will accept your aid Shakra. Let us cut closer to this Citadel's haunted heart.[NPC]:Garrok! Hornet Wielding Needle. Beside you, I will gladly raise my rings!</entry>

<entry name="G_PRINCE_SONG_MEET">I'd hoped to never step these hateful halls, yet here I stand, as all those hapless bugs before.[Hornet]:You've journeyed far from that damp cell, tall bug. If you would oppose the minions of this Citadel, you have my respect.[NPC]:Hmph. Then we share a rare stance, warrior. Few others seem possessed of will enough to resist.[NPC]:So many weak minds, drawn up and strung, in love with the great golden leech atop their lands.</entry>

<entry name="GARMOND_CITADEL_MEET">Ho there, brave sister! What poetry has fate writ, that we should meet here at the peak of this ghastly Citadel![NPC]:Beasts and fiends, all here are lost to that horrid Haunting! And out from this golden corpse it seeps to plague the good bugs of the land below. Well, no more we say![Hornet]:You should beware brave sirs, the creature that commands this curse is a foe far beyond bug. I would not see your lives given in vain.[NPC]:Pah! We beware nothing! We would give our lives a hundred times over to finally cut away the evil that clutches our kingdom!</entry>

<entry name="GILLY_MEET_HIDDEN">Goodness! This is just too embarrassing! Detected even through my perfect cover! What tell? What error? Surely something gave me away![Hornet]:It was no one thing, young bug. Your disguise is near faultless. I've merely spent a long life being watchful.[NPC]:Gah! Then I'll just have to hope the beasts about don't share such keen sight. It'll be so much harder to accomplish my work if I'm detected, or eaten!</entry>

<entry name="GARMOND_AID_ACCEPT">[Hornet]:The battle ahead may indeed be arduous. I accept your offer of aid, sirs.[NPC]:Gurrro! Yes! No force in the kingdom can withstand our might! Lead on, sister! Zaza and I will be close behind!</entry>

<entry name="SHERMA_PILGRIMSREST_REPEAT">Sister, sister, tired and glum,
We will sing, and you can hum,
Together we shall overcome!</entry>

<entry name="SNAILS_ACT3_DEEP_MEMORY1"><page=M>Oh ho! Back from the depths with nary a scratch! Is it as you feared?[Hornet]:It is, and worse. Your snare has sunk the monarch deep, deeper than I can safely descend.[Hornet]:To cut Pharloom free, I must plunge below the surface of that lake of liquid nothing.<page=B> No shell survives submersion in that void, Old One, not even yours.[Hornet]:Not without aid, certainly. Though aid may exist. The flower that resists the dark. Do you know of it?<page=M>The Everbloom?... We've heard the tale, but had thought it a myth. If ever it sprouted in our lands we would surely have known?[Hornet]:I would not seek it in these lands. I need its power full, and it is too fragile to sustain here long. I would seek it in my memory.<page=S> Oh ho ho! So you'd have us wrench open your soul, to retrieve the fabled bloom? Can such a thing be done?[Hornet]:For another bug, no, but I am Weaver enough to attempt it.[Hornet]:In the distant past, I knew the flower. My thread still holds its faint memory. If the Everbloom was grasped strongly enough within my Silk, it could be made to manifest.<page=M>Ah! So you're asking another spell of us? To reveal the flower clear?... But to illuminate one of your kind's old memories, so acutely... This is no easy thing, even for us...<page=M>Old One, you must give us a moment to confer...</entry>

<entry name="MAPPER_ITEM_MAP_HUNTERSNEST_NAME">Hunter's March Map</entry>

<entry name="G_PRINCE_DANCERS_REPEAT">My wish is granted... and now everything I love is lost...</entry>

<entry name="MAPPER_CURSED">Gara Takana! What has happened to you, Child Wielding Needle, to cause you such brutal weakening?[Hornet]:You are seeing the effects of a parasite, Shakra, a writhing entity implanted by force. It will not kill me, not quickly at least, but its presence wears greatly on my shell.[NPC]:It is a horrid state you suffer. Fight yourself free, or find help with haste. I would not wish to see you defeated by such deceitful strength.</entry>

<entry name="SPRINTMASTER_ACCEPT_RETRY">Hoi! Let our mighty contest of shells commence again!</entry>

<entry name="GRINDLE_ITEM_TOOL_KIT">You're in the habit of craftin' all kinds'a nasty tools'n traps, aint'cha? This kit'll let you build 'em even nastier, heh heh... </entry>

<entry name="MAPPER_GENERIC_BELLHART">Poshanka, Child Wielding Needle. This heart-home is cut free of its curse.[NPC]:Tell me, was it your blade that brought its saving? My shock would be great if another here managed the feat.[Hornet]:I slew a tall creature above the town, a Weaver I suspect, though one twisted in purpose.[Hornet]:By voice and claw it aided, perhaps guided, the thread that strung the town. [NPC]:Weaver? Those vicious old things! To our young we tell the tales, but had thought them long dead, only corpses bound in spires. [Hornet]:This one still lived, though if it was a Weaver, it was broken in a savage way.[Hornet]:Its own Silk was bound, pinned deep within its shell. A cruel punishment I've not before witnessed. [NPC]:Even broken, my envy remains. A Weaver's fabled skills... To meet one in combat means great challenge, and great pride in victory.</entry>

<entry name="MAPPER_GENERIC_GREYMOOR">[Hornet]:Fair greetings, Shakra. You are a welcome sight amidst the sodden gloom of these caverns. [NPC]:Child Wielding Needle, your

aspect is still sharp. My respect remains. Heed a warning, many fierce bugs roost nearby.[NPC]:On the lake beyond this cave nest a ragged horde atop an old watermound. Their mastery of flight makes them dangerous. My shell will forever carry the score of their pins.[NPC]:If you're seeking a safer path, head back, towards this land's core.</entry>

<entry name="HUNTER_FAN_ZAPNEST_REPEAT">Nuu is a long way from her safe lodging... perhaps she will stay in this nice, dark little squeezey place a little longer.</entry>

<entry name="SHERMA_CARETAKER_DELIVERY">[Hornet]:Sherma, I bring supplies from the town of bells below. Since you are now caretaker here, I entrust them to you.[NPC]:Oh, what a blessing! This will surely raise the hopes of our poor brothers and sisters.</entry>

<entry name="SHERMA_CARETAKER_FINAL">Red maiden, you have some great task ahead of you, do you not? If so, then I fear the time of our final parting draws near.[Hornet]:You sense it true, Sherma. I shall soon descend to the darkness below the kingdom and quell the source of Pharloom's rending.[Hornet]:If that task is achieved, my future may take me far from Pharloom, but know I have faith that you will hold these bugs together, and see them prosper.[NPC]:Ah! In truth, I'm still only a fool, but I'll hold dearly to your faith in me. That warmth will help me to endure whatever challenges lie ahead![NPC]:Now let me pray for you, dear friend, and may my hopes follow you into the deepest darkness and beyond!</entry>

<entry name="MAPPER_ITEM_PIN_SHOP_NAME">Vendor Pins</entry>

<entry name="SHAKRA_GRAND_FORUM_REPEAT">The way forward is yours. Let us meet again soon.</entry>

<entry name="MAPPER_MEET_GUARD_ACT3">[Hornet]:Shakra, you pit yourself against the black-threaded bugs? They are dangerous foes, even for a hardened warrior.[NPC]:I relish such danger, and have little choice besides. These creatures besiege the town within. They are relentless, and empowered. [Hornet]:...It is the void, stretched up into this world and its husks. I know it well, this force, its nature. If it senses soul within, it will drive voracious towards it.[NPC]:As you say! Many bugs now huddle within the bells. Nowhere else is safe with this black threat rising.[NPC]:Some luck, at least, that I chose to remain, and can offer my rings' defence.[Hornet]:Shakra, I seek to end this new disaster, for in it I share much blame, but know, I shall need time to complete my task.[Hornet]:I ask you hold fast till then. This town and its bugs need a guardian, and I can think of none better.[NPC]:Very well, Hornet Wielding Needle. A pact made strong. If you are working towards the venom's end, I shall fight with faith renewed.</entry>

<entry name="SHAKRA_AID_READY">Let us charge on. My rings shall sing loud on the shells of our enemies. </entry>

<entry name="HUNTER_FAN_FINAL_2">And now, miss grown-up, the task is done! Nuu must be away.[NPC]:But do not be sour! Just think! Pharloom is only one land. So many more must hide out there, filled full with beasts and scents and tastes, all waiting to be discovered.[NPC]:For Nuu, her journey is only at its start. And for you, miss grown-up, Nuu wishes too your happy hunting, much and more!</entry>

<entry name="MAPPER_MEET_BELLHART_ACT3">[Hornet]:Shakra, what has happened here? For these masses to huddle so amongst such destruction?[NPC]:The dark-spun bugs, they besiege the town, relentless. I have defended against each wave anew, but they are empowered in foul ways, and I am much fatigued.[Hornet]:...It is the void, stretched up into this world and its husks. I know it well, that force, its nature. If it senses soul, it will drive voracious

towards it.[NPC]:As you say! All these bugs, gathered close within the bells... but nowhere else is safe with this black threat rising.[Hornet]:Shakra, I seek to end this new disaster, for in it I share much blame, but know, I shall need time to complete my task. I would ask you hold fast till then.[Hornet]:This town and its bugs needs a guardian, and I can think of none better.[NPC]:Very well, Hornet Wielding Needle. A pact made strong. If you are working towards the venom's end, I shall fight with faith renewed.</entry>

<entry name="GRINDLE_BONEFOREST_FINAL">Eugh. Is it gettin' hotter down here? Mustier? Grindle's been down here too long. Reckon it's time to climb back up soon, to where all the serious treasures is!</entry>

<entry name="MAPPER_ITEM_MARKER_D_NAME">Dark Marker</entry>

<entry name="SPRINTMASTER_HERO_WIN_PRE_1">So this is... defeat? Can it be? HUU... A shell so fast! Wonder of Pharloom! A bug whose pace could match my own.[NPC]:Though I set a simple course, you have proven its match and more. Take this small reward, nimble bug, and remember well our grand contest!</entry>

<entry name="SHERMA_BELLHART_WAKE">Oh, hoy there! Why, I must have dropped off to sleep as soon as I arrived![NPC]:Certainly, the pilgrim's way is exhausting, but a good rest is a reward unto itself!</entry>

<entry name="MAPPER_GENERIC_HUNTERSNEST">That was a battle well-fought, Child Wielding Needle. Your master would be proud of you.[Hornet]:The one who trained me long ago... I never called her master. Whether she would be proud of what has become of me, I cannot say.[NPC]:Nu-Hakkata! Whether she is dead or alive, have faith! Nothing a pupil does escapes their master's sight!</entry>

<entry name="MAPPER_ITEM_MAP_GREYMOOR_DESC">Wide, dim hollows, choked by rag and dust. The bugs who once tended these lands have clearly lost their way.</entry>

<entry name="SHERMA_CITADEL_ENTRANCE_MEET">Red maiden! Dear sister! At last, our great pilgrimage is at its end![NPC]:Our faith never wavered, and now here awaits our glorious reward, the shining Citadel! Where all sing as one![Hornet]:I will not tell you to turn back, for I know you will not, but I urge you at least to be cautious. Terrible things lurk within this Citadel, little pilgrim.[NPC]:Oh, sister! There is no need for caution, and no need for fear. Let us step forward under guidance of our faith!</entry>

<entry name="MAPPER_GENERIC_BELLHART_TALK2">This vein of gilded bells creates an effectively defended settlement. I can see it once gave a long time of peace to its bugs.[NPC]:And yet, look at their numbers now. Stricken by cursed thread. Only a few have survived.[NPC]:We must learn from them, Child Wielding Needle. Peace is a slow poison that would wither even the hardest bug.</entry>

<entry name="MAPPER_GENERIC_BELLHART_TALK1">[Hornet]:Your camp here looks comfortably set, Shakra. Are you planning to stay a time?[NPC]:Perhaps, yes. This heart-home makes a fine base for now and later if needed.[NPC]:Still! I must take care not to rest overlong. My shell would soften and my senses dull.[NPC]:</entry>

<entry name="SETH_SHELLWOOD_MEET">Oh, hullo again! This time, I most certainly do recognise you! 'Tis a pleasure to bump into you here, deep in this serene wood.[NPC]:Do you have a name, like I do? Would you share it with me?[Hornet]:Certainly, sir. I am Hornet.[Hornet]:I notice you gazing at the buds above us... are they familiar to you,

perhaps?[NPC]:Hm? No, not at all. Very beautiful though! Perhaps I should gather some up before venturing on...</entry>

<entry name="MAPPER_ITEM_MARKER_A_DESC">You can use these to mark places of importance or reminders on your map.

These markers I have modelled after the sheen of my own shell. Perhaps you will think of me when you use them.</entry>

<entry name="MAPPER_GENERIC_CRAWL_REPEAT">There are signs that pilgrims once travelled even these crumbling paths, long ago. Now only the voracious worms nest here.</entry>

<entry name="SPRINTMASTER_REOFFER">Hoi! Nimble bug! Surely you have reconsidered? Let us discover our limits together! </entry>

<entry name="MAPPER_STOCKDEPLETED">You have purchased the last of my mapping stock, for now. Stay alive on your journey, and when our paths next cross we may trade again.</entry>

<entry name="GRINDLE_RUMMAGE_REPEAT">Don't be lingerin' here too long! We got snitchin' to do and we ain't keen on company!</entry>

<entry name="MAPPER_GENERIC_DUSTPENS_REPEAT">If you venture further and higher into these caverns, beware. The sickly air only grows thicker.</entry>

<entry name="SHERMA_BELLHART_REPEAT">I'll be off soon, once I'm good and rested. Beyond the wood lies the final climb, and then at last we shall reach the Citadel![NPC]:Which of us will reach the Grand Gate first? If it's me, I shall wait for you so we can enter together!</entry>

<entry name="SHAKRA_AID_REFUSE">If you would fight alone, I will say nothing more.</entry>

<entry name="GARMOND_ENCLAVE">[Hornet]:Fair meeting again, sir knight. I see this bell has drawn you too towards its safety.[NPC]:Who would have guessed, sister! A safe corner, hidden so high atop Pharloom's cursed crown![NPC]:Our fair village may have fallen, but for these fellows... these scared few, our honour charges us to keep them safe. Our hornlance shall raise for them! After some rest, of course.[Hornet]:Hold fast to your new charge, Garmond. See these bugs survive, and know I aim, in time near, to cut down this curse at its core.</entry>

<entry name="MAPPER_ITEM_MAP_DUSTPENS_NAME">Sinner's Road Map</entry>

<entry name="GRINDLE_BONEFOREST_S1">O-hoho! Into Grindle's pockets they go! And for you, a secret to remember us by...[NPC]:Beneath here and further on, the burly bellheads have a big, hot, gleaming hive! Full of all sorts of tasty snitchables![NPC]:But there's this big gate they got down in its belly... shut tight, locked up. If you could wriggle through, you'd get your claws on all kindsa goodies!</entry>

<entry name="SHERMA_CORAL_NOBENCH_ALT">You see this idol before us, red maiden? I have passed its like before, they mark our pilgrimage well.[NPC]:If we sing to it, a miraculous shrine will rise from the ground, and we will have a place to rest! Such a wonder![Hornet]:I suspect it is not song that rouses this shrine, but payment in rosaries.[Hornet]:I have encountered similar constructs on Pharloom's paths. It seems this kingdom does not grant rest lightly.</entry>

<entry name="GRINDLE_BONEFOREST_S3">O-hoho! Into Grindle's pockets they go! And for you, a secret to remember us by...[NPC]:There's lots of pickings round here, right? Well, it's all nothing compared to what they got hidden up, up above us. The great big Sitty-del they calls

it![NPC]:A golden place, groaning with goodies! Could never steal it all in a thousand snitch-bug lifetimes they reckon![NPC]:Oh yes, that's where ol' Grindle is headin'. Don't you dare follow us, though! We want it all for us-selves!</entry>

<entry name="GRINDLE_BONEFOREST_S2">O-hoho! Into Grindle's pockets they go! And for you, a secret to remember us by...[NPC]:You know where all them dreary raggedies are camping? Back near the ol' chapel? Well, beyond that chapel is a dirty great grave![NPC]:Not much in there but husks, right? But but! My sniffer tells me there's something worth the trouble buried down at the bottom!</entry>

<entry name="SNAILS_ACT3_MEET_END_VISITED">[Hornet]:The groaning docks, beyond the caverns of bone. There I have seen a vessel able to pass below, a heavy bell built for descent.[Hornet]:I need only gain access, and an operator to assist. I will investigate the docks, and uncover the means.<page=M>You'd be the first in an age to dive so deep, Old One. That space below remains long unseen, even to our family. [Hornet]:For those depths, I am more prepared than most. I will reach the base of this land, and know the truth of the new disaster we together have wrought.</entry>

<entry name="GREEN_PRINCE_VERDANIA_UNFINISHED_REPEAT">Why does it fade? Why can I not recall that sacred place?</entry>

<entry name="LACE_ABYSS_LAKE_1">[Hornet]:Here you lie, monarch. Sunk so deep, yet still you cling to life. [Hornet]:Would you let your lands be choked black... to protect just her?</entry>

<entry name="GARMOND_EXPLORING_ACT1_REPEAT">[Hornet]:Take care, Garmond. Whatever dangers these lands present, I'm sure what waits in that Citadel will be worse.[NPC]:Aye, sister! Until that Citadel is reached and justice is served, Zaza and I shall not fall.</entry>

<entry name="LACE_ABYSS_LAKE_3">Letting you live was my rebellion, spider. I've denied my mother your silken strength. I've won.[NPC]:She can thrash, and waste, and know her pathetic, broken child caused the mortal wound.[NPC]:Rejoice! And let it all come down.[Hornet]:I will not. I have already stood the sentinel for one dying land. That role... I will never play again.[Hornet]:While I live, and possess the strength to resist, this kingdom, and the bugs within it, shall not fall.</entry>

<entry name="LACE_ABYSS_LAKE_4">Hahahhaa! Spider. Spider. What a marvellous specimen you are! You fight and fight, heedless as the world crumbles around you.[NPC]:Pharloom and her bugs will be crushed to dust, and still you'll be vainly swinging your blade.[Hornet]:...There may still be a way to prevent that fate. I will claim the hidden power, the bloom that repels the dark.[Hornet]:Those snails share some fault in the snare, and their callous use of the void. They shall help me now to seek its counter.[Hornet]:I will return, child, when I bear the strength to dive below, and cut this land finally free of your mother's grasp.</entry>

<entry name="GRINDLE_SHOP_REPEAT">After some tasty goodies? We never say no to a fair trade, heh heh! Take a look at what we's got...</entry>

<entry name="GRINDLE_ITEM_TOOL_POCKET">We could add a little pocket to yer tool pouch for you. You could pack even more goodies in there! All your shards'n sharp things!</entry>

<entry name="MAPPER_TUBE">[Hornet]:Shakra, if I may, I'd ask a small task of your carving talents.[Hornet]:Within the halls of the Citadel, I encountered a means of travel new to me, a network of pipes traversed in vessels propelled by steam and air.[Hornet]:That Citadel is a

labyrinth, and pins to mark each station would prove useful to me.[NPC]:What you describe sounds as hideous and unnatural as anything in that place. Still, if it will aid you, I shall craft the pins.[NPC]:Seek me at a moment not long from now. The pins will be carved, and we may trade.

<entry name="MAPPER_ITEM_MAP_MOSSGROTTO_DESC">These overgrown caves offer little challenge to a skilled warrior. A place for reflection, perhaps.</entry>

<entry name="SHERMA_CORAL_NOBENCH_REPEAT">Fear not, red maiden! This shrine will surely rise for us, we only need to patiently wish for it!</entry>

<entry name="SNAILS_ACT3_HEART_HINT_SHELLWOOD"><page=M>In the heights of the great wood, nestled deep in its roots, vines and branches, find the one who sowed the first seed.<page=S>They're the very essence of the place, the nub of it all. Ain't really a bug, to be told, but a powerful presence nonetheless.<page=M>We'd heard the Citadel once made grudging accord with that creature, sent their servants in reverence, even built a shrine up there somewhere. Maybe it's worth you searching for it?</entry>

<entry name="MAPPER_ITEM_MAP_DUSTPENS_DESC">Old roads and passages overrun by roaches and their keepers. The ways are covered thick with filth. </entry>

<entry name="MAPPER_NOSTOCK">In this moment, I have no more items to trade. Perhaps, if we meet again on the roads ahead, I shall have crafted new goods to sell.</entry>

<entry name="GRINDLE_ITEM_PSALM_CYLINDER">You like this gleaming spinner I snatched from the big Sitty-dell? There's a way to make it sing to you, or so they says!</entry>

<entry name="MAPPER_ITEM_MAP_BONEFOREST_NAME">The Marrow Map</entry>

<entry name="MAPPER_ITEM_MARKER_D_DESC">You can use these to mark places of importance or reminders on your map.

This dark-shell material is cold to the touch, and more resilient than it looks.</entry>

<entry name="MAPPER_ITEM_MAP_BONEFOREST_DESC">Crumbling roads built upon the shells of ancient bugs. All of Pharloom rests upon these fragile foundations.</entry>

<entry name="MAPPER_ITEM_MAP_CORALCAVERNS_DESC">Crusted heights above those howling steps. Signs suggest great warriors once ruled this winding place, though the sand has eroded much of their mark. </entry>

<entry name="MAPPER_MENTOR_MEET">[Hornet]:To search these lands so thoroughly, Shakra... I wonder, who is it you hope to find?[NPC]:Okklu-Din... a perceptive question. I travel in search of my mentor, the greatest of my tribe. I have followed her trail throughout this kingdom, but have so far failed to catch her.[NPC]:She will have travelled much farther by now, but if I keep moving and stay vigilant, we shall reunite.</entry>

<entry name="MAPPER_GENERIC_SHADOW_REPEAT">The stone structures of this place suggest clear waters once ran throughout.[NPC]:What fantasy that now seems! Even this swamp's inhabitants seem spawned of its noxious nature. </entry>

<entry name="SHERMA_BONEGATE_MEET_3">But look here! As soon as our sacred journey begins, we are tested. This huge gate stands between us and the way forward.[NPC]:Only holy prayer and song will open the way! In this kingdom, even mighty bone is moved by music!</entry>

<entry name="DICE_PILGRIM_DEPLETED">You win again! Never have I met a luckier pilgrim...[Hornet]:You mistake, sir. It was skill that won me this game. One must be careful not to rely merely on luck.[NPC]:Hmph. Fairly said, sister.[NPC]:I must confess something though.

Truth is, I already lost the last of my rosaries. I can't pay our last wager.[NPC]:I do have something small for you, at least. These dice. They certainly seem to have taken a liking to you. Take them, in memory of our meeting.</entry>

<entry name="LACE_ABYSS_LAKE_DIVE_2">[NPC]:Who are you hoping you'll find down there, spider? An ailing child and a Silk starved beast? [NPC]:If so, I'm afraid we may sorely disappoint. What waits below is me no longer.</entry>

<entry name="GRINDLE_BONEFOREST_INTRO">Hoy, you're still hanging around then? Quiet in here. Good for hidin' out.[NPC]:You got the li'l clicky-clackies on you then, eh? The rolly-roundies? What the shops like to swap for?</entry>

<entry name="MAPPER_ITEM_MARKER_A_NAME">Shell Marker</entry>

<entry name="G_PRINCE_DANCERS_MEET">You... So, it is done... My wish granted before ever I arrived...[Hornet]:The bronze pair that danced this chamber, it is clear, tall bug, how closely they mimicked your shell. Was it you who provided their inspiration?[NPC]:Not I, warrior. For this place, my heart holds only loathing...[NPC]:The dancers... they were the last free act of my partner... Always hopeful. Always naive.[NPC]:His whole he gave, in desperate trade to see our own caves left safe. His shell and soul became the mould.[NPC]:So long, I dared not visit... Even as our lands fell to thread and ruin... Instead I wasted, a coward caged, too weak to witness his grace bound in parody so cruel.[Hornet]:Take some solace, tall bug. His soul is now free from that shell of iron, and the fate that befell your lands, this Citadel too has been claimed full by it.[NPC]:Aye... Slim consolation, warrior, now that everything I loved is lost...</entry>

<entry name="SNAILS_ACT3_CLOVER_HEART"><page=M>What's this? That's an unexpected heart you're holding, Old One...<page=M>We can guess to its source, though we'd believed it long gone from these lands. [Hornet]:The heart of a graceful lord. In its taking I was able to witness his caves and kingdom as once they flourished.[Hornet]:A stunning sight. Unique. All gone... Lost to the pale monarch... and the system to keep her caged.</entry>

<entry name="DICE_PILGRIM_NOTENOUGH">A beat of rosaries is our wager. Once you find enough, I'd be happy to play.</entry>

<entry name="SPRINTMASTER_EXTRA_MEET">Nimble bug, you return refreshed! And so perfectly timed, for I have a new challenge prepared.[NPC]:The course shall remain the same as last, but length, the laps, will greatly extend.[Hornet]:You propose a test of endurance? I have undertaken many in my time.[NPC]:Excellent! Excellent! Though know, for this race, I can only provide slight reward for victory.[NPC]:What say you, nimble bug? Let us stride fast forth!</entry>

<entry name="MAPPER_SPAR_DECLINE">[Hornet]:Another time, Shakra. I am always eager to learn, but for now my tasks call me away. [NPC]:Bakelo! Answer to your tasks, then. My rings shall await your return.</entry>

<entry name="GARMOND_MEET_ACT1">Gurrroo! Fellow warrior, if you are wishing to lock blades, know you stand before the honoured knight Garmond, and brave companion Zaza. Together we will face bold to any challenge![Hornet]:I have no wish to fight you, sir bug. It is heartening to meet another on these roads of sound mind, and with fortitude enough to fight back against the haunted husks.[NPC]:Aye! Too many, these unnatural opponents! We did hope Pharloom's vast expanse would still possess some place free of that tainted thread. [NPC]:Alas, so far we've encountered only violence and decay. We greatly fear the Haunting afflicts this kingdom all.</entry>

<entry name="MAPPER_MEET_BRIEF">Poshanka! Edges sharp and senses keen![NPC]:In my land, that is the way warriors greet each other. For though you are a child barely hatched, you are also a warrior. Your stance, your weapon, your movements all proclaim it so.[NPC]:I am a navigator amongst my tribe, and have been making maps of these lands. I can trade them with you, and supplies, if you wish.</entry>

<entry name="MAPPER_GENERIC_BELLHART_REPEAT">Rest below while you can. In the lands beyond these bells, it is rare to see such safety.</entry>

<entry name="MAPPER_ITEM_MAP_GREYMOOR_NAME">Greymoor Map</entry>

<entry name="HUNTER_FAN_JOURNAL_REPEAT">[Hornet]:Child, if your wish is to gain learning of this land's creatures, why not hunt them yourself?[NPC]:Ma? Nuu, herself to hunt? No, no! Is not Nuu's nature to hunt, is hers to come later and learn. Such is the way of things![NPC]:But you... a predator! Know it from your smells can clever Nuu! So Nuu asks you to cut and record, so we both may learn!</entry>

<entry name="SHERMA_CITADEL_SPA_ENCLAVE">[Hornet]:Little pilgrim, these baths provide some respite from the dangers without, but there is a still safer place high on the other side of the Citadel.[Hornet]:A settlement has formed around the old shrine there. The bell housed within seems to provide some sanctuary from the dangers of the Haunting.[Hornet]:Your brother and sister pilgrims who now huddle around it would be glad of your company, I am sure.[NPC]:Oh, how wonderful! Yes, I will make my way over there with haste... after I have bathed a little longer. I want to arrive fresh and clean to such a holy place!</entry>

<entry name="MAPPER_QUILL">You hold many charts, Child Wielding Needle. You should consider trading for a quill.[NPC]:With a quill in claw, your maps can be further extended from your own travels. Record enough and you may, in time, come to know this kingdom all.</entry>

<entry name="MAPPER_GENERIC_BELLHART_ALT">Poshanka! Child Wielding Needle. You too have discovered this haven of bells.[NPC]:For a long time, I avoided this place for sense of something strange. Now arrived, I find it free, and its few remaining residents offering trade and welcome.[Hornet]:I slew a tall creature above the town, a Weaver I suspect, though one twisted in purpose.[Hornet]:It was her you may have sensed. A formidable force, even aged. By voice and claw she aided, perhaps guided, the haunted thread that grasps these lands. [NPC]:Weaver? Those vicious things. To our young we tell the tales, but had thought them long dead, only corpses bound in spires. [Hornet]:This one still lived, though if it was a Weaver, it was broken in a savage way.[Hornet]:Its own Silk was bound, pinned deep within its shell. A cruel punishment I've not before witnessed. [NPC]:Even broken, my envy remains. A Weaver's fabled skills... To meet one in combat means great challenge, and great pride in victory.</entry>

<entry name="MAPPER_GENERIC_BONEBOTTOM">This outpost that the shambling pilgrim-bugs have built for themselves... Dondakku![NPC]:Where are the armaments? The watch-poles? Never have I seen such a poorly defended encampment![Hornet]:The pilgrims here seem to have no mind for war, Shakra. I suspect most depart for the Citadel soon after their arrival.[NPC]:Hmph. If they persist in their carelessness, they will find only death in these harsh lands.</entry>

<entry name="LACE_CITADEL_MEET">What's this? The little spider climbs so high, here to stand aquiver at our startling Citadel.[Hornet]:Pale child, you return only to mock? Neither you nor your land have proven my match. This sleeping Citadel shall be no different.[NPC]:Spider, dear. Why must you remain so distressingly... optimistic? The power that waits above, you

cannot conceive, her who would snuff that hope with barely a glance.[Hornet]:Fool child. You still think me blind to the form of your liege? Having come this far?[Hornet]:This land's grandeur, the devotion of its bugs, and the curse that befalls them. The signs are clear.[Hornet]:Your kingdom is in the thrall of a creature beyond bug, one of that higher caste.[Hornet]:Whatever its desire for my Silk and my shell, it shall find I'm quite attached to both.</entry>

<entry name="SHERMA_CORAL_JUDGE">Aren't those solemn judge-bugs nice? They do not speak or sing, but I sense great wisdom behind their gleaming gazes![Hornet]:Beware them, little one. Wise or not, their judgements are often followed by violence. Many of your fellow pilgrims have fallen to them on these great steps.[NPC]:Oh...? But even the fallen will sometimes stand again, and all pilgrimages will be completed, yes? That's how I've heard it!</entry>

<entry name="MAPPER_GENERIC_HUNTERSNEST_REPEAT">These twisting tunnels hide many worthy opponents, but many traps as well. Watch your footing closely.</entry>

<entry name="MAPPER_ITEM_TUBE_PIN_DESC">As you requested, these pins will mark the travel stations within that hideous structure of steel and steam. </entry>

<entry name="COURIER_TALL_THANK_PT2">[Hornet]:Head fast for Bellhart, Pill. These lands are not for travelling without a sharp blade in claw.[NPC]:Aye! Yes! To Bellhart, and my brother, I shall fly quickly-quick. If you pass that way again, stop and give greeting!</entry>

<entry name="MAPPER_MENTOR">[Hornet]:Who are you calling for, Shakra? Your voice echoes through the caverns.[NPC]:I came deeper into Pharloom in search of my mentor, the greatest of my tribe. I could not keep pace though, and her trail grew cold.[NPC]:She will have travelled much farther by now, but if I keep moving and stay vigilant I will reunite with her.</entry>

<entry name="MAPPER_SPAR_REOFFER">We must never let our shells soften, or Pharloom's sharp teeth will sink in quick.[NPC]:Would you duel with me, Hornet Wielding Needle? Together we shall sharpen one another's skill.</entry>

<entry name="GILLY_CARMELITA_CORPSE_REPEAT">I'll wish you success in your grand task, miss, but forgive me my sadness for knowing the cruel cost...</entry>

<entry name="GRINDLE_TRAPPED2">Hurry it up, let us out quickly then! We got places to go, bugs to see, trinkets to pilfer!</entry>

<entry name="GREEN_PRINCE_CLOVER_MEET_1">Warrior... I heard your approach. Why do you come? Surely you've no desire to see these long collapsed caves?[Hornet]:The way was open, sir. I merely followed the path through. Am I correct to guess you were once a resident of these borderlands?[NPC]:Aye... and glorious they were, in their time. Pharloom's end approaches, but my caves, these caves, fell to fate long before. [NPC]:Of that fair land, I am the last... Now to remain till the end, and remember the splendour that was...</entry>

<entry name="HUNTER_FAN_ZAPNEST_SLAP1">Miss grown-up, you have hunted long with little rest, thinks Nuu.[NPC]:Perhaps you are covered in too many juices, weighed down by beastly filth? Let sweet Nuu clean you, make you fresh!</entry>

<entry name="LACE_MEET_4">Delicious! I like you already!</entry>

<entry name="SNAILS_ACT3_DEEP_MEMORY2"><page=M>We could do it. The spell can be cast, with enough power, enormous power, equal maybe to that monarch...[Hornet]:I cannot grant you mine, if it even were enough. My strength is still needed to face her below. Where else do you propose we seek a source?<page=M>From Pharloom! Ho ho ho! Remember, ours is a

kingdom of wishes granted.<page=B>Pharloom was not born of that monarch, Old One. Power existed in these lands even before she bound them beneath her.<page=B>Grnk. Seek the old hearts of our kingdom and the last successors to bear their strength.<page=M>They're still out there, hidden away, much faded by the pale one's long dominion. You must make them stir.<page=M>We will teach you how, in the way befitting a Weaver, a sombre song to reach down into their memories and enliven them a final time. </entry>

<entry name="GRINDLE_CITADEL_SLAP_2">Owoww, what a rotten turn! Keep your nasty junk to yourself, then!</entry>

<entry name="GRINDLE_BONEFOREST_OFFER">O-hoho! Share some of your little clicky-clackies with us, help us fill our pockets. If you do, we'll share a sneaky secret with you!</entry>

<entry name="HUNTER_FAN_HINT_WISP">Miss grown-up, for your continued huntings you should climb up, up above here, above the tallest spinning towers!<NPC>:Hidden in the dark thickets are strange bugs who call up dancing flames. So pretty! So warm!<NPC>:But when Nuu tried to crawl near, the flames became angry and swooped all around! Poor Nuu was half roasted!<NPC>:Nuu leaves it to you, miss grown-up, to climb up there and cut those flames apart. For our journal, such must be done.</entry>

<entry name="MAPPER_GENERIC_JUDGESTEPS">Poshanka! Child Wielding Needle, have you seen trace of my master nearby? I feel she was here only recently!<Hornet>:I cannot say for certain, Shakra, though if she travels seeking skilled opponents, these steps would serve her well. The warriors watching over them are formidable.<NPC>:True! Impressive guardians they are, fighting defensively and loath to leave their stations. They swing their weapons with a cold brutality that should not be underestimated.</entry>

<entry name="MAPPER_MASTER_MEET">Poshanka, Hornet Wielding Needle. For that is your name, is it not? I have heard it spoken in this land with reverence.<NPC>:I had hoped you would accept my summons. In these moments one is good, but two is best.<Hornet>:I would not deny the wish, Shakra. A sombre ceremony seemed likely at this trail's end, and I am sadly proved correct. This then is your master?<NPC>:The fiercest of my tribe, here she lies. I called her master, true, but she was mother just as much, more by far than the bug who bore me.<Hornet>:Among the many marvels of this kingdom, she found a fine place to meet her end.<NPC>:Ended by age... My tribe would call that shame, but I see only strength unbeaten.<NPC>:Even as her shell betrayed her, she walked this kingdom's breadth. It was her trail followed that allowed me to share witness to its dignity.<NPC>:Hornet Wielding Needle, you too have journeyed these many paths, as my master before us. Join me now for her song-sending.<NPC>:It is time for her soul to walk beyond her shell...</entry>

<entry name="MAPPER_GENERIC_BONEBOTTOM_REPEAT">From this safe vantage, I can keep watch for threats while I work. These lowlands are brittle and dangerous. Keep your weapon close.</entry>

<entry name="SETH_FESTIVAL_REPEAT">Have you tried your claw at the games? Rollicking good fun, don't you think?<NPC>:I wonder if I could score a little higher if I tried again...</entry>

<entry name="LACE_TOWER_DEFEAT_2">After all... it's you that she wants... is it not?</entry>

<entry name="SPRINTMASTER_ACCEPT">Hoi! Magnificent! May our mighty contest of shells commence.<NPC>:But a final note, nimble bug! If ever you run off course or desire a quick

convene, simply play what music you're able and my companion shall whisk you back to our starting line.[NPC]:Now! The track calls us. Allow me a moment to assemble a course worthy to test our skill.[NPC]:</entry>

<entry name="SHERMA_RESCUE_MEET2">[Hornet]:Hold your gratitude, little one. The dead are stirring.</entry>

<entry name="SNAILS_ACT3_HORNET_MEMORY1">[Hornet]:It is time, shamans. I have the hearts, enough as requested. Enough to build your spell, yes?<page=B>Aye. We're ready. Still, it's a sad set you're holding there, strength such as few shall ever know... and all about to burn for Pharloom's saving.<page=S>I'll warn ya, Old One, this first part might not be pleasant, but we'll get you in there, deep as needed.<page=M>Now you've only to ready yourself for what comes after. Lay up on the dais and we'll begin.</entry>

<entry name="MAPPER_GENERIC_PEAK_REPEAT">Charting the heights of this great mount would prove a mighty challenge. For now, I have seen only its base.[NPC]:Once I have completed the search for my master, I would like to return and attempt the climb in full.</entry>

<entry name="MAPPER_ITEM_MAP_CRAWL_DESC">Worm-ridden caverns, shaking and unstable. There remain faint signs that pilgrims once travelled these tight paths.</entry>

<entry name="GARMOND_CITADEL_DEFEATED">Hooof... let us stop the duel there.[NPC]:I... hooof... I hope in my excitement I did not... hooof... bring down my lance too heavy upon you, sister.[Hornet]:It was combat honourably conducted, sirs. But now, we should keep moving. It will not remain quiet here for long.[NPC]:Y-yes, of course. Our good works are never done, and we must press ever on. There is no time to waste!</entry>

<entry name="SPRINTMASTER_RETRY">Don't let defeat weigh on you, nimble bug! Simply step to the challenge. Let us soar swift together again!</entry>

<entry name="GARMOND_TALK1_CITADEL">[Hornet]:What cause saw you first ascend to this Citadel, Garmond?[NPC]:Mine is only the most sacred quest, sister! One shared with my most trusted companion, dear Zaza.[NPC]:We sought this Citadel, to stand before its rulers, and demand their answer! By force if necessary! All for our dear village to whom we pledge our shells. [NPC]:The fearsome haunting of thread, it overcame our fair folk.... We are all that remain, left to carry their memory, and the hope to see some justice paid.</entry>

<entry name="DICE_PILGRIM_MEET">Ahh, a fellow pilgrim. I've been praying alone here too long, with only the wind's voice to join mine.[NPC]:We're so close. Our pilgrimage is almost over. Just one final, brutal climb, hm?[Hornet]:The Citadel is near, pilgrim. You must have had some strength in you. Few of your fellows seem to reach these heights.[NPC]:Aye, the roads become lonelier the longer they're travelled and the higher we climb.[NPC]:It takes a lot of luck and a lot of faith to make it this far, though I'm sure I don't need to tell you that.</entry>

<entry name="SPRINTMASTER_HERO_WIN_POST_LAST">Huu... You have done it... Huu. Huu... Hooof.[NPC]:Never would I have believed, a shell so fast in all of Pharloom! Wonder of wonders![NPC]:You have proven it, nimble bug, fulfilled my wish, seen my pace matched and beaten, my limits broken wide.</entry>

<entry name="GARMOND_CITADEL_OFFER">Gurro! I have a notion for you, sister. What say we cross our weapons here before we move on? Engage in some rollicking combat together? Have no fear, I will not strike a mortal blow!</entry>

<entry name="GARMOND_FINAL">[Hornet]:Sir knight, I am sorry... This was the only means to free you from the cursed threads.[NPC]:Hohhhh... fret not.... little one...[NPC]:Be proud... you've grown so strong![NPC]:Zaza... let us just rest a little... and then we'll be away...</entry>

<entry name="HUNTER_FAN_JOURNAL_COMPLETE_4">Nuu's wish, it is granted. But miss grown-up will continue cutting creatures and adding them to our journal, of course?[Hornet]:I will. Knowing a creature's form and habits is an advantage that can decide the outcome of a battle. Recording these details is worth the effort.[NPC]:Oh yes! Is very much worth it! Nuu hopes you will share your new learnings with her often![NPC]:And take a gift to help with your huntings, miss grown-up! Nuu will add a pocket to your tool pouch, for the bringing of many tools on your hunts![NPC]:</entry>

<entry name="GRINDLE_ITEM_MASK_SHARD">Just a piece of a mask, innit? Don't ask us where the other bits are... you'll have to sniff 'em out for yourself!</entry>

<entry name="MAPPER_ITEM_MAP_PEAK_NAME">Mount Fay Map</entry>

<entry name="HUNTER_FAN_JOURNAL_COMPLETE_1">[Hornet]:Nuu, I have completed your request, recording many creatures of Pharloom in the journal.[NPC]:Oooh, ooh! Ma ma ma! Look here at the marvellous beasts and bugs, all listed so beautifully![NPC]:Miss grown-up, so many creatures now you have cut and beat and smashed! Their essences linger on you, their scents mixing with your own![NPC]:Oooh, ma... Nuu simply must sample it for herself!</entry>

<entry name="GARMOND_GRAND_FORUM_REPEAT">You go on ahead. Zaza and I will keep guard here and catch any stragglers.</entry>

<entry name="HUNTER_FAN_JOURNAL_COMPLETE_3">Nuu understands, ma. To sup on such a fierce predator's juices would be divine... but is not right to do. Such behaviour is unfriendly.[NPC]:Nuu's wish to see many fine beasts, though... miss grown-up, you have surely granted it! All of Nuu's thanks goes to you!</entry>

<entry name="MAPPER_GENERIC_BONE">I will soon leave these crumbling roads, but if you stop by the settlement below we may meet again. I pass there often to trade with the pilgrims.</entry>

<entry name="GREEN_PRINCE_VERDANIA_STAG_MEET">Here, the trail of the stag touched pale... We hunted her, felled her, as none before were able...[NPC]:Proof it became, of our majesty... mark of our divine right...</entry>

<entry name="GRINDLE_ITEM_SPOOL_PIECE">Beautiful this, a glowy little piece of somethin'. Stinks of them horrid crawling whisperers a bit, so might be dangerous. You should take it! Give us your rosaries and lighten my claws of it!</entry>

<entry name="GARMOND_CITADEL_ENEMYFIGHT">Ho, sister! A grand victory achieved, again. The haunted might of this place cannot stand against our pure hearts!</entry>

<entry name="SNAILS_ACT3_DEEP_MEMORY4"><page=M>This task before you... This is mortal power you would claim, the hearts of bugs. It will cost their last strength to save this land.<page=M>Even we have some hesitation in this. Despite our desire to touch their power, we'd never wished to see it expended so utterly.[Hornet]:Better to leave your land weak in wonder, if it means your shells, and those of your fellows, stay intact. </entry>

<entry name="GARMOND_CITADEL_ACCEPT">Gurrrooooo! Gallantly answered, sister! Prepare your weapon!</entry>

<entry name="HUNTER_FAN_FINAL_1">Uaahhhhh! Miss grown-up... your journal is bursting with every sort of creature! Overflowing! Surely, we can call this complete![NPC]:To think, that

such a task could even be done! So clever is Nuu, to have set such a fierce predator onto the work![Hornet]:These vast lands hold so much life, and to catalogue it all has taught me greatly. It is an effort worth continuing even after I leave this kingdom.[NPC]:Ooh ma, such a hunger is worthy indeed! You and I are of accord, miss grown-up, hunters both. Our methods are different but our appetites have become very similar![NPC]:Nuu has for you this token, a symbol of all your efforts, and a marker of your true nature. It carries with it her sweet, sweet smell!</entry>
<entry name="GREEN_PRINCE_VERDANIA_ENTRY_REPEAT">All bowed before we princes green...</entry>

<entry name="GARMOND_TALK1">[Hornet]:What cause sees you travelling these blighted lands, Garmond? Do you also seek the Citadel above?[NPC]:Aye! But do not mistake a valourous adventurer for a mere pilgrim. Mine is a sacred quest, shared with my most trusted companion, dear Zaza.[NPC]:We seek that Citadel not for its gifts. Nay, sister! We seek its rulers, to demand their answer! By force if necessary! For our dear village to whom we pledge our shells. [NPC]:The fearsome haunting of thread, it overcame our fair folk... We are all that remain, left to carry their memory, and the hope to see some justice paid.</entry>

<entry name="MAPPER_GENERIC_CRAWL">[Hornet]:Greetings, Shakra. It was a welcome surprise to hear your call echo through these crumbling tunnels. How goes the search for your master?[NPC]:Poshanka! It is a difficult task to track anything in these caverns while the worms ceaselessly churn the rock.[NPC]:Still, I can see that my master has travelled here. Her path within this land winds strangely... I wonder at her intent.[NPC]:It is no matter though. She can enlighten me when again we meet. Until then, I will continue in her shadow.</entry>

<entry name="GRINDLE_SAVED2">Lockin' us up in a place like this... what a shameful act!</entry>

<entry name="SHERMA_BELLBEAST_REPEAT">Come now beast, let us hear your voice! Sing with me, sing with me, sing sing sing! Make caverns echo and great roads ring!</entry>

<entry name="GARMOND_CITADEL_REFUSE_2">Very well, sister. Perhaps it is better that we all just rest here a little longer.</entry>

<entry name="SPRINTMASTER_EXITED_BY_BUG">Nimble bug! You forfeited the race? It is true that sometimes a reset is needed, for the health of mind and shell.[NPC]:But what say you now? Surely you are eager to return to the track. Let us soar swift together again!</entry>

<entry name="SETH_CITADEL_REPEAT">These black threads... they reach upwards with such a powerful longing. No wonder they can force themselves through even mighty stone!</entry>

<entry name="GRINDLE_ITEM_SIMPLE_KEY">Us snitchbugs can wriggle into any place we want, but with this key even a big oafy bug like you can get through a locked door!</entry>

<entry name="SNAILS_ACT3_HEART_HINT_ANT"><page=M>Through their march, at the far border of these lowlands, seek the last queen of the ant hunters. We can sense her still... just.<page=B>In youth, her voice united the wild tribes. Gave them the strength to resist the pale monarch's will... longer than most at least.</entry>

<entry name="SHERMA_CITADEL_ENTRANCE_REPEAT">Let us head on, sister! Together we shall step forward under guidance of our faith!</entry>

<entry name="MAPPER_GENERIC_SHELLWOOD_RAPTURED">Needle Child. Hakk! I encountered a settlement near here, at the core of a vein of old bells. The bugs there were snared silent on a web of Silk.[NPC]:It seemed the pernicious trap of some unseen predator. I

left quickly, making sure to avoid the glimmering threads.[Hornet]:I passed the town myself. The thread sickness, I've seen its like upon the roads, but there it does not discriminate.[Hornet]:The curse that strikes the town, it is driven, focused. A cold use of Silk at a concerning scale.[Hornet]:If the path permits, I will investigate its source.</entry>

<entry name="SPRINTMASTER_REOFFER_FINAL">What say you, nimble bug? Though no reward remains to give, I would delight to soar together with you again!</entry>

<entry name="GARMOND_GRAND_FORUM_ASLEEP">Snnnrk... Zaza... Snnnrnrk... Look sharp my lad...</entry>

<entry name="MAPPER_ROSARIES">You haven't enough rosaries for trading? The mad pilgrims in the overgrown village near here always carry some with them.[NPC]:Will you take what you need from them? Leaving them to wander their path endlessly is a false mercy.</entry>

<entry name="GILLY_HUNTERTRAP_CAUGHT">Ho, what clever traps the red-shells lay out in defence of their lands![NPC]:Impressive that you managed to survive such a brutal blow. Your shell must be mighty thick![Hornet]:Thick enough, though I'd rather have avoided the trap altogether.[Hornet]:I'll let it be a reminder to remain wary, even when no foes are nearby.</entry>

<entry name="MRMUSH_END">...Oh. Excuse me.</entry>

<entry name="DICE_PILGRIM_REMEET">Well, what a pleasure. The road has carried you back to me.[NPC]:Care for a few games of dice, while we're here? For the same wager, a beat of rosaries? Just sit here beside me and we'll begin.</entry>

<entry name="MAPPER_ITEM_MAP_DOCKS_DESC">These docks, I thought them small when first I passed. Now I feel the structure's true bulk hides below the molten lake.</entry>

<entry name="MAPPER_ITEM_PIN_BELLWAY_DESC">The bellways, gilded veins that run throughout the lands. Supposedly, they were once used for travel?

These pins will mark stations on your map.</entry>

<entry name="GREEN_PRINCE_VERDANIA_BOSS_1">Again... to see... this land abandoned... betrayed...[NPC]:...And a throne I could not sit alone...[Hornet]:You were mortal bugs, caught beneath a being pale... Devotion or destruction... these are the only fates my kind allow.</entry>

<entry name="HUNTER_FAN_REPEAT_ACT3">The world has grown much dangerous, but still we must learn! Cut through the black threads, miss grown-up, and hunt down every beast of Pharloom!</entry>

<entry name="MAPPER_GENERIC_SHADOW">[Hornet]:Shakra, you too brave these bogs? The heights of Pharloom offer harsh welcome.[NPC]:So winds my master's path, and so I follow. Yet true you speak! This is no place for me.[NPC]:That Citadel's shadow falls heavy here. I can sense its horrid bulk besides.[NPC]:It is no surprise to see it choke these caverns dank and stagnant. That monstrosity of metal and stone cares not for the lands it consumes.</entry>

<entry name="MAPPER_ITEM_QUILL_NAME">Quill</entry>

<entry name="MAPPER_GENERIC_WILDS_REPEAT">My master would have found her way to these wilds, I am sure. Her warrior's sense has no equal. Surely, I must be drawing closer to her!</entry>

<entry name="GARMOND_CITADEL_ENEMYFIGHT_REPEAT">Leave us to our noble hunt, sister! The Citadel's twisted bugs still infest these gilded halls. Many are their numbers, but we shall see their life's thread severed.</entry>

<entry name="MAPPER_ITEM_MARKER_C_DESC">You can use these to mark places of importance or reminders on your map.

The shell of the red-hunters makes for a vivid marker indeed.</entry>

<entry name="GARMOND_DUSTPENS">How dank and fetid are these ancient roads, sister! My delicate whiskers are nearly overcome by the stench of evil in the air.[NPC]:Woe betide those with delicate senses, such as poor Zaza here. The shadow of that ghastly Citadel falls heavily upon this place![Hornet]:I've seen many mighty structures fall to decay in my time. Such places often become home to predators. Keep your sights trained on what lurks in the fog, sirs.</entry>

<entry name="GRINDLE_CITADEL_SLAP_1">Hoy, you been creepin' around this dusty old place for while then, eh? You must be carryin' a lot of goodies with you! Let a poor old snitchfly 'ave a quick look!</entry>

<entry name="SHERMA_MEET_OPENED2">I'm Sherma, by the way. Just another humble pilgrim like yourself. If you ever need assistance on the road ahead, sing out my name and I'll be sure to find you. Me and my lucky chime are at your service!</entry>

<entry name="GRINDLE_CITADEL_MEET_REPEAT">We ain't leavin' 'til we're done pilfering! You be off, if you're so scared!</entry>

<entry name="SHERMA_CARETAKER_DELIVERY_POST">Please take some rosaries in exchange, red maiden![NPC]:Though in these dark times their promise of holy reward may never be met, still they carry with them our fondest well-wishes.</entry>

<entry name="SHERMA_BONEGATE_OPENED_2">Gate, gate, gate! Nicest gate I've met!
Gate, gate, gate! Greatest miracle yet! Ha ha ha!</entry>

<entry name="SNAILS_ACT3_MEET_END_NOTVISITED"><page=M>Those docks, atop the lake of flame, they still possess the means to pass below, though you'd be the first in an age to dare the descent.[Hornet]:Then my path is clear. Remain in your sanctuary and await my return. If this land can be saved, you may have a part to play yet.</entry>

<entry name="SPRINTMASTER_YESNO">Race Sprintmaster Swift?</entry>

<entry name="GILLY_HUNTERTRAP">Ho, what clever traps the red-shells lay in defence of their lands![NPC]:I've narrowly avoided a few nasty ends myself. It certainly adds a thrill to my investigations...</entry>

<entry name="SETH_FESTIVAL_MEMENTO">Well now! How brilliant! In all these fine games you have matched my scores and more![NPC]:What wonder to be here, and able to witness a display of such profound talent.[Hornet]:Besting your scores proved an immense challenge, Seth, and yet you seem to have achieved them yourself with relative ease.[NPC]:You flatter me! But yes, my own aptitude continues to surprise me. So many skills I cannot recall learning... [NPC]:But do not underplay your own achievements, for they too are significant, inspiring even![NPC]:In fact, for my deep respect I insist you take this small medallion. I found it within my belongings, and know not where I came upon it, but it has a most pleasant sense.[NPC]:Let it serve as marker of a friendship I feel has only just begun.[Hornet]:Thank you, Seth. I shall keep it close.</entry>

<entry name="DICE_PILGRIM_MEET2">While we rest for the journey ahead, care to test your luck with a game of dice? You know how to play, I trust?[Hornet]:I'm sure I can grasp the rules quickly enough, sir. What is the wager?[NPC]:A beat of rosaries on each roll. What say you? Sound fair? Let our worries roll away with the dice!</entry>

<entry name="SHERMA_ENCLAVE_MEET1_ALT">Hrm...? Oh, hoy there! 'Tis a pleasure to meet you here at the end of our long journey, sister.[NPC]:I am Sherma, a simple pilgrim like yourself. What a wonder to find ourselves finally here, eh?[NPC]:Rising at last to the heights of the Citadel and being amongst so many of our brothers and sisters... it is a blessing indeed. Yes, a blessing.[Hornet]:Your voice belies some hesitation in that belief, little pilgrim. To have travelled this far is to have seen the reality of this broken place. What do you make of it, truly?</entry>

<entry name="GRINDLE_RUMMAGE_SONG8">Hoy! You again? This place used to be nice and quiet, but now we can't get a moment's peace!</entry>

<entry name="GARMOND_CITADEL_DEFEATEDHORNET">Ahh, sister! You have awoken. I hope that our powerful strikes did not leave you in too weak a condition.[NPC]:We would even be willing to duel again, if you still have the strength!</entry>

<entry name="SETH_GREYMOOR_MEET">[Hornet]:Sir Guardian... I scarcely thought we would meet again after our encounter.[NPC]:Hm? Apologies friend, I fear I don't recognise you. And I'm sure I would remember such a striking figure![Hornet]:...Pay no heed, sir. It seems I mistook you for another.[Hornet]:You are... a traveller through these quaking lands, I take it?[NPC]:I suppose I am indeed! I was born into this world not long ago, waking beside a lake with only this weapon laying beside me.[NPC]:Seth is my name, though I know not who gave it to me.[NPC]:The custom of the newly-born is to explore the world, is it not? So that is what I have set out to do! I will rest here a moment, then continue my journey.</entry>

<entry name="HUNTER_FAN_MEET_ACT3">Miss grown-up! What sweet surprise for Nuu! The world rumbles and the black threads stretch. Not safe now to wander.[NPC]:But you! You are adult yes? Fully grown? Ready to hunt, no matter the darkness?[Hornet]:Certainly I am no child, young one.[NPC]:Perfect then! Nuu must ask a wish! For her, you would seek Pharloom's many fabulous bugs and cut them.[NPC]:Cut them with your blade! Cut them with your mature spirit! Cut them with your savage adult heart![NPC]:Would you help Nuu? Before it all ends? Could you take her scroll, and fill its pages with the learnings of your cuts?</entry>

<entry name="MRMUSH_LOC2">...Great strides move the world, but small steps shouldn't be overlooked...[NPC]:...One mystery leads to another. Scrutinising the belly of the thing will prove useful...[Hornet]:The meaning behind your musings is as opaque as ever. Would you converse with me directly, sir?[NPC]:...Trust yourself. And each other. The solution is always within grasp...</entry>

<entry name="MAPPER_GENERIC_SHELLWOOD_REPEAT">The creatures of this wood can disguise themselves amongst the many branches. Watch for unexpected movement and be prepared to strike.</entry>

<entry name="LACE_ABYSS_LAKE_2">Spider dear, what a delight to have you visit! It is oh so lonely here at the bottom of the world.[Hornet]:I cannot share your mirth, child. Your small rebellion above now causes this kingdom's collapse.</entry>

<entry name="MAPPER_GENERIC_HUNTERSNEST_DEEP">[Hornet]:Greetings, Shakra. I had a sense I would find you in these winding tunnels, filled as they are with the marks of

combat.[NPC]:Poshanka! You trust your instincts rightly. The red-shelled warriors who carved out these roads make for excellent opponents indeed.[NPC]:I would gladly spend much time here, testing myself against their blades and cunning traps, but I must keep to my task. As should you!</entry>

<entry name="GARMOND_BLACK_THREAD_EXHAUSTED">Hahhh... hahhh... oh, sister. What a toll it exacts on us... this endless combat! Certainly when peace finally comes, we will be in the right mind to appreciate it...[Hornet]:You place too much burden upon yourself, sir.[Hornet]:Though I share your ambition to free this land from its curse, I counsel you to rest, even if only for a short while.[NPC]:Us, rest? While you, my dear sister, fight on so gallantly? Hahhhh... we cannot.[NPC]:What would our old village think of us, were we to quit our charge? No, regardless of what you may believe, there's strength enough still in these old shells!</entry>

<entry name="LACE_ABYSS_LAKE_DIVE_1">[Hornet]:Child, I hold the means to descend. Let us meet one final time, and quell this black ruin of our making.</entry>

<entry name="HUNTER_FAN_JOURNAL_GIVEN">[Hornet]:Learning about a land's inhabitants is a worthwhile undertaking. Perhaps you are more grown than you realise, Nuu.[NPC]:Ma! Such delicious praise will make Nuu shrivel! Go now! Hunt, and prey, and begin our learning!</entry>

<entry name="MAPPER_GENERIC_DOCKS">Child Wielding Needle. What do you make of this huge, groaning structure?[Hornet]:The scale of it all impresses me. If this is merely an outpost of the Citadel above, then their capital must be grand beyond measure.[NPC]:Yokkala... Perhaps so. They must have prized indeed the work done here, to build something so vast in such a dangerous place.</entry>

<entry name="MAPPER_ITEM_MARKER_C_NAME">Hunt Marker</entry>

<entry name="MAPPER_GUARD_REPEAT_ACT3">Seek swift to calm our crying land, Hornet Wielding Needle. And know that I shall remain here, to stand against these husks gone dark.</entry>

<entry name="SHERMA_RESCUE_END_REPEAT">I'll bring the healing supplies to the settlement with all haste, red maiden.[NPC]:Fear not on my behalf. My fellow pilgrims are all praying for me, and thereby no harm will befall me!</entry>

<entry name="SHERMA_CARETAKER_REPEAT">'Tis now my charge to care for those who stay here, including yourself. If I can aid you in any way, please let me know!</entry>

<entry name="GILLY_REMEET">Oh, what a shock! Discovered again so easily! Like a hapless little hatchling![NPC]:If you're going to make a sport of tracking me, I'll have to redouble my efforts at camouflage!</entry>

<entry name="MAPPER_ITEM_MAP_PEAK_DESC">The jagged crest looming over all of Pharloom. Its whipping winds and bitter cold would pierce the strongest shell.</entry>

<entry name="SHERMA_CORAL_BENCH">Ahh, the shining bench has risen for us! Pharloom's kindness to we pilgrims is inexhaustible![NPC]:Please rest, red maiden, and fear not. Our kingdom watches over us all!</entry>

<entry name="SHERMA_BONEGATE_MEET_4">Join your voice with mine, red maiden! You, me, and my lucky chime will sing together until the great gate opens!</entry>

<entry name="SHERMA_CORAL_WAKE_2">Hrm? Hoy there! I was looking for somewhere to rest my weary shell and found this cosy station![Hornet]:These lands are dangerous. I had thought perhaps some harm had come to you.[NPC]:Harm? O red maiden, have faith! No harm

can come to us on this holy ascent! We only need to keep our gaze upwards.[NPC]:Isn't this all so terribly grand? The great stone steps, the winds lifting us up like the voices of a choir, and just beyond it all is our pilgrimage's end. The great Citadel at last!</entry>

<entry name="SHERMA_CORAL_WAKE_1">[Hornet]:Little pilgrim, do you sleep?</entry>

<entry name="HUNTER_FAN_CORALDRILLERS_REPEAT">She and her like have red-rocky shells to protect their softnesses. Inside is very sweet! Very hard to crack them open though, so is best to wait. Is always best to wait!</entry>

<entry name="MAPPER_SPAR_ACCEPT">[Hornet]:Gladly, Shakra. Upon this stone, let us test our shells.</entry>

<entry name="GARMOND_BLACK_THREAD_FIRST">Well met, sister. Though the beastly Citadel has finally been slain, still the lands caught beneath it suffer![NPC]:The evils long done by that cursed place have sunk into the kingdom's very foundations, and now they rise up as a black sickness.[Hornet]:This darkness, it is a curse deadlier than the Haunting... a force from far below that will consume all if given the opportunity.[NPC]:Hmm... Just so! And while wickedness still stalks these lands, our hornlance shall not rest!</entry>

<entry name="SHERMA_BONEGATE_REPEAT">Sturdy gaaaaa-aaate, I don't ask you break or beee-eeend,
Just open a little for me, and my tall maiden frieeee-eeend!</entry>

<entry name="GREEN_PRINCE_VERDANIA_LAKE_MEET">These waters, at land's edge... and the shrine atop... our furtive escape... our brief retreat from rule...[NPC]:So many moments spent simple... joyful... free...</entry>

<entry name="GARMOND_AID_REPEAT">What say you, sister? Shall we join together in valiant combat?</entry>

<entry name="SHERMA_RESCUE_END1">Oh red maiden, sorry to have lured you into such danger![NPC]:And those poor bugs, bewitched by the thread. No sin could possibly warrant such a fate...[Hornet]:Your pity is not misplaced, but better suited for another time. For now, you should look to your own care.[NPC]:Ah... yes. I should get these healing supplies back to the pilgrims' settlement above. My brothers and sisters have waited long enough.</entry>

<entry name="LACE_ABYSS_LAKE_DIVE_CURSED">[Hornet]:The parasite writhing within my shell has a violent aversion to the void. [Hornet]:Despite the protection granted by the Everbloom, even now I can feel those wretched roots preventing my descent.[Hornet]:If I'm to dive, and cut this land from its black thread curse, I must first find means to extract the intruder within.</entry>

<entry name="GARMOND_CITADEL_REOFFER">Many foes await us. Shall we duel with one another before moving on?</entry>

<entry name="HUNTER_FAN_SKULLKING_MEET">[Hornet]:Greetings, Nuu. You have travelled far from your lodgings, I was not expecting to meet you in these lowlands.[NPC]:Oh, hello again miss grown-up! Yes, Nuu is not the fastest, but she goes great distances to follow the scent of learnings.[NPC]:And look what Nuu has found! A great big beast, cracked open and broken apart! There is much to learn from him, so Nuu will savour it all slowly.</entry>

<entry name="MAPPER_ITEM_QUILL_DESC">With this quill, you can add any new areas you discover to the maps that you own. We pluck these quills from Golpeni hunted by my tribe. Their hollowed shafts make the perfect charting tool.</entry>

<entry name="MAPPER_GENERIC_PEAK">Child Wielding Needle, how far our wanderings take us! The cold air here bites through our shells as true as any blade. Warm yourself by my

lantern while I call. [Hornet]:Pharloom is a land of harsh extremes. Perhaps that is, in part, why the pilgrims have a culture of testing themselves against it so fervently.[NPC]:Perhaps. When I first encountered them, I had little respect for the weak, rag-bundled bugs. Too cowardly to even carry a weapon![NPC]:But... Dondakku. Sometimes we judge too quickly. There is a subtle strength to them, though it is difficult for me to truly understand it.</entry>

<entry name="SHERMA_CITADEL_SPA_GREET">Ahh, the caress of this warm water on my weary limbs is welcome indeed. As soothing as a psalm, haha![NPC]:Will you splishy-splash in the holy bath with me, red maiden? We can sing together to aid in our rejuvenation!</entry>

<entry name="GRINDLE_ITEM_ROSARY_STRING">Want yer clicky-clackies threaded nice and tight? Old Grindle will do it gladly, if you let 'im snatch a few for hisself...</entry>

<entry name="SHERMA_ENCLAVE_MEET2">D-do not judge me a doubter! The Citadel is a holy place indeed, resplendent and vast beyond my wildest hopes![NPC]:But yet... the grand halls ache with silence, and I see suffering in the shadows wherever I peer too deeply.[NPC]:Fear, and pain... why were these things allowed into our paradise? Have my brothers and sisters not yet earned their holy reward?</entry>

<entry name="MRMUSH_LOC1">...Crossed weapons, sleeping of course, but shaped unlike any you've seen before...[NPC]:...To travel underneath is one thing, but travelling up above may require a different sort of sight...[Hornet]:Sir Herald... It seems rare coincidence for us to meet in this distant land. Unless, perhaps, you followed me here?[NPC]:...A path that meets itself is an ill portent indeed. Those who peer sideways know well enough...[NPC]:</entry>

<entry name="GRINDLE_ITEM_LUCKY_DICE">Nice little pair of roly-rollyies we got 'ere. Sure to bring luck to any snitchin' expedition...</entry>

<entry name="MRMUSH_LOC3">...The elements do not conspire against you. They have their own desires...[NPC]:...When one spies a great peak, the natural inclination is to begin climbing...[NPC]:...The little left-behind... you've decided, then? A companion for the journey...</entry>

<entry name="GREEN_PRINCE_VERDANIA_BOSS_2">[Hornet]:Feel guilt at your absence, sir, but know the end was inexorable, the outcome set, whether you remained or not.[NPC]:Do not seek to console me, warrior... This memory is mine alone... I'll not brook your brutish intrusion...[NPC]:You who dare trespass this sacred chamber, ready yourself... to see us, and know us, Verdania's rulers, together in our finest form...</entry>

<entry name="MAPPER_GENERIC_GREYMOOR_REPEAT">If you choose to rest here, I will watch over you, Child Wielding Needle. These charts require long attention, and my own sleep is far off yet.</entry>

<entry name="SHERMA_BELLBEAST">Beasty, beastly, big fat beast! Strong as a boulder, or a rock at least! Let's sing together 'til you're released![NPC]:Oh! Look here red maiden, this poor creature is all tangled up in white bindings! Surely you know a song for unsticking such stickiness?[Hornet]:It will take a power greater than song to break these bindings, little one. In my current diminished state even I can not cut through them.[NPC]:Well, worry not! If something is needed, the road will bring it to us!</entry>

<entry name="MAPPER_ITEM_PIN_BELLWAY_NAME">Bellway Pins</entry>

<entry name="SPRINTMASTER_EXITED_RETURN">Nimble bug! You abandoned the race? Surely it was only an error?[NPC]:In the pursuit of speed all reason can oftentimes be lost, left in

the wind as it were.[NPC]:At least you seem recovered of your lapse. And surely you are eager now?[NPC]:We must sprint on! Let us soar swift together!</entry>

<entry name="MAPPER_ITEM_PIN_BENCH_NAME">Bench Pins</entry>

<entry name="MAPPER_GENERIC_DUSTPENS">Child Wielding Needle. These are stale

roads, ill-fitted for warriors such as ourselves.[NPC]:There is fair combat here against the roach-beasts and their keepers, but the air is sickly and the water writhes with

parasites.[Hornet]:This environment is harsh indeed, though life seems to adapt itself to many hardships. Do you believe your master travelled these roads?[NPC]:I had thought not at first,

but upon closer search I found the fragments of a trail winding through these fetid

ruins.[NPC]:Perhaps she saw something here that I did not? Her senses are often keen where mine are clouded.</entry>

<entry name="GARMOND_AID_MEET_BEAST">Hold there, sister! A great beast stalks this land, swooping and screeching like an ill-mannered tyrant![NPC]:Zaza has been following the

creature's scent, and now I'm sure we're almost upon it! We're so close my whiskers are

bristling![NPC]:Such a beast is worthy quarry for the valiant, aye? What say you, shall we hunt the creature together?</entry>

<entry name="MAPPER_ITEM_PIN_SHOP_DESC">Many of Pharloom's bugs have useful equipment and items to trade. It would do you well to keep track of their locations with this

pin.

These pins will mark vendors on your map.</entry>

<entry name="GRINDLE_ITEM_THIEF_CLAW">Basic tool'o the job, here. Throw your big needle and scratch shinies straight off your target's shell!</entry>

<entry name="MAPPER_ITEM_MAP_MOSSGROTTO_NAME">Mosslands Map</entry>

<entry name="MRMUSH_LOC7_B">...Oh. Wyrm child. No surprise it's you who meets me

here.[NPC]:Following me are you? Or calling me? It is true I would not have sought the lands below if not for your grand actions within them.[NPC]:But now, having journeyed their breadth,

what singular sights I beheld... Flaming lakes, tangled woods, caves consumed by sand and frost...[NPC]:Remarkable things all, though given their void claimed state it seems you and I

may be the last to hold those memories.[Hornet]:I cannot allow that outcome, Herald. I act now

to save that place, both for myself and for those bugs still alive within.[Hornet]:As one who has seen so much, tell me simply, do you believe my efforts in vain?[NPC]:Me? Certainly you can

ask, but I cannot provide good answer. I've no mind for outcomes. Always my vision is too

clouded by the present.[NPC]:Only the journey... the now. For myself, that is the purpose, and

as far as my sight can see.[NPC]:If any other could come to understand that state, Wyrm child, I

suspect it may be you... [NPC]:Though maybe not yet, not this present, hmmm? Maybe in a

future far, when your actions might hail me so again?[NPC]:Alas, from these quaking caves it is

past time I made my swift exit. Ours each may be long and winding roads, but I hope you too

come to know the many joys upon the path...</entry>

<entry name="GARMOND_AID_REFUSE">You would fight alone, sister? You would be undefeatable with me by your side! And Zaza also! You need only ask, and our hornlance would be yours.</entry>

<entry name="MRMUSH_LOC7_A">...Do they realise it would only be the beginning? If they cleave themselves free, they would need to find their way anew...</entry>

<entry name="SHERMA_CARETAKER_REPEAT_FINAL">My hopes go with you, red maiden. They will follow you into the deepest darkness, and beyond!</entry>

<entry name="MAPPER_ITEM_MAP_WILDS_DESC">Fierce red-shells nest across these wide caverns. Battle with them is most intense. Impressive are the warriors of Pharloom.</entry>

<entry name="MAPPER_ITEM_MAP_DOCKS_NAME">Deep Docks Map</entry>

<entry name="LACE_ABYSS_LAKE_DIVE_3">[Hornet]:Even if only your shadow remains, to release your mother's grip my blade would see it slain.[NPC]:Then why hold, even this moment? Surely terror hasn't suddenly claimed your hardened heart?[NPC]:Take the final plunge, spider. Join us in my drowning palace, and let oblivion swallow us all.[Hornet]:Oblivion may take you, child. My own life, I shall not sacrifice.[Hornet]:I have survived the fury of your land. I have borne its barbs and its blades, and I have seen wonder behind its dangers.[Hornet]:But always, child, I remain a daughter of Hallownest. And the void below all things, that darkness I will fear no longer...</entry>

<entry name="GRINDLE_BONEFOREST_REFUSE">Oooh! Greedy are you? Mean to poor li'l snitchbugs like us? Won't survive out there without our secrets, oh no no!</entry>

<entry name="SPRINTMASTER_OFFER_3">Our last race was grand, yes? But I see now I set too mild a challenge for one as spritely as yourself![NPC]:I prepared only to race, but you arrived bringing destiny! In you my wish may finally be granted, the barriers of speed broken wide![NPC]:Are you prepared nimble bug? The time is upon us. The final test for the swift and spry!</entry>

<entry name="HUNTER_FAN_JOURNAL_COMPLETE_REPEAT">Miss grown-up has hunted much, so soon is time for Nuu to venture out, she thinks. Keep your sights keen, for to meet in the wilds would be a delight!</entry>

<entry name="GRINDLE_SLAB_EARLY_NOTMET">O-hoho! You're lookin' a little stuck there! What a pity![Hornet]:Are you too a prisoner here, small bug? If we ally our efforts, escape could be made that much easier.[NPC]:Hoho, you jestin'? There ain't no allies in prison! Just throw yourself against the walls in there while I go sniffin' for goodies! </entry>

<entry name="HUNTER_FAN_SCROLL_INSPECT">A scroll detailing the scents and tastes of Pharloom's various bugs and beasts.</entry>

<entry name="HUNTER_FAN_INTRO_ACT3">Miss grown-up! Nuu had fear that the awful rumblings of the world or sticky black threads had snatched you away from her![Hornet]:I have survived, Nuu, and shall fight on while my strength remains.[Hornet]:The kingdom has grown darkly dangerous, but this hearth-home seems to still provide some safety. I suggest you remain here for now.[NPC]:Of course! Nuu shall stay inside. The sickening sense of those twisted threads has spoilt the joy of my venturings.[NPC]:You though, miss grown-up... is now not the perfect time to fully complete our journal?[NPC]:The world-rumblings will surely have scared up many creatures from their hiding places! So go and hunt, and show sweet Nuu what you learn!</entry>

<entry name="GARMOND_CITADEL_REFUSE">Why spurn a little duel, sister? Surely it would put us in good stead for the trials ahead![Hornet]:If we were to duel it would doubtless be illuminating. Unfortunately, I lack the time for such frivolity. Farewell, sirs.</entry>

<entry name="SNAILS_ACT3_MEET_PT1">[Hornet]:Cowards. Here you hide, even as you cause your own land's demise.</entry>

<entry name="MAPPER_MAGGOTTED">Ka, va! Your shell is ridden with those gruesome maggots. It was a foolish choice of yours to swim in their sickly pools.[Hornet]:This was by no

means desired, Shakra. For now, I think it best you remain at limb's length. [Hornet]:I shall not abide this infestation long. By Silk or by rest I shall soon see myself cleansed. </entry>

<entry name="SPRINTMASTER_WRONG_GATE">Nimble bug! You seem to have lost your way upon the course. Surely it was only an error? You already seem recovered of your lapse.[NPC]:You are eager to run again, yes, yes? Let us soar swift together!</entry>

<entry name="MRMUSH_LOC6_C"></entry>

<entry name="MRMUSH_LOC6_B"></entry>

<entry name="MRMUSH_LOC6_A">...One can visit the past, but then memories become contradictory...[NPC]:...When the call rings out again, will you let your previous actions cloud your vision?[NPC]:...By claw, by voice... History always rises to meet us...</entry>

<entry name="HUNTER_FAN_JOURNAL_DECLINED">Oooh, ma. Miss grown-up, you deny poor Nuu? So sour![NPC]:Think of all the delectable learnings can we dig out of the creatures living here!</entry>

<entry name="MAPPER_ITEM_MAP_JUDGESTEPS_NAME">Blasted Steps Map</entry>

<entry name="SPRINTMASTER_HERO_WIN_AFTER_WISH">But wait! Before you depart. Your exceptional skill requires an equally fine reward![NPC]:This shining shard of ancient mask is yours! Take it. Cherish it. And know, you shall forever have my thanks.</entry>

<entry name="GRINDLE_ITEM_CRETSOCKET">This is a fine shiny-shiny, ain't it? Those dirty old raggedies like to carry these around, and we like to snitch 'em away when we can! O-ho-ho!</entry>

<entry name="HUNTER_FAN_JOURNAL_GIVE">Ooooh ma, you make Nuu so happy! Hunt down the creatures of this land, and record them in this scroll!</entry>

<entry name="MAPPER_GENERIC_CORALCAVERNS">[Hornet]:Fair greetings Shakra, in these drifts consumed by crust and sand.[Hornet]:These caverns have returned to nature, but I see evidence of bold structures buried throughout.[NPC]:The shells of their builders rest in a tower above. A grand tribe they seemed, and strong fighters I'm sure. Alas, they exist now only as hardened husks.[NPC]:Lament, Child Wielding Needle! We lived too late to match their claws.</entry>

<entry name="SHERMA_PILGRIMSREST_MEET">Don't despair, pilgrim frieeeeee-eeend,
Lift your sight and raise your voice!
Have no fear, pilgrim truuuuu-uuuuuu,
Believing is a happy choice![NPC]:Hoy there! Aren't these fields marvellous? And above us are the bountiful moors, where every pilgrim can fill their belly![Hornet]:These hot fields are a wonder indeed, but hunters prowl the long grass. Playing your instrument will only alert them to your presence.[NPC]:Well then, alert them I shall! For where many gather, great songs are sung!</entry>

<entry name="GRINDLE_CITADEL_ENCLAVE">[Hornet]:Some pilgrims have made an encampment in a safer place than this, high on the other side of the Citadel.[Hornet]:They would surely allow you to stay there, if you could resist causing them mischief.[NPC]:An en-camp-ment, eh? Sounds like a jolly place for old Grindle! Mayhaps we'll have a sniff around later.[NPC]:That's a good tip, that. And you've just done given it to us for free! O-hoho, head fulla muck you got!</entry>

<entry name="DICE_PILGRIM_HORNETDEPLETED">Well well! Seems I won the last of your rosaries. Luck is granted to the faithful, it is sung, so I must be very faithful indeed.[NPC]:If you happen on any more rosaries though, I'd be well happy to play you again.</entry>

<entry name="MAPPER_ITEM_MARKER_E_NAME">Bronze Marker</entry>

<entry name="HUNTER_FAN_JOURNAL_GIVEN_ACT3">[Hornet]:Already, I have cut down many of this land's inhabitants, but I agree, documenting those creatures is a worthwhile undertaking.[Hornet]:If time still permits, I shall do as you wish.[NPC]:Ma! How wonderful for Nuu! Go now! Hunt, and prey, and begin our learning!</entry>

<entry name="GRINDLE_SAVED1">Hoho, free at last! Locked up in here much too long, we was. Nasty place to keep a poor little snitchbug like Grindle.[NPC]:Hoy, you're smellin' fancy! You got some pockets under your cloak? Hidin' away some goodies for us to pilfer?[Hornet]:Beware your greed, thief. You'd be dead before your claw reached my cloak.[NPC]:O-hoho! Never mind then, bully. Plenty of tasties lying around for us down here. We smells 'em!</entry>

<entry name="MAPPER_ITEM_MAP_SHELLWOOD_NAME">Shellwood Map</entry>

<entry name="MAPPER_MASTER_AFTER">[Hornet]:Your master has been found, Shakra. Your task in these lands is finished. Will you now return to your tribe? [NPC]:I shall not return, Hornet Wielding Needle... I cannot. To leave my tribe's nest-plains, that journey has only one direction. [NPC]:This has always been our way, our long leaving, for those few who survive till age seeks to claim their shell, and those fewer who choose to send them on.[NPC]:But these lands, Pharloom... My nest-plains I once saw so grand, now they become small. A place for birth, and growing, but a place too narrow to live a bug's life full.</entry>

<entry name="GILLY_CARMELITA_CORPSE">This giant, old ant... Her death seems recent, but her presence here... [NPC]:Was it her? Could it be? The strength that sustained these caves? If so, what will happen now?[Hornet]:They will wither and fade... And you may sadly know it was my needle that brought her end.[NPC]:You, miss? But why? Why destroy something so vital? [Hornet]:It is a difficult thing to explain simply... Her strength was needed, what was left, to cut Pharloom free of its black thread threat. It was a savage act, no doubt, but the reason was just.[Hornet]:Know, in time, these caves may see opportunity to regrow, flourish even, though that rebirth is itself a task enormous... longer than a lifetime, many lifetimes.[Hornet]:For that task to succeed, it will fall to bugs like you to sow the first seeds.</entry>

<entry name="SNAILS_ACT3_HORNET_RITUAL_CURSED"><page=M>Hold it, Old One! That intruder writhing within your shell... <page=S>Our ritual ain't gonna work while that cruel creature's present. We'd be tugging at its memories as much as your own.[Hornet]:Then free me of the affliction. Surely you have the skill?<page=S>Not for this! Our power's all of soul and that thing's all physical. You're gonna need more traditional tools of healing.<page=B>Seek the one exiled from Bellhart, little Yarnaby. She was chased out into those soaked moors, last I heard.<page=B>She'd have the tools for the task, and the cunning to have survived till now.</entry>

<entry name="MAPPER_ITEM_PIN_BENCH_DESC">When travelling in unfriendly lands, it is important to remember safe places to camp.

These pins will mark benches and other rest spots on your map.</entry>

<entry name="HUNTER_FAN_SPLINTERQUEEN_REPEAT">Nuu takes time with her creatures, she must inspect closely. Thick arms, flakey hair, delicate eyes... Nuu will inspect it all!</entry>

<entry name="SHERMA_CARETAKER_FINAL_SONG">Maiden, strong, wreathed in red,
Shield her shell, bless her thread!
She fights for us until the end,
Please protect my dearest friee-end!</entry>

<entry name="MAPPER_GENERIC_CORALCAVERNS_REPEAT">If chance allows, visit the tower above. It is an impressive sight, not overgrown by the crust upon these caverns, but rather formed full of the material itself. [NPC]:If the old tribe of this place were able to guide its growth to such grand degree... then they possessed a power to rival even that Citadel.</entry>

<entry name="MAPPER_MEET_BONE_1D">These strange, shuffling pilgrims... In the camp below they were docile enough, but up here they seem to have lost their senses. They cry out to the darkness and attack their fellow travellers.[NPC]:Yakkanesh! Keep your weapon drawn and your bearings true! The way ahead is winding, and to lose one's way invites only death.[NPC]:I am a navigator amongst my tribe and have been making maps of these lands. I can trade them with you, and supplies, if you wish.</entry>

<entry name="HUNTER_FAN_RESULT_2">Ma, ma! Much hunting has you done, and so many sweet little creatures in our records![NPC]:Nuu is drooling from such excess of learnings! Please keep working, miss grown-up!</entry>

<entry name="MAPPER_MEET_BONE_1B">In my land, that is the way warriors greet each other. For though you are a child barely hatched, you are also a warrior. Your stance, your weapon, your movements all proclaim it so.</entry>

<entry name="GRINDLE_SLAB_EARLY">O-hoho! You're lookin' a little stuck there! What a pity![Hornet]:We meet again, little thief. Are you familiar with this place?[Hornet]:If we ally our efforts, our escape could be made that much easier.[NPC]:Hoho, you jestin'? There ain't no allies in prison! You can just throw yourself against the walls in there while I go sniffin' for goodies!</entry>

<entry name="GREENPRINCE_SIT_REPEAT">[Hornet]:Safe journey, tall bug.[NPC]:This is Pharloom, warrior. Safety is a myth.</entry>

<entry name="MAPPER_ITEM_TUBE_PIN_NAME">Ventrica Pins</entry>

<entry name="SETH_FESTIVAL_MEET">[Hornet]:Greetings, Seth. It is a welcome surprise to see you here amongst these festivities.[NPC]:Hullo, hullo! Yes, my wandering was long, and I began to fear I would meet my end in those sticky swamps below.[NPC]:How lucky I was to stumble upon the home of these friendly revellers![NPC]:They said I could be a flea here with them, so of course I agreed. Seems as good a place as any to call home, at least for a time.[NPC]:Now I just need to grow a little fur and sprout some wings, eh? Ha ha!</entry>

<entry name="MAPPER_ITEM_MAP_SHADOW_DESC">Swamps born in the Citadel's shadow. There is evidence the waters here once ran clear.</entry>

<entry name="MAPPER_ITEM_MAP_SHELLWOOD_DESC">Tangled roads choked beneath bramble and root. The flora is often as deadly as the creatures who call this place home.</entry>

<entry name="SPRINTMASTER_EXTRA_REPEAT">What say you, nimble bug? The test of endurance remains at your ready! Let us stride fast forth!</entry>

<entry name="GARMOND_BLACK_THREAD_REPEAT">Zaza and I will fight through these cursed lands until every last one of the black-twisted fiends has been cut down!</entry>

<entry name="SNAILS_ACT3_HORNET_RITUAL_CURSED_REPEAT"><page=M>Hurry, Old One. The ritual can't commence while you remain host to that writhing root.<page=B>Seek the

one exiled from Bellhart, little Yarnaby. She was chased out into those soaked moors, last I heard.<page=B>She'd have the tools for the task, and the cunning to have survived till now.</entry>

<entry name="GILLY_HUNTERCAMP">The red-shells, hiding through the fields, stalking the boney beasts. They are part of it, somehow, the life that flourishes here.[NPC]:Even haunted, they seem to lose less of themselves... What anchor allows them to retain such strength?</entry>

<entry name="SHERMA_BONEGATE_MEET_2a">Oh, but of course I sing! I am Sherma, a pilgrim just like you. I hear the call of the great Citadel just like every other devout soul.</entry>

<entry name="GRINDLE_TRAPPED1">Hoy! Hoyyyy! You there! Get us out of here! Since when's a little light thievery worth a lifelong sentence?</entry>

<entry name="SHERMA_CARETAKER_TALK1">Our great Citadel has lost its voice, and now the black threads rise up to tear its shell apart. I fear holy Pharloom is truly dying...[NPC]:But I still have hope, red maiden! Though kingdoms may fall, life endures still, and we bugs can build our lands anew![Hornet]:I share your hope, Sherma. Remember though that whatever is built next belongs not to the past, but to you.[Hornet]:Your instincts are strong. Let it be those that guide you, rather than any reverence toward a kingdom's corpse.[NPC]:Oho, you flatter me so! But it is my fellows who shall guide me, those whose voices sing out still, even in these ruined times...</entry>

<entry name="GARMOND_BLACK_THREAD">Hahhh... well met, sister. The task of hunting down these black-twisted fiends is no small one, eh? Still, we must not rest! Not while the cries of the innocent echo from every corner of the kingdom!</entry>

<entry name="GRINDLE_ITEM_THIEF_CHARM">Sign yourself as a snitch! And scoop up more rosaries from your bested foes. Just watch it when you're snitchin' that you don't lose sum'a your own...</entry>

<entry name="LACE_CITADEL_MEET_BATTLE_SKIPPED">What's this? The spider arrives at last, here to stand acquiver at our startling Citadel.[Hornet]:Pale child, you return only to mock? Your lands have yet to prove my match. This sleeping Citadel shall be no different.[NPC]:Spider, dear. Why must you remain so distressingly... optimistic? The power that waits above, you cannot conceive, her who would snuff that hope with barely a glance.[Hornet]:Fool child. You still think me blind to the form of your liege? Having come this far?[Hornet]:This land's grandeur, the devotion of its bugs, and the curse that befalls them. The signs are clear.[Hornet]:Your kingdom is in the thrall of a creature beyond bug, one of that higher caste.[Hornet]:Whatever its desire for my Silk and my shell, it shall find I'm quite attached to both.</entry>

<entry name="HUNTER_FAN_REPEAT">Is hard work, learning so much from creatures, but for Nuu is very fulfilling. Now go and hunt, and prey, miss grown-up!</entry>

<entry name="GRINDLE_SHOP_INTRO_ACT3">Hoy there, fancy bug! How you farin', now that the 'ole world's creakin' and crackin' around us? Desperately needin' some supplies, I'll wager! Heh heh![Hornet]:You seem in good spirits, thief. Are you not disturbed by the great rending of the kingdom?[NPC]:Heh, end of the world don't bother ol' Grindle none. We'll just go find another one to plunder, won't we?</entry>

<entry name="SNAILS_ACT3_HORNET_MEMORY_REOFFER"><page=M>Our spells're woven, our parts prepared. Whenever you're ready, lay up on the dais and we'll

begin.<page=M>Best you don't dawdle now. Pharloom's time is short, and those hearts won't go on beating forever.</entry>

<entry name="GREEN_PRINCE_CLOVER_MEET_2">No more talk, warrior. Permit me this final moment of memorial.[Hornet]:As you wish, sir. I shall disturb you no longer.</entry>

<entry name="SPRINTMASTER_DECLINE">[Hornet]:Another time perhaps, sir. My own tasks cannot be easily ignored.[NPC]:Then I shall continue to train in anticipation of that future moment![NPC]:Having met, it is inevitable. Fate calls us to compete!</entry>

<entry name="HUNTER_FAN_CORALDRILLERS_MEET">Oh, welcome miss grown-up! Come to inspect the red-rocky creatures, like Nuu? We have found a very big one. Fresh, but not too fresh![Hornet]:A pair of beasts attacked me here, burrowing through the stone with their spiral shells. I cut this one down, and the other fled.[NPC]:Ooooh ma! Really? Nuu wishes that she had the pair! She could have studied much. Unlucky, to miss such a big feast of learnings!</entry>

<entry name="GARMOND_BLACK_THREAD_EXHAUSTED_REPEAT">We must press on... There is so much more... for us to do...</entry>

<entry name="MAPPER_GENERIC_DOCKS_REPEAT">I see much wasted effort in these docks. There is too much flourish to the form of it all. The ways of others are strange indeed...</entry>

<entry name="SPRINTMASTER_OFFER_2">Nimble bug! We both know our previous run was only warm-up, yes? Only a tiny test to prepare for the real match, Hoi hoi![NPC]:Well that match is now! A new track worthy of your skill, and mine. No longer merely a test![NPC]:Meet the challenge and my speed full. Let us break through our limits and see what waits beyond!</entry>

<entry name="MAPPER_ITEM_MARKER_B_DESC">You can use these to mark places of importance or reminders on your map.

With these I often mark the locations of worthy foes.</entry>

<entry name="SPRINTMASTER_ALREADY_ACCEPTED">Hoi hoi! A nimble opponent appears. At last! At last![Hornet]:I was intrigued by the challenge you issued on the bell settlement's wishwall, sir, though having reached this place I wonder at your choice of location.[Hornet]:If you seek challengers you should choose somewhere less far afield. It is rare chance any bug would journey to a cavern so distant.[NPC]:True, perhaps. Though once discovered, could there be a more perfect spot? This giant, boney body, so distant from Pharloom's ails.[NPC]:Here, freely, we can test our speed and our sleek shells. Here we may race![NPC]:You must be eager to step to the task, challenger? Fulfil my wish! Let us discover our limits together! </entry>

<entry name="HUNTER_FAN_ZAPNEST_SLAP2">Uahhhhh... So close... Nuu could almost taste it.</entry>

<entry name="GILLY_ACT3">Ho! Are you observing them too, hunter? The red-shells are plentiful here, stalking these vast grassy plains and the last of its bony beasts.[NPC]:Compared to the caves below, this lush growth feels even greater. Have we crawled close to the source of their sustenance?[NPC]:I must discover its secret! I will! By my father's wish, and for hope that our dying lands might find means to endure.[Hornet]:Just be careful, young one. I urge you. Here you've reached the ants' heart-domain.[Hornet]:There may be discoveries worth making, but a single mistake will see your shell's sharp end.</entry>

<entry name="SHERMA_MEET_OPENED">Hoy! Did you see it, red maiden? The great gate heard my song and, in its infinite and ancient kindness, opened the way forward for us![NPC]:What luck for us to meet at this moment! We can set off on the great road together![NPC]:Or p'raps I'll tarry here just a little longer. I want to sing a song of gratitude to this noble gate!</entry>

<entry name="MAPPER_MEET_BONE_2">In these lands names are given freely, are they not? I am Shakra, Wielding Rings. If our hunts intertwine again, I will have new maps to trade.[NPC]:Until then, farewell, Child Wielding Needle.</entry>

<entry name="SHERMA_ENCLAVE_HEALING">This place is holy, yes... but I worry at the suffering of our fellow pilgrims. So many are hurt or exhausted![Hornet]:Your doubts and worries will not heal them, little one.[Hornet]:If you would aid your fellows, you can start by dressing their wounds. The simple rags found around the settlement will do for bandages.[NPC]:Oh, that's an excellent idea, red maiden! Normally I'd think a song would suffice, but... yes, more direct action is certainly needed.[NPC]:And the Citadel itself shall provide the materials! Praise be to this holiest of holy places!</entry>

<entry name="SHERMA_ENCLAVE_REPEAT">Fear not, brothers and sisters! If we work hard and keep our faith, the Citadel will provide for us... I have no doubt!</entry>

<entry name="SNAILS_ACT3_DEEP_MEMORY3"><page=M>The hearts you seek, we can share their locations as best we know.<page=M>Three will be needed to construct our spell and draw clear memory of the flower from your Silk.<page=S>Bring us the hearts, Old One. Make'em beat, fierce and final. See for yourself the forgotten strength of this land of bugs before we burn those memories in its saving.</entry>

<entry name="MAPPER_ITEM_MARKER_B_NAME">Ring Marker</entry>

<entry name="GILLY_CARMELITA_CORPSE_LAST_HEART">This giant, old ant... Her death seems recent, but her presence here... [NPC]:Was it her? Could it be? The strength that sustained these caves? If so, what will happen now?[Hornet]:They will wither and fade... And you may sadly know it was my needle that brought her end.[NPC]:You, miss? But why? Why destroy something so vital? [Hornet]:It is a difficult thing to explain simply... A test was needed, to ensure my strength before a greater challenge soon to come.[Hornet]:Know, in time, these caves may see opportunity to regrow, flourish even, though that rebirth is itself a task enormous... longer than a lifetime, many lifetimes.[Hornet]:For that task to succeed, it will fall to bugs like you to sow the first seeds.</entry>

<entry name="MAPPER_ITEM_MAP_HUNTERSNEST_DESC">Burrowed paths of the red-shells. Their stores and shrines are frequent throughout. These tunnels must grant them swift passage about the fields below. </entry>

<entry name="LACE_ABYSS_LAKE_DIVE_CURSED_REPEAT">[Hornet]:If I'm to dive, and cut this land from its black thread curse, I must first find means to extract the intruder within.</entry>

<entry name="GREENPRINCE_SIT_MEET">So I am freed, despite no request of mine for aid.[Hornet]:And I do not ask gratitude. The key merely fit the lock. If you choose, stay in here and wait till your shell hardens to crust.[NPC]:No. I shall depart shortly. With my way clear, my wish again propels me, though I tried to avoid it.[Hornet]:Then safe journey, tall bug. I'll not pry further. Clearly you bear your own burden. </entry>

<entry name="SHERMA_CORAL_REWAKE">Mm, mrm? Oh, hoy again![NPC]:I hadn't meant to drop off like that. It's hard to stay awake in such a cosy place, isn't it?</entry>

<entry name="SHERMA_BONEGATE_MEET">Oh hear me pray, please hear me sing,
My path's ahead, but here's the thing,
I can't squeeze past, o gate of bone,
So please wake up, and help...oh?</entry>

<entry name="SNAILS_ACT3_HEART_HINT_CORAL"><page=M>Up top of those caves lost to wind and sand rests a crusted old ruler, a once great warrior king.<page=M>In their prime, they and their order held half of Pharloom under hardened claw. Some bugs relished that strength. Most lived in fear of it.</entry>

<entry name="HUNTER_FAN_MEET">Oooh ma! Sweet surprise for Nuu! You are adult, yes? Fully grown? Ready to hunt?[Hornet]:Certainly I am no child, young one.[NPC]:Perfect then! Nuu must ask a wish! For her, you would seek Pharloom's many fabulous bugs and cut them.[NPC]:Cut them with your blade! Cut them with your mature spirit! Cut them with your savage adult heart![NPC]:Would you help Nuu? Could you take her scroll, and fill its pages with the learnings of your cuts?</entry>

<entry name="GARMOND_MEET">Guurroooo! Scoundrel! Fiend! Who dares wake brave Garmond from his well needed kip?[Hornet]:I've no intent to disturb, sir bug. I am merely passing these towers and sought to better understand the lay of the place.[NPC]:Hmmp! Knowing the battlefield? A warrior's reason! Just look at you! Your stance and blade, almost alone they declare a fight.[NPC]:As the bravest of knights, if direct challenge were offered, honour would see noble Garmond accept![NPC]:Fortunate that seems not your intent. In truth, I'm still sleeping off something of an altercation myself. Had our meeting called for a knightly duel, you'd not have had the luck to behold my finest form.</entry>

<entry name="GRINDLE_SHOP_INTRO">Hoy then, what's a fancy-prancy bug like you creepin' into Grindle's cosy little nook for?[NPC]:Heard we had some nice stuff, did ya? O-hoho! All kinds of tasty goodies find their way here, that's for sure.[Hornet]:I care little for how you procured your goods, thief. If you have something worth trading, I may part with my rosaries.[NPC]:Well, we never say no to a fair swap, heh heh! Now take a look at what we's got...</entry>

<entry name="SPRINTMASTER_EXTRA_WIN_POST">Now I shall remain, and train. And know! Though I have no more rewards to give, you are welcome to grace my track, as many times as you wish.</entry>

<entry name="SETH_GREYMOOR_REPEAT">The sharp-faced bugs of these drizzled caves love to swoop and play, don't they? If only I could understand their beautiful language...</entry>

<entry name="MRMUSH_LOC5">...At the bottom of a well, you can only look up. The past is hidden from those who look forward...[NPC]:...Those echoes may guide you still. Yes, that's true. For the kind-hearted, a weapon can also be a friend...[NPC]:...You're so eager to follow in her footsteps. But what are you leaving for those who come next?</entry>

<entry name="MAPPER_ITEM_MAP_SHADOW_NAME">Bilewater Map</entry>

<entry name="SPRINTMASTER_HERO_WIN_REPEAT">Hoof... Always you impress... nimble bug...[NPC]:As many times as you may, let us speed forth! Gladly will I strive to match your spritely grace. </entry>

<entry name="SHERMA_PILGRIMSREST_TALK1">This poor traveller finds her resolve waning. When I first greeted her, her voice was so hoarse I scarcely heard it![NPC]:'Tis no cause for worry, though. My song will lift her from her torpor! Join your voice with mine, red maiden, and together we shall rouse our fellow pilgrim!</entry>

<entry name="MAPPER_GENERIC_JUDGESteps_REPEAT">In time, even these great steps will be swept away by the sands. Nothing is immovable.</entry>

<entry name="HUNTER_FAN_SPLINTERQUEEN_MEET">Ooh ma ma! Look here, miss grown-up! Very fascinating creature here, all dead in bits now, but still good![NPC]:She takes the shape of the woods for her body, and her hair like bitter leaves! Clever, thinks Nuu![Hornet]:This creature staked its territory here and attacked as I passed through.[Hornet]:You should not linger long. Her tribe remains hidden amongst the branches, disguised and waiting to strike.[NPC]:Oooh! So the cutting-up was done by you? Nuu gives her warm thanks! Now Nuu can inspect this creature well, all its gooey insides and crunchy shell!</entry>

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<entry name="CREST_UPGRADE_MEET_PT2">[NPC]:No. Not their enemy, and their prisoner not through malice. I am Eva, a thing... difficult to describe, a child of Weavers, yet not quite their kin...[Hornet]:How strange. That description could fit me as well as yourself. [NPC]:Child of Weavers?... And not? I can detect your Weaver strain, yet you are different from them, and from me, a shifting, blended thing? What are you creature?[NPC]:Step closer, lady, that my senses would better understand your nature.</entry>

<entry name="CREST_UPGRADE_PRE_REPEAT_ADDITIONAL">Lady, still my senses resound. You seem so far beyond the bounds of a bug.[NPC]:Permit me to gaze again upon your nature, that I may offer clarity.</entry>

<entry name="CREST_UPGRADE_MEET_ACT3">Lady? So you live, still. This is good... I had felt the conflict commence, pale hearts ablaze, and the sudden well of darkness after.[Hornet]:I am sorry, Eva. I had hoped to slay the monarch, and was near achieving that goal, but the situation has become... complicated. Now, all of Pharloom threatens to fall.[NPC]:But I can sense it in you, lady. You have not yielded to despair, so some hope must still remain?[Hornet]:...Slim hope, I suspect. But true, there may yet be a way through this disaster. I shall pursue that goal with whatever strength remains.[NPC]:Then allow me to continue to aid you as I can... Mine might be a small contribution, but I shall provide it eagerly.</entry>

<entry name="CREST_UPGRADE_POST_ADDITIONAL_AVAILABLE">Incredible... Your nature is so unlike a mortal bug's. Yours is malleable, transitory. It is a marvellous thing, worth my long life to behold.[NPC]:With what power I possess, I may still be able to aid you further. </entry>

<entry name="CREST_UPGRADE_TALK_SNARE">[Hornet]:Eva, I am seeking a tool, told to be somewhere in this structure. It is a snare device of Weaver make. Do you know of it?[NPC]:I may, lady. Search over from here, on side where the moss meets the nest. There, my mothers built their tools, all traps and bindings. Small things, but tests for larger forms.[NPC]:I still remember their thoughts as they worked, their desperation, and their hunger. Another hopeless attempt to wrest their freedom. All ended in failure, of course.</entry>

<entry name="CARETAKER_SNARE_READY">Ain't you come a long way, bellringer! Granting wishes, saving bugs, even rousing my sullen family to act![NPC]:The snare is set above, our power bound along its thread. To your sight it may seem a crude thing, but there's fair strength to it... enough to quell a god.[Hornet]:You and your family have done me well, sir. I shall prove your faith in the meeting ahead.[NPC]:Aye. Bring your best, bellringer. Call forth our great pale god. Cut her weak, then drive the beast down atop the snare.[NPC]:Contact made will stir the snare alight, but only your needle's song will awaken the spell in full. When that moment arrives, you'll see it clear.</entry>

<entry name="CREST_UPGRADE_PRE_RETURNED">[NPC]:Lady, please. Permit me to look upon your nature, that I may offer clarity...</entry>

<entry name="CREST_UPGRADE_POST">Incredible... Your nature is so unlike a mortal bug's. Yours is malleable, transitory. It is a marvellous thing, worth my long life to behold.[NPC]:If in your travels you are able to further evolve, return to me. With what power I possess, I may be able to aid you further.[Hornet]:Thank you, Eva. If my nature expands as you say, I shall return.</entry>

<entry name="CARETAKER_SNARE_TALK1">[Hornet]:I have known your kind before, sir. Yours is a tribe that works and trades in power, and I am about to extinguish its prime source.[Hornet]:Once this is done, will you truly delight in a land so bereft?[NPC]:Aye, well... My family's marks are all over that trap. And we've spent a hard age avoiding the gaze of our god.[NPC]:If we earned it now, after such open opposition... that's a bleak conclusion none of us'd care for.[NPC]:Now! My job's done. S'time your grand business began! We'll be wishin' victory to you, bellringer, for all our sakes!</entry>

<entry name="CREST_UPGRADE_PRE">[Hornet]:You see one's nature, Eva? It is a skill far beyond bugs.[NPC]:One not without cost. My sight perceives a bug only through the imprint upon their soul. [Hornet]:You speak of their crest? That signifier of a bug's essence and their invisible yoke born through a lifetime.[NPC]:Crest? Yes, the old Weaver term. A simple word to attempt description of something so profound.[NPC]:But wait. Your own nature... Is it?...[NPC]:Lady, permit me to look deeper still, that I may offer clarity...</entry>

<entry name="CREST_UPGRADE_PROMPT">Allow Insight?</entry>

<entry name="CREST_UPGRADE_REPEAT_ACT3">Lady, Pharloom's time grows short. If you are able to further expand your nature, I urge you return to me.[NPC]:Any power I possess, I shall grant it for your aid.[Hornet]:My thanks, Eva. If my nature expands as you say, I shall return. </entry>

<entry name="CREST_UPGRADE_ACCEPT_DIALOGUE">Bind Eva?</entry>

<entry name="CREST_UPGRADE_MEET_CURSED">Stay back, twisted leech! Even lodged within another's shell, your ravenous nature shines clear.[NPC]:You shall not defoul this chamber, nor claim my soul. Begone!</entry>

<entry name="CREST_UPGRADE_FIRST_ALL">Lady... Incredible... Your nature is so unlike a mortal bug. Yours is malleable, transitory. It is a marvellous thing. Worth my long life to behold.[NPC]:Unbound one, though we know each other little, permit me to ask a selfish request.[Hornet]:Your talent has provided a great benefit, Eva. What is it you desire of me?[NPC]:Only to have my own soul, my own memories, bound within your shell... As you have done with those others throughout these lands.[NPC]:I would not define as a crest within you, but my small strength may still grant a final boon.[Hornet]:You ask to be subsumed? Know your mind would cease to be, in any independent sense.[NPC]:To be united with one unbound... This is the kind of escape I once prayed for, though the weight of ages had almost made me forget.[NPC]:Lady, would you grant me this request?</entry>

<entry name="CREST_UPGRADE_ALL">Lady, you are a multitude within a single shell. A being truly unbound. To aid your growth has proved a grand task, even for one as limited as me.[NPC]:As my last act, permit me to ask a final, selfish request.[Hornet]:Your talents have provided great benefit, Eva. What is it you desire of me?[NPC]:Only to have my own soul, my own memories, bound within your shell... As you have done with those others throughout these lands.[NPC]:I would not define as a crest within you, but my small strength may still grant a final boon.[Hornet]:You ask to be subsumed? Know your mind would cease to be, in any independent sense.[NPC]:I know. And still I seek it, gladly. To be united with one unbound... This is the kind of escape I once prayed for, though the weight of ages had almost made me forget.[NPC]:Dear Lady, would you grant me this request?</entry>

<entry name="CREST_UPGRADE_MEET">Who's there? Has someone come to free me? Or are you here to bring my end? [Hornet]:I am Hornet, prisoner, only a traveller and not here to

slay you.[Hornet]:What cause sees you caged in these ruins of Weavers past? Were you their enemy?</entry>

<entry name="CREST_UPGRADE_PRE_REPEAT">Lady, my senses resound. You have grown further beyond the bounds of a bug.[NPC]:Permit me to gaze again upon your nature, that I may offer clarity.</entry>

<entry name="CREST_UPGRADE_TALK_PURPOSE">[Hornet]:How did you come to be sealed here, Eva? [NPC]:Lady, you mistake. What seems a cage is as much my shell as the form inside.[NPC]:I was born within this space. To leave would be my death, an uninspired end, though one I've sometimes wished would come.[NPC]:I am unique, you see. My mothers shared the curse of their tribe, to conceive a child is a painful, near impossible task. [Hornet]:I know the curse well, Eva, for I am also its victim, and spawn of one who managed to overcome its limits.

[Hornet]:Are you too an attempt to defy that cruel constraint?[NPC]:A flawed attempt. A life spun from rune and shell, sustained only by its cage. My thoughts may mimic a Weavers, but my senses are my own.[NPC]:Over time, that difference brought only distance between us.</entry>

<entry name="CREST_UPGRADE_ACCEPT">By your grace, I am at last broken from my fate.[Hornet]:Gladly I accept your union, Eva. No longer shall you suffer eternity alone.</entry>

<entry name="CREST_UPGRADE_MEET_OVERBLUE">Come no closer! I sense the forbidden blood coursing through you, that which grows and reshapes the world in its own vulgar image.[NPC]:Whether it was imbibed willingly or not, none shall be allowed into this chamber while so afflicted. Begone!</entry>

<entry name="CREST_UPGRADE_REPEAT">Lady, if in your travels you are able to further expand your nature, return to me. With what power I possess, I may be able to aid you further.[Hornet]:If my nature expands as you say, Eva, I shall return. </entry>

<entry name="CREST_UPGRADE_REOFFER">Lady, would you think again upon my last request? To be bound amidst your shimmering soul?[NPC]:I understand it is a selfish thing to ask, and I will hold no ill will if you reject.</entry>

<entry name="CREST_UPGRADE_DECLINE">[Hornet]:I am sorry, Eva. I cannot grant you this. At least, not yet.[Hornet]:Yours is a mind strong and strange. That union could prove dangerous to my identity.[NPC]:I understand, Lady. I will be here, if ever you reconsider.</entry>

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<entry name="SEAMSTRESS_BROLLY_QUEST_REOFFER">Ready to reconsider my offer? Good for you! You won't be going far without my help, dear.</entry>

<entry name="SEAMSTRESS_REPEAT">I'll grant you my courtesy, stray one. I'll even offer aid where I'm able. Just don't be hanging around too long.[NPC]:I may not be a fan of that Citadel, but I'm smart enough to avoid its ire.</entry>

<entry name="ANT_MERCHANT_REPEAT">Kha mauak. Noku gri?</entry>

<entry name="PILGRIM_REST_SHOP_REMEET">Back here again? It's a strange pilgrimage that bends and doubles back on itself. Still, you may as well take the opportunity to share your rosaries.</entry>

<entry name="SEAMSTRESS_EXTRA_LORE_2_ALT">I'm loath to spoil the surprise, but curiosity begs me to ask. Do you know why they pursued you? Those Citadel bugs?[Hornet]:I have seen their Citadel and its state, and I have strong suspicion...[Hornet]:They hunt me for my nature. For the Silk produced within my shell. Not for themselves but for the one atop it all. [NPC]:Ahh ha! Truth. In Pharloom, yours is a rare skill, prized beyond measure, to channel one's soul within a thread. Soul and Silk inseparably linked.[NPC]:It is a skill almost lost from Pharloom. Those old Weavers shared it, but they're long dead now.[Hornet]:The one atop this kingdom... They share my nature, or some part of it. I've seen their Silk at work, in vast scale.[Hornet]:It snares the shells of those upon the roads, and guides with false life the many hollowed husks left to lapse.[NPC]:Hmm... You've looked far towards the truth of it. Closer even than I'd dare to dig. But then you're clearly of the countenance to be coping with such heady stuff...[NPC]:Now! It's past time you were going! Your style and your Silk sure are fine, but stay too long and you'll only be trouble for me!</entry>

<entry name="SEAMSTRESS_BROLLY_QUEST_ACCEPT">A smart choice. Get out there and gather those spine cores, and best you be quick about it.[NPC]:As nice as it is to have the company, if you hang around too long, those Citadel bugs'll turn their gaze on me as well.</entry>

<entry name="SEAMSTRESS_BROLLY_QUEST_OFFER">If you're planning to ascend from these low fields, you'll be needing some lift, and I'm just the bug to help.[NPC]:Head for the caves beyond my home. The bugs within produce a spine with a marvellous core, flexible yet strong.[NPC]:Cut their spines and collect the cores. Return to me, and I'll soon have your old cloak transformed into something far more buoyant.</entry>

<entry name="ANT_QUEEN_BG_MEET">Pale beast... bringing ruin... we had sensed it... you writing harsh our final fate...[NPC]:If power... you come seeking... mine is faded.... mortal... time taken...[Hornet]:I seek only to save these lands, great one, to break them free from this fatal sickness born of thread and void.[NPC]:Kcha! If you may... beast... If you can... </entry>

<entry name="SEAMSTRESS_BROLLY_HANDIN_ASK">Well, then! I can tell by the rattling from within your cloak, your hunt was a success! If you'll kindly pass over the cores, I can get to work.</entry>

<entry name="ANT_QUEEN_BG_REPEAT">Save them... if you can... pale beast...</entry>

<entry name="RESTING_PILGRIM_REPEAT">Ahhh... I am so tired. But to tarry long would be sacrilege...</entry>

<entry name="HUNTRESS_QUEST_DECLINE">Very well, ssspiidderr. Keep your organssss, for now. </entry>

<entry name="SEAMSTRESS_VISITED_CITADEL">[NPC]:Oooh! Stray one. Do tell, how goes the journey?[Hornet]:I have ventured high, seen the Citadel and its state. That place is long lost... generations lost, a gilded tomb, drowned in Silk dregs.[Hornet]:For its minions, so compelled in my capture, I now see clearly the source of their unity, and their strange strength... They are husks bound tight by the one who waits at its crest...[NPC]:Agh! Look at you! Seeing right through to the truth of it! Closer even than I'd dare to dig. But then you're clearly of the countenance to be coping with such heady stuff...[NPC]:Now! Best you be heading. You're clearly planning to stir up some serious trouble. I don't want to be close when it kicks off!</entry>

<entry name="PILGRIM_REST_SHOP_ITEM_DESC_TOOLPOUCH">That pouch of yours... With the scraps left here and a little work, I could add some pockets for you, let you carry more tools and shards while on the road. That'd be nice, wouldn't it?</entry>

<entry name="HUNTRESS_REPEAT">All those gooey bugssss, all so reluctant to share their organs. Sssooo much coaxing and gnawing, and prodding.[NPC]:They should be proud! Their ssmall sssacrifice would become much sssustenance for my ferocious young.</entry>

<entry name="PILGRIM_REST_SHOP_TALK_DELIVERY_POST">For your efforts, take these rosaries as payment. May they not lay too heavy upon your shell.</entry>

<entry name="HUNTRESS_QUEST_ACCEPT">[Hornet]:I will not offer my own organs, hunter, though I may bring the meat of others slain.[NPC]:Good ssspiidderr! Ssskewered. Ssshredded. Ssseared! Bring it all. Much will be needed, enough to sate my brood to come.[Hornet]:Several of my tools can prepare the meats as you request. I have been fortunate to find so varied an arsenal within your lands.[NPC]:My brood has not long till hatching, ssssspiidderrr. Do your duty sssswift, and you shall ssee reward for the sssslaughter.</entry>

<entry name="SEAMSTRESS_BROLLY_QUEST_REPEAT">[Hornet]:I'll have the spine cores for you shortly, madam.[NPC]:Good, good! The caves just beyond here are full of the creatures, floating carelessly in the warm air.[NPC]:I'm sure your big needle there can coax them into sharing their spines. Then it's only a quick matter of cutting them open and grabbing the cores.</entry>

<entry name="PILGRIM_REST_SHOP_ITEM_DESC_WEIGHTED_ANKLET">A holy burden to help maintain your poise. Whether striking others or being struck yourself, you'll remain firmly in place.</entry>

<entry name="PILGRIM_REST_SHOP_CANCEL">Not interested in trade? I wonder, will your rosaries weigh you down during your ascent?</entry>

<entry name="SEAMSTRESS_BROLLY_QUEST_COMPLETE">Perfect! These should be more than enough. Wait there just a moment and we'll soon have you soaring up and away from these lowlands.</entry>

<entry name="ANT_MERCHANT_MEET">Rkraha. Uohk kha![Hornet]:My apologies, sir. Though I can grasp the language of many bugs, your words are unfamiliar even to me.[NPC]:Kha... kha mauak. Noku... gri?[Hornet]:[Hornet]:These items you have collected. These are the wares of a warrior. Do you wish to trade?[NPC]:Noku... noku!</entry>

<entry name="SEAMSTRESS_ACT_3_REPEAT">Get a move on, stray one! We're all suffering for your conflict... Maybe next time you act towards calmer conclusions, aye?</entry>

<entry name="PILGRIM_REST_SHOP_ITEM_DESC_SHARD_POUCH">These humble shards can form together into something grand, if you possess the vision to shape them.</entry>

<entry name="SEAMSTRESS_BROLLY_HANDIN_REFUSE">After all that hunting, you won't trust me with your spoils? You're a funny one. They won't do you any good just filling up your pockets!</entry>

<entry name="SEAMSTRESS_WEARING_ORDER_BADGE">That's a fancy pin you're flaunting upon your cloak there. Here's hoping you didn't have to kill to claim it.[Hornet]:The emblem was given freely, Seamstress, as reward for a fierce duel won fair.[NPC]:Given freely!? My, my. So my sister's welcomed another to the order... Sounds like age might've softened even her stoic style.[NPC]:Can't say I think too fondly on the old ways... but some rituals, and some memories... those are still worth preserving.</entry>

<entry name="ANT_MERCHANT_SHARD_POUCH_DESC">Rkraha. Tnk uokn.</entry>

<entry name="PILGRIM_REST_SHOP_PURCHASED">Yes, that's better. Sharing your devotion with me will surely bring you luck.</entry>

<entry name="SEAMSTRESS_MEET_ALT">Well, aren't you a sight! No, don't tell me! You're as odd as they come.[NPC]:Your poise! Your form! Are you hunted? Pursued? The Citadel would see a fine prize in you.[Hornet]:It is as you say, madam. Veiled bugs of the Citadel brought me to your land. I now seek for one who would answer why, and will ask with force as needed.[NPC]:Ha! Fierce too! These are bleak times, but a powerful stray like you could certainly cause some change.[NPC]:Well then! I've no love for that holy caste, and I do worry for this kingdom's ailing state. If you're seeking to settle a score, perhaps I can lend some aid?</entry>

<entry name="RESTING_PILGRIM_DAZED">Uohhhhh.... Ahhh.....</entry>

<entry name="HUNTRESS_QUEST_REPEAT">I await the meat, sspiidder. Bring me much. Enough to sate my brood to come.</entry>

<entry name="HUNTRESS_MEET">Ssssppiidderr... Your ssstench is strange... yet similar. Your tension isss smelt strong. Do I sseem a threat to you?[Hornet]:This whole land keeps me cautious, tall one, and your claws look to have seen much sharp use.[NPC]:Yesss... I kill, gladly, but only to feed my ssshhell, and my brood to come.[NPC]:Your meat... much ssssustenance it could grant... but too hard to pry... Your long, false claw would ssslash back ssswift.[Hornet]:Good, so you can sense my skill, as I yours. A truce then, that we both shall live beyond our meeting.</entry>

<entry name="SEAMSTRESS_ACT_3_MEET">Stray one! Things were already falling grim when last you left. Now it's worse! The whole world quaking and wailing, and all stretched through with blackened strands! [NPC]:This wouldn't be your doing, by chance?[Hornet]:...I am in part responsible, though know this outcome was not my intent, and that I shall work to calm it.[NPC]:I knew it! Course it had to be you. Here I was, hoping you'd bring a shake up. Instead you've brought an ending![NPC]:Well, move it, I say! Get to your fixing. We're all now suffering for the scale of your conflict... Maybe this time you act towards calmer conclusions, aye?</entry>

<entry name="H_RUNT_QUEST_ACCEPT_LACK_TOOLS">[Hornet]:In time, child, I may provide the meats, though first I must acquire tools appropriate to the task. My current arsenal will not grant your wish in full.[NPC]:Sssss... Time, yesss?... Then usss too will grow?... Sharpsss clawsss... hard shell... like siblings goness...</entry>

<entry name="H_RUNT_QUEST_COMPLETE">Yesss... Now. We'sss too growsss... feastsss... Be like brood... gone... all... far gone...[Hornet]:Good luck to you, small one. If this land can be saved, I hope you come to find your place within it.</entry>

<entry name="HUNTRESS_QUEST_ACCEPT_LACK_TOOLS">[Hornet]:I will not offer my own organs, tall one, though I may bring the meat of others slain.[NPC]:Good ssspidderr! Ssskewered. Ssshredded. Ssseared! Bring it all. Much will be needed, enough to sssate my brood to come.[Hornet]:Your demand is extensive. First, I must acquire tools appropriate to the task. My current arsenal will not grant your wish in full.[NPC]:My brood has not long till hatching, ssssspidderrr. Find your tools. Do your duty ssswift, and you shall ssee reward for the sssslaughterrr.</entry>

<entry name="ANT_MERCHANT_CURVE_CLAWS_DESC">Auakh khe. Rnka. Uakht rk.</entry>

<entry name="PILGRIM_REST_SHOP_RUCKUS">That beast! What wicked punishments are sent to test us! Why must we pilgrims, who have done no evil, be so tormented?[NPC]:Tell me, where is it written? This law that says we must suffer every hardship just to earn the merest hope of happiness?[Hornet]:Wild lands like these are ruled by instinct, not laws. You must rely on your own strength and skill to survive.[NPC]:I have neither! If what you say is true, I may as well crawl outside and let myself be devoured right now. Save myself some worry![Hornet]:Do as you wish, but I think perhaps you underestimate yourself. To climb this far and survive here so long is a task beyond most of your fellow pilgrims.[NPC]:Hmph. I'm no better than any of them. It's only luck that has gotten me this far, and it's on luck that I shall continue to rely.</entry>

<entry name="SEAMSTRESS_BROLLY_QUEST_DECLINE">Suit yourself, stray one. Ascending above these fields will prove a tough task without my talent.</entry>

<entry name="PILGRIM_REST_SHOP_TALK_DELIVERY">[Hornet]:Sir pilgrim, I bring supplies from Bellhart, for the aid of travellers who pass this waystation.[NPC]:Such service... It seems our prayers do not go completely unheard. Many a small wish will be granted by these supplies.</entry>

<entry name="HUNTRESS_QUEST_REOFFER">Would you gift organs for my brood, sssppiidderr? Upon first waking my children will be consumed with craving.</entry>

<entry name="H_RUNT_MEET_QUEST_ACTIVE">[Hornet]:I had promised organs for your mother, child. Though she has passed, I would provide them to you, if some small reward were traded?[NPC]:The meatsss?... For ussss?... Yesss, hunter! We have giftsss... Clawsss long...[NPC]:Bring meatssss... Givess meatsss... Usss's wantss grow sssstrong... much... Be like siblingsss, sharp, hard...</entry>

<entry name="H_RUNT_REPEAT">Even us'sss... Now we'sss too grow... Fiercesss... Hard...[NPC]:We'sss becomesss hunter too...</entry>

<entry name="SEAMSTRESS_EXTRA_LORE_2">I'm loath to spoil the surprise, but curiosity begs me to ask. Do you know why they pursue you? Those Citadel bugs?[Hornet]:No certainty, but I've a strong suspicion...[Hornet]:They hunt me for my nature. For the Silk produced within my shell.[NPC]:Ahh ha! Truth, no doubt! In Pharloom, yours is a rare skill, prized beyond measure, to channel one's soul within a thread. Soul and Silk inseparably linked.[NPC]:It is a skill almost lost from Pharloom. Those old Weavers shared it, but they're long dead now.[Hornet]:There is another alive in this kingdom that shares my nature, or some part of it. I've seen Silk similar to my own. It snares the shells of those upon the roads.[Hornet]:I've seen it

wrap them, possess them whole. There is will within that thread, one that seems to come from somewhere above us. The Citadel...[NPC]:Hmmm... Good, sharp sight you've got. That Citadel... All roads towards and all answers waiting, and a long climb up there m'dear.[NPC]:Now! It's time you get going! Your style and your Silk sure are fine, but stay too long and you'll only be trouble for me!</entry>

<entry name="H_RUNT_QUEST_COMPLETE_DECLINE">She keepsss?.. We'ssss wants meatsss, hunter... We'ssss need strengthsss... As much as otherssss... As much as motherssss...</entry>

<entry name="PILGRIM_REST_SHOP_ITEM_DESC_LOCKET">Memories only weigh us down, but some pilgrims still cling to them with unseemly devotion. This memory isn't yours, but perhaps you could find some use for it?</entry>

<entry name="ANT_MERCHANT_FRACTURED_MASK_DESC">Kha uokn. Krka tih.</entry>

<entry name="H_RUNT_QUEST_REOFFER">Us needsssss meatsss... hunter... finds... bringsss... So us'sss small does grow like siblingssss...</entry>

<entry name="H_RUNT_QUEST_COMPLETE_PRE">The meatsss... smellsss... You bring?.. To grow usss like siblings, strong in sshellsss?</entry>

<entry name="H_RUNT_QUEST_ACCEPT">[Hornet]:Several of my tools can prepare the meats as you request, child. In time, I shall see your wish granted.[NPC]:Sssss... Usss too will grow?... Sharps claws... hard shell... like siblings goness...</entry>

<entry name="SEAMSTRESS_EXTRA_LORE_1">Just a moment, dear, before you scurry off!</entry>

<entry name="HUNTRESS_QUEST_COMPLETE">You've done well, ssppidderrr. Upon these fine meats my children will gorge and grow. [Hornet]:And better the organs of others than they feed upon your own, yes?[NPC]:Ssssskkkk... One should not be surprised, for the sssppider to perceive the truth of my requests. [Hornet]:A child of one like you, many times I've seen it similar. They will be born hungry, with sharp tooth and claw.[Hornet]:In their birth-craze, your own meat would delight as much as another bug's. This feast is distraction, in hope to save your shell.[NPC]:Is that shameful? A mother who would not sacrifice herself for her children to grow sssstttrong? Is it wrong to want? To witness their first flight, their first hunt. To see them kill, and grow? [Hornet]:Your choice is your own, tall mother. You won't be judged by me. I've seen enough sacrifice. I've no love for the act.</entry>

<entry name="ANT_QUEEN_HASMELODY_FLOWER_OWNED">Pale beast... bringing ruin... we had sensed it... you writing, harsh, our final fate...[NPC]:If power... you come seeking... mine is faded.... mortal... time taken...[Hornet]:Great one, I come not to see you as you are, rather I would know you as were, before the pale monarch, when once your heart beat bright and brave.[NPC]:Kcha! Then see me... beast... Those distant memories... Mine once was power... wild... proud...</entry>

<entry name="ANT_QUEEN_HASMELODY_REPEAT">My strength... my power... Could you claim it, pale beast? Are you so strong?...[Hornet]:Let us find out together, great one...</entry>

<entry name="H_RUNT_QUEST_REPEAT">Bringsss meatsss... Hunter... many...[NPC]:Usss too be strong... large... one of brood...</entry>

<entry name="SEAMSTRESS_BROLLY_AFTER_GET">[Hornet]:This is fine work, Seamstress. Your modifications will aid me greatly.[NPC]:You're quite welcome, dear. I've rare opportunity to practice such intricate sewing, and a warrior sort like you will be able to properly appreciate my

additions.[NPC]:Float away now, stray one, and do try not to die. I'd rather not have my hard work go to waste.</entry>

<entry name="HUNTRESS_TALK_CITADEL">Have you seen it... small sspidderrr.... that cruel Citadel, weighing heavy atop tthissss land?[NPC]:My hunger may seem great, but that place... that is consumption unending...</entry>

<entry name="PILGRIM_REST_SHOP_TALK_REPEAT">We pilgrims provide for each other, living or dead. Sharing is a sign of devotion, particularly for those who give.</entry>

<entry name="HUNTRESS_QUEST_OFFER">You stay, ssppidderrr? My brood needsss meat, much.. the organssss of otherssss, or would you instead offer your own?[NPC]:Gift a sshhell's warm insidess as sweet feast for my brood'ssss birth-meal?</entry>

<entry name="HUNTRESS_QUEST_COMPLETE_PRE">You have them, sspiidderrr! The smell is upon you, all those organs, rich prepared for feasssting.</entry>

<entry name="PILGRIM_REST_SHOP_MEET">Come to rest your weary body? The climb is agonising, and even the devout must mind their limits.[Hornet]:I'm impressed to find any without firm claw upon a weapon that could ascend so far.[NPC]:Indeed. We're lucky to have made it here. Luckier than many others. Or perhaps the difference between the lucky and unlucky is merely faith?[NPC]:Now, while we rest, shall we make trade? If you have rosaries, I'll take them gladly.</entry>

<entry name="H_RUNT_QUEST_OFFER">Hunter... staysss... Shining claw... still... Does themsss help... seek?[NPC]:Usss need meatsss, much, too... Hunter... Usss wants many... Seared... Skewered... Shredded...[NPC]:Usss's wantss grow sssstrong... much... Be like siblingsss, sharp, hard.</entry>

<entry name="SEAMSTRESS_MEET">Well, aren't you a sight! No, don't tell me! You're as odd as they come.[NPC]:Your poise! Your form! Are you hunted? Pursued? The Citadel would see a fine prize in you.[Hornet]:It is as you say, madam. Veiled bugs brought me to your land. I seek them now, for answers.[NPC]:Ha! Fierce too! These are bleak times, but a powerful stray like you could certainly cause some change.[NPC]:Well then! I've no love for that holy caste, and I do worry for this kingdom's ailing state. If you're seeking to settle a score, perhaps I can lend some aid?</entry>

<entry name="H_RUNT_MEET">Hunter... Shining claw... Do not killsss... Mine is sshell thin. Taste is poor...[NPC]:Me'sss born not like siblingsss, themsss large and hard... All themsss did feasted and flew.[Hornet]:I see it clear, child. The tall mother's meat has fed the brood fresh hatched.[Hornet]:It was a common fate that found her. Too common, perhaps...[NPC]:Gone... the mother, her meatsss... and lifesss... for siblingss strong... not for usss so small... Neverrs for usss...</entry>

<entry name="ANT_QUEEN_HASMELODY">Pale beast... bringing ruin... we had sensed it... you writing harsh our final fate...[NPC]:If power... you come seeking... mine is faded.... mortal... time taken...[Hornet]:Great one, I come not to see you as you are, rather I would have you recall what you were, before the pale monarch, when once your heart beat bright and brave.[Hornet]:That beating heart I would take, though know my intent is worthy.[Hornet]:I seek it only to save these lands, to break them free from this fatal sickness born of thread and void.[NPC]:Kcha! If you may... beast... If you can... Mine once was power... wild... proud...</entry>

<entry name="H_RUNT_QUEST_DECLINE">[Hornet]:Your land's fate has turned too dire, child. I cannot delay now to help you in your growth.[NPC]:Sssss... So huntersss live... kill... only for selvsss... same as siblings...</entry>

<entry name="PILGRIM_REST_SHOP_TALK2">These fields are hot and harsh, a miserable place for we pilgrims, and just above are the dreary moors, a place once of abundance lost to falling silt and murky rain.[NPC]:The lands in every direction punish us, but such is our test. Above it all, the Citadel shines, our destination and our reward...[NPC]:I'll make it there, you'll see. I've easily earned my place in such a paradise.</entry>

<entry name="PILGRIM_REST_SHOP_TALK1">[Hornet]:Is this place your permanent home, sir, or do you only make camp?[NPC]:We pilgrims have no home, there is only the path. We climb, and suffer, and are thusly judged.[NPC]:I will linger here only a moment, for the sake of trade. Once I've gathered enough rosaries, I'll be holy enough to ascend without fear.</entry>

<entry name="SEAMSTRESS_MET_PINSTRESS">[Hornet]:On the far side of Pharloom, I chanced upon a bug starkly similar to yourself.[Hornet]:From her home, her dress, and her skill, I am guessing you share some relation?[NPC]:Aye. Met my sister, you did, in order at least. Glad to hear she's still among the living.[NPC]:Last to hold true to the old ways of the pin, she was... I sure ain't sharing many of those violent values no more.[NPC]:I'll warn you, stray one, my sister might seem all cheer and charm, but buried beneath there's the soul of a killer.</entry>

<entry name="HUNTRESS_QUEST_COMPLETE_DECLINE">You would deny my brood their strength, ssspiidderr? A cruel creature you are. Surely your sssmall shell needs hardly so much?</entry>

<entry name="PILGRIM_REST_SHOP_ITEM_DESC_COINSET_S">I'll string your rosaries tight, for a modest fee. It's the safest way to keep them close.</entry>

<entry name="RESTING_PILGRIM_MEET">Uoohhh... Sister, my aching shell's close to breaking. My voice weakens... I can hardly sing a word.[Hornet]:I fear the path ahead will be no easier for you, ma'am. If you can not abandon your pilgrimage, you should at least rest well before continuing.[NPC]:Ahh... but impurities stalk our every step, sister. If we rest too long, they shall catch us. So... so it is sung...</entry>

</entries>