

MAIN

INTRODUCING: <https://roundtable-hold.github.io/tracker>

Welcome to the Completionist Checklist for Elden Ring.

This sheet will help you track pretty much every trackable thing that is present in Elden Ring, from every last boss, to every last cookbook, and every other thing in between. You might want to make a copy to your drive so that you can make use of the checkboxes yourself. Use the links below to jump between sheets as you need; and in each individual sheet, you can click the title to get warped right back here.

Otherwise, feel free to get in touch with me on Reddit (u/Quivorian) or Discord (Quivorian#6564) if you have any feedback or think you can help.

This sheet would not be possible without the incredible work already done by the team at Fextralife, the team behind MapGenie, fellow redditors u/Athrek and u/AcceptablePackMule, and the rest of the community. Thanks for you hard work!

#	NAME	DESCRIPTION	Y/N
1	Aboveground Bosses	Main bosses, field bosses, dungeon bosses, and other noteworthy enemies in the Aboveground map	<input type="checkbox"/>
2	Underground Bosses	Main bosses, field bosses, dungeon bosses, and other noteworthy enemies in the Underground map	<input type="checkbox"/>
3	Legacy Dungeons	Major and minor legacy dungeons, and their mandatory bosses	<input type="checkbox"/>
4	Caves, Catacombs, & Tunnels	Caves, catacombs, and tunnels, their locations, and their bosses	<input type="checkbox"/>
5	Evergaols	Evergaols, their locations, and their bosses	<input type="checkbox"/>
6	NPCs	Important NPCs and all the locations they appear in	<input type="checkbox"/>
7	Quests	Quests, ordered by the earliest you can get them	<input checked="" type="checkbox"/>
8	Golden Seeds	Golden Seeds	<input type="checkbox"/>
9	Sacred Tears	Sacred Tears	<input type="checkbox"/>
10	Crystal Tears	Crystal Tears for the Flask of Wondrous Physick and their effects	<input type="checkbox"/>
11	Armaments & Shields	Armaments, categorized by type	<input checked="" type="checkbox"/>
12	Armor	Armor sets and unique armor pieces	<input checked="" type="checkbox"/>
13	Ashes of War	Ashes of War and where to find them	<input checked="" type="checkbox"/>
14	Sorceries & Incantations	Sorceries and Incantations, their locations, and how to get them	<input checked="" type="checkbox"/>
15	Ashen Remains	Ashen Remains, their locations, and how to get them	<input checked="" type="checkbox"/>
16	Scrolls & Prayer Books	Scrolls and prayerbooks, their locations, and what they teach	<input type="checkbox"/>
17	Talismans	Talismans, their locations, and their effects	<input type="checkbox"/>
18	Memory Stones & Talisman Pouches	Memory Stones and Talisman Pouches, their locations, and how to get them	<input type="checkbox"/>
19	Whetstones	Whetstones, their locations, and their effects	<input type="checkbox"/>
20	Dragon Hearts & Deathroots	Dragon Hearts and Deathroots, and where to find them, and where they are usable	<input type="checkbox"/>
21	Cracked Pots, Ritual Pots, & Perfume Bottles		<input type="checkbox"/>
22	Larval Tears	Larval Tears and where to find them	<input type="checkbox"/>
23	Cookbooks	Cookbooks and where to find them	<input type="checkbox"/>
24	Bell-Bearings	Bell-Bearings and where to find them	<input type="checkbox"/>
25	Stonesword Keys & Imp Statues	Stonesword Keys, Imp Statues, and what's hidden behind them	<input checked="" type="checkbox"/>
26	Paintings	Paintings, where to find them, their solutions, and rewards	<input type="checkbox"/>
27	Prattling Pates	Prattling Pates and where to find them	<input type="checkbox"/>
28	Gestures	Gestures, and how to get them	<input checked="" type="checkbox"/>
29	Illusory Walls & Floors	Illusory walls and floors, where to find them, and what's hidden behind them	<input checked="" type="checkbox"/>
30	Achievements	A list of all achievements and the conditions to unlock them.	<input type="checkbox"/>

ABOVEGROUND BOSSES

AREA	NAME	LOCATION	NOTES	Y/N
Weeping Peninsula [1]	Burial Tree Watchdog	Impaler's Catacomb	Has imps (x4) with it.	<input type="checkbox"/>
	Runebear	Earthbore Cave		<input type="checkbox"/>
	Demi-Human Queen	Demi-Human Forest Ruins	Field boss. Surrounded by Demi-Humans.	<input type="checkbox"/>
	Night's Cavalry	Castle Morn Rampart	Field boss. Nighttime only.	<input type="checkbox"/>
	Deathbird	Castle Morn Outskirts	Field boss. Nighttime only.	<input type="checkbox"/>
	Cemetery Shade	Tombward Catacombs		<input type="checkbox"/>
	Erdtree Avatar	Minor Erdtree	Field boss.	<input type="checkbox"/>
	Scaly Misbegotten	Morn Tunnel		<input type="checkbox"/>
	Miranda, the Blighted Bloom	Tombward Cave		<input type="checkbox"/>
	Ancient Hero of Zamor	Weeping Evergael		<input type="checkbox"/>
Leonine Misbegotten	Castle Morn (South)		<input type="checkbox"/>	
Limgrave	Soldier of Godrick	Stranded Graveyard	Tutorial boss.	<input type="checkbox"/>
	Demi-Human Chief (x2)	Coastal Cave	Required for Boc the Seamster's quest. Arena also has a bunch of demi-humans.	<input type="checkbox"/>
	Burial Tree Watchdog	Stormfoot Catacombs		<input type="checkbox"/>
	Beastman of Farum Azula	Groveside Cave		<input type="checkbox"/>
	Stonedigger Troll	Limgrave Tunnels		<input type="checkbox"/>
	Grave Warden Duelist	Murkwater Catacombs		<input type="checkbox"/>
	Bloody Finger Nerjus	Agheel River	NPC invader, not a real "boss".	<input type="checkbox"/>
	Patches	Murkwater Cave	Only half a boss fight, unless you really wanna kill Patches.	<input type="checkbox"/>
	Guardian Golem	Highroad Cave		<input type="checkbox"/>
	Black Knife Assassin	Deathtouched Catacombs		<input type="checkbox"/>
	Recusant Henricus	Colosseum Road	Another NPC invader.	<input type="checkbox"/>
	Mad Pumpkin Head	Waypoint Ruins		<input type="checkbox"/>
	Night's Cavalry	Highway Bridge	Nighttime only.	<input type="checkbox"/>
	Tree Sentinel	Church of Elleh Road	Is one annoying bastard.	<input type="checkbox"/>
	Flying Dragon Agheel	Agheel Lake	Field boss.	<input type="checkbox"/>
	Tibia Mariner	Summonwater Village	Field boss.	<input type="checkbox"/>
	Anastasia, Tarnished-Eater	Smoldering Village		<input type="checkbox"/>
	Bloodhound Knight Darrwil	Forlum Hound Evergael	Related to Blaid's initial quest, can kill him first and still progress quest normally.	<input type="checkbox"/>
	Crucible Knight	Stormhill Evergael		<input type="checkbox"/>
	Bell Bearing Hunter	Warmaster's Shack	Field boss. Nighttime only. Buy something from Bernhal. Pass time, then rest once to summon.	<input type="checkbox"/>
	Deathbird	Warmaster's Shack East	Field boss. Nighttime only.	<input type="checkbox"/>
	Old Knight Irtvan	Colosseum Road	NPC. You can invade his world. Related to Volcano Manor quest.	<input type="checkbox"/>
	Ulcerated Tree Spirit	Fringefolk Hero's Grave		<input type="checkbox"/>
	Ulcerated Tree Spirit	Stormveil Castle	Boss enemy, but not "real boss". Easily accessible by dropping off side near Rampart Grace.	<input type="checkbox"/>
	Crucible Knight	Stormveil Castle	Boss enemy, but not "real boss". Easily accessible by dropping off rampart near hidden knifebird.	<input type="checkbox"/>
	Grafted Scion	Stormveil Castle	Boss enemy, but not "real boss".	<input type="checkbox"/>
	Lion Guardian	Stormveil Castle	Sort of a field boss. Near Divine Tower of Limgrave entrance.	<input type="checkbox"/>
	Margit, the Fell Omen	Stormveil Castle	Main boss. Required to get to Godrick the Grafted.	<input type="checkbox"/>
	Godrick the Grafted	Stormveil Castle	Main boss. Semi-required for story progression.	<input type="checkbox"/>
	Roundtable Hold	Mad Tongue Alberich	Roundtable Hold	NPC invader. Jump off the balcony to area below and go near the large set of doors to trigger.
Ensha of the Royal Remains		Roundtable Hold	Edgelord. Attacks you as an NPC invader after you get one half of the Haligree Secret Medallion.	<input type="checkbox"/>
Liurnia of the Lakes	Cleanrot Knight	Stillwater Cave		<input type="checkbox"/>
	Bloodhound Knight	Lakeside Crystal Cave		<input type="checkbox"/>
	Adan, Thief of Fire	Malefactor's Evergael		<input type="checkbox"/>
	Burial Tree Watchdog	Cliffbottom Catacombs		<input type="checkbox"/>
	Tibia Mariner	East Liurnia	Field boss.	<input type="checkbox"/>
	Night's Cavalry	Gate Town Bridge	Nighttime only.	<input type="checkbox"/>
	Preceptor Miriam	Carian Study Hall	NPC invader. Pain in the ass.	<input type="checkbox"/>
	Godskin Noble	Divine Tower of Liurnia Bridge		<input type="checkbox"/>
	Deathbird	Scenic Isle	Nighttime only.	<input type="checkbox"/>
	Grafted Scion	Fallen Ruins of the Lake	Field boss. Disguised as a lobster. Kill the lobster in the area and it will turn into a Grafted Scion.	<input type="checkbox"/>
	Glintstone Dragon Smarag	Temple Quarter	Field boss.	<input type="checkbox"/>
	Crystallian (Spear) & Crystallian (Staff)	Academy Crystal Cave		<input type="checkbox"/>
	Death Rite Bird	Gate Town North	Field boss. Nighttime only.	<input type="checkbox"/>
	Crystallian (Ringblade)	Raya Lucaria Crystal Tunnel	Drops Smithing-Stone Miner's Bell Bearing, unlocks Smithing Stones [1] & [2] for purchase from Twin Maiden Husks.	<input type="checkbox"/>
	Bell Bearing Hunter	Church of Vows	Field boss. Nighttime only. Buy something from Miriel. Pass time, then rest once to summon.	<input type="checkbox"/>
	Erdtree Avatar	Minor Erdtree (East)	Field boss.	<input type="checkbox"/>
	Cemetery Shade	Black Knife Catacombs	Main boss of the dungeon.	<input type="checkbox"/>
	Black Knife Assassin	Black Knife Catacombs	Secret boss, hidden behind illusory wall. Related to Rogier and Fia's questlines.	<input type="checkbox"/>
	Festering Fingerprint Vyke	Church of Inhibition	NPC invader.	<input type="checkbox"/>
	Night's Cavalry	Bellum Highway Forest	Field boss. Nighttime only.	<input type="checkbox"/>
	Royal Revenant	Kingsrealm Ruins Underground		<input type="checkbox"/>
	Grafted Scion	Chapel of Anticipation	Not really in Liurnia, closer to Stormveil. But you can only access via The Four Belfries in Liurnia.	<input type="checkbox"/>
	Bols, Carian Knight	Cuckoo's Evergael		<input type="checkbox"/>
	Edgar, the Revenger	Revenger's Shack	Another NPC invader.	<input type="checkbox"/>
	Erdtree Avatar	Minor Erdtree (West)	Field boss.	<input type="checkbox"/>
	Spirit-Caller Snail	Road's End Catacombs		<input type="checkbox"/>
	Omenkiller	Village of the Albinaurics	Watch out for dogs.	<input type="checkbox"/>
	Royal Knight Loretta	Caria Manor		<input type="checkbox"/>
	Red Wolf	Behind Caria Manor	Field boss. Boss enemy, but not "real boss".	<input type="checkbox"/>
	Alabaster Lord	Royal Grave Evergael		<input type="checkbox"/>
Glintstone Dragon Adula	Three Sisters & Moonlight Altar	Field boss. Disappears from Three Sisters mid-fight, then reappears at Moonlight Altar.	<input type="checkbox"/>	
Red Wolf	Moonlight Altar	Field boss.	<input type="checkbox"/>	
Alecto, Black Knife Ringleader	Ringleader's Evergael		<input type="checkbox"/>	
Magma Wyrn Makar	Ruin-Strewn Precipice	Required if you want to bypass Grand Lift of Dectus to get to Altus Plateau.	<input type="checkbox"/>	
Ravenmount Assassin	Raya Lucaria Academy	Go north from Main Academy Gate Site of Grace.	<input type="checkbox"/>	
Moongrum, Carian Knight	Raya Lucaria Academy		<input type="checkbox"/>	
Red Wolf of Radagon	Raya Lucaria Academy	Main boss. Required to get to Rennala, Queen of the Full Moon.	<input type="checkbox"/>	
Rennala, Queen of the Full Moon	Raya Lucaria Academy	Main boss. Semi-required for story progression.	<input type="checkbox"/>	
Caelid	Magma Wyrn	Gael Tunnel		<input type="checkbox"/>
	Erdtree Avatar	Minor Erdtree (West)		<input type="checkbox"/>
	Erdtree Burial Watchdog (Sword) & Erdtree Burial Watchdog (Staff)	Minor Erdtree Catacombs		<input type="checkbox"/>
	Mad Pumpkin Head (Hammer) & Mad Pumpkin Head (Flail)	Caelern Ruins Underground		<input type="checkbox"/>
	Knight of the Great Jar (x3)	Caelid Colosseum	NPC invaders. Defeat all 3 in one life to get a reward from the Great Jar.	<input type="checkbox"/>
	Frenzied Duelist	Gaol Cave		<input type="checkbox"/>
	Decaying Ekzykes	Caelid Highway South		<input type="checkbox"/>
	Night's Cavalry	Caelid Highway South	Field boss. Nighttime only.	<input type="checkbox"/>
	Death Rite Bird	Southern Aeonian Swamp Bank	Field boss. Nighttime only.	<input type="checkbox"/>
	Cemetery Shade	Caelid Catacombs		<input type="checkbox"/>
	Commander O'Neil	Aeonian Swamp		<input type="checkbox"/>
	Millicent	Aeonian Swamp	NPC invader.	<input type="checkbox"/>
	Nox Priest & Nox Swordstress	Chair-Crypt of Sellia		<input type="checkbox"/>
	Fallingstar Beast	Sellia Crystal Tunnel		<input type="checkbox"/>
	Cleanrot Knight (Sickle) & Cleanrot Knight (Spear)	Abandoned Cave		<input type="checkbox"/>
	Battlemage Hugues	Sellia Evergael		<input type="checkbox"/>
	Elder Dragon Greyoll	Fort Faroth (Outside)		<input type="checkbox"/>
	Putrid Crystallian (Spear), Putrid Crystallian (Ringblade) & Putrid Crystallian (Staff)	Sellia Hideaway	Annoying as all hell.	<input type="checkbox"/>
	Godskin Apostle	Divine Tower of Caelid		<input type="checkbox"/>
	Bell Bearing Hunter	Isolated Merchant's Shack	Field boss. Nighttime only. Buy something from merchant. Pass time, then rest once to summon.	<input type="checkbox"/>
	Putrid Avatar	Minor Erdtree (East)	Field boss.	<input type="checkbox"/>
	Beastman of Farum Azula (Greatsword) & Beastman of Farum Azula (Throwing Knife)	Dragonbarrow Cave		<input type="checkbox"/>
	Night's Cavalry	Lenne's Rise Bridge	Field boss. Nighttime only.	<input type="checkbox"/>
	Flying Dragon Greyll	Farum Greatbridge		<input type="checkbox"/>
	Black Blade Kindred	Bestial Sanctum (Outside)		<input type="checkbox"/>
	Gurrann, Beast Clergyman	Bestial Sanctum (Inside)	Only triggers after you give him 4 Deaththroats.	<input type="checkbox"/>
	Misbegotten Warrior & Crucible Knight	Redmane Castle	Semi-required to get to Radahn, but can be skipped if you progress Ranni's quest to a certain point.	<input type="checkbox"/>
	Starscourge Radahn	Wailing Dunes (beyond Redmane Castle)	Main boss. Semi-required for story progression.	<input type="checkbox"/>
	Godeferoy the Grafted	Golden Lineage Evergael		<input type="checkbox"/>
	Night's Cavalry	Altus Highway	Field boss. Nighttime only.	<input type="checkbox"/>
Demi-Human Queen Gilika	Lux Ruins	Field boss.	<input type="checkbox"/>	

ABOVEGROUND BOSSES

AREA	NAME	LOCATION	NOTES	Y/N
Altus Plateau	Eleanor, Violet Bloody Finger	Second Church of Marika	NPC invader. Part of Bloody Finger Hunter Yura's quest.	<input type="checkbox"/>
	Raleigh the Idle	Bridge of Iniquity	NPC. You can invade his world. Related to Volcano Manor quest.	<input type="checkbox"/>
	Sanguine Noble	Writheblood Ruins		<input type="checkbox"/>
	Wormface	Minor Erdtree	Field boss.	<input type="checkbox"/>
	Godskin Apostle	Dominula Windmill Village		<input type="checkbox"/>
	Crystallian (Spear) & Crystallian (Ringblade)	Altus Tunnel		<input type="checkbox"/>
	Black Knife Assassin	Sainted Hero's Grave (Entrance)		<input type="checkbox"/>
	Ancient Hero of Zamor	Sainted Hero's Grave		<input type="checkbox"/>
	Omenkiller & Miranda, the Blighted Bloom	Perfumer's Grotto		<input type="checkbox"/>
	Fallingstar Beast	South Altus Plateau Crater		<input type="checkbox"/>
Ancient Dragon Lansseax (Part 2)	Rampartside (Southeast)	Part 1 of this encounter takes place in Mt. Gelmir.	<input type="checkbox"/>	
Tree Sentinel (x2)	Leyndell Entrance	Is one annoying bastard (x2).	<input type="checkbox"/>	
Mt. Gelmir	Ancient Dragon Lansseax (Part 1)	Abandoned Coffin (Northwest)	Part 2 of this encounter takes place in Altus Plateau. Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Misbegotten Warrior & Perfumer Tricia	Unslightly Catacombs	Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Tibia Mariner	Wyndham Ruins	Field boss. Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Necromancer Garris & Black Knife Assassin	Sage's Cave	Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Burial Tree Watchdog	Wyndham Catacombs	Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Stonedigger Troll	Old Altus Tunnel	Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Maleigh Marais, Shaded Castle Castellan	The Shaded Castle (West)	Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Elmer of the Briar	The Shaded Castle	Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Raleigh the Idle	Bridge of Iniquity	Technically not in Mt. Gelmir, but part of Mt. Gelmir map.	<input type="checkbox"/>
	Grafted Scion	Mt. Gelmir (North)	Field boss.	<input type="checkbox"/>
	Demi-Human Queen Margot	Volcano Cave	Field boss.	<input type="checkbox"/>
	Ulcerated Tree Spirit	Minor Erdtree	Field boss.	<input type="checkbox"/>
	Kindred of Rot (x2)	Seethewater Cave		<input type="checkbox"/>
	Red Wolf of the Champion	Gelmir Hero's Grave		<input type="checkbox"/>
	Full-Grown Fallingstar Beast	Ninth Mt. Gelmir Campsite	Field boss.	<input type="checkbox"/>
	Wormface	Road of Iniquity	Field boss.	<input type="checkbox"/>
	Fire Prelate	Fort Laiedd	Field boss.	<input type="checkbox"/>
	Magma Wyrn	Fort Laiedd (South)		<input type="checkbox"/>
	Demi-Human Queen Maggie	Hermit Village		<input type="checkbox"/>
	Abductor Virgin (x2)	Volcano Manor	Accessible from Raya Lucaria Academy, by dying to the Abductor Virgin	<input type="checkbox"/>
	Inquisitor Ghiza	Volcano Manor (Upper Floor)		<input type="checkbox"/>
	Magma Wyrn	Volcano Manor		<input type="checkbox"/>
	Godskin Noble	Volcano Manor		<input type="checkbox"/>
	Tanith's Knighth	Volcano Manor		<input type="checkbox"/>
	God-Devouring Serpent	Volcano Manor	Required to get to Rykard, Lord of Blasphemy.	<input type="checkbox"/>
Rykard, Lord of Blasphemy	Volcano Manor	Main boss. Semi-required for story progression.	<input type="checkbox"/>	
Leyndell, Royal Capital	Ulcerated Tree Spirit	Capital Outskirts (Southwest)	Field boss.	<input type="checkbox"/>
	Valiant Gargoyle	Leyndell Entrance		<input type="checkbox"/>
	Margit, the Fell Omen	Capital Outskirts (Northwest)	Tries to put your foolish ambitions to rest again.	<input type="checkbox"/>
	Deathbird	Capital Outskirts (North)	Field boss. Nighttime only.	<input type="checkbox"/>
	Onyx Lord	Sealed Tunnel		<input type="checkbox"/>
	The Loathsome Dung Eater	Capital Outskirts	Part of the Dung Eater's questline.	<input type="checkbox"/>
	Draconic Tree Sentinel	Inner Leyndell Entrance	Required to get inside Leyndell proper.	<input type="checkbox"/>
	Grave Warden Duelist	Auriza Side Tomb		<input type="checkbox"/>
	Crucible Knight Ordovis & Crucible Knight	Auriza Hero's Grave		<input type="checkbox"/>
	Erdtree Avatar	Leyndell Main Road		<input type="checkbox"/>
	Ulcerated Tree Spirit	Lower Capital Church	Field boss.	<input type="checkbox"/>
	Valiant Gargoyle	West Capital Rampart		<input type="checkbox"/>
	Vargram & Wilhelm	Fortified Manor	NPCs. You can invade their world. Related to Volcano Manor quest.	<input type="checkbox"/>
	Black Knife Assassin	Queen's Bedchamber		<input type="checkbox"/>
	Fell Twins (x2)	Divine Tower of East Altus Bridge	Return to the bridge after you have already gone to the Forbidden Lands to trigger the fight.	<input type="checkbox"/>
Mohg, the Omen	Cathedral of the Forsaken		<input type="checkbox"/>	
Godfrey, First Elden Lord	Erdtree Sanctuary	Golden Shade. Required to get to Morgott, the Omen King.	<input type="checkbox"/>	
Morgott, the Omen King	The Elden Throne	Main boss. Semi-required for story progression.	<input type="checkbox"/>	
Mountaintops of the Giants	Night's Cavalry	Forbidden Lands	Field boss. Nighttime only.	<input type="checkbox"/>
	Black Blade Kindred	Grand Lift of Rold		<input type="checkbox"/>
	Ancient Hero of Zamor	Giant-Conquering Hero's Grave		<input type="checkbox"/>
	Ulcerated Tree Spirit	Giants' Mountaintop Catacombs		<input type="checkbox"/>
	Erdtree Avatar	Minor Erdtree	Field boss.	<input type="checkbox"/>
	Juno Hoslow	Shack of the Lofty		<input type="checkbox"/>
	Death Rite Bird	North Mountaintops	Field boss. Nighttime only.	<input type="checkbox"/>
	Tibia Mariner	North Mountaintops	Field boss.	<input type="checkbox"/>
	Commander Niall	Castle Sol		<input type="checkbox"/>
	Vyke, Knight of the Roundtable	Lord Contender's Evergaol		<input type="checkbox"/>
	Borealis, the Freezing Fog	Frozen Lake		<input type="checkbox"/>
	Bloody Finger Okina	Church of Repose	NPC invader.	<input type="checkbox"/>
Fire Giant	Flame Peak	Main boss. Required to proceed to Forge of the Giants.	<input type="checkbox"/>	
Consecrated Snowfield	Putrid Grave Warden Duelist	Consecrated Snowfield Catacombs		<input type="checkbox"/>
	Night's Cavalry (x2)	Snowfields Wagon	Field boss. Nighttime only.	<input type="checkbox"/>
	Astel, Stars of Darkness	Yelough Anix Tunnel		<input type="checkbox"/>
	Sanguine Noble	Consecrated Snowfield (West)		<input type="checkbox"/>
	Great Wyrn Theodorix	Consecrated Snowfield (East)		<input type="checkbox"/>
	Misbegotten Crusader	Cave of the Forlorn		<input type="checkbox"/>
	Putrid Avatar	Minor Erdtree	Field boss.	<input type="checkbox"/>
	Death Rite Bird	Consecrated Snowfield (North)	Field boss. Nighttime only.	<input type="checkbox"/>
Crumbling Farum Azula	Black Knife Assassin	Ordina, Liturgical Town		<input type="checkbox"/>
	Loretta, Knight of the Haligtree	Miquella's Haligree		<input type="checkbox"/>
	Malenia, Blade of Miquella	Elphael, Brace of the Haligtree	Bullshit.	<input type="checkbox"/>
	Wormface	Crumbling Farum Azula (Southwest)	Field boss.	<input type="checkbox"/>
	Godskin Duo (Godskin Noble & Godskin Apostle)	Dragon Temple (Altar)		<input type="checkbox"/>
	Recusant Bernahl	Dragon Temple (Rooftop)		<input type="checkbox"/>
Leyndell, Ashen Capital	Draconic Tree Sentinel	Dragon Temple	One annoying bastard, but more annoying.	<input type="checkbox"/>
	Dragonlord Placidusax	Dragon Temple		<input type="checkbox"/>
	Maliketh, the Black Blade	Crumbling Farum Azula	Required to get to Leyndell, Ashen Capital.	<input type="checkbox"/>
	Sir Gideon Ofnir	Erdtree Sanctuary	Required.	<input type="checkbox"/>
Godfrey, First Elden Lord	Elden Throne	Required.	<input type="checkbox"/>	
Radagon of the Golden Order	Fractured Marika	Required.	<input type="checkbox"/>	
Elden Beast	Fractured Marika	Required.	<input type="checkbox"/>	

UNDERGROUND BOSSES

AREA	NAME	LOCATION	NOTES	Y/N
Siofra River	Dragonkin Soldier	Siofra River (Cliffs)	Field boss. Is accessible by taking a waygate in the eastern part of Siofra River.	<input type="checkbox"/>
	Ancestor Spirit	Hallowhorn Grounds	You need to light eight braziers around Siofra River to activate him.	<input type="checkbox"/>
Nokron, Eternal City [2]	Mimic Tear	Nokron, Eternal City		<input type="checkbox"/>
	Regal Ancestor Spirit	Hallowhorn Grounds	You need to light six braziers around Nokron, Eternal City to activate him.	<input type="checkbox"/>
	Valliant Gargoyle & Valliant Gargoyle (Twinblade)	Siofra Aqueduct		<input type="checkbox"/>
Mohgwyn Palace	Nameless White Mask (x3)	Mohgwyn Palace (Lake of Blood)	One of the three Nameless White Masks drops the full War Surgeon set	<input type="checkbox"/>
	White-Faced Varré	Mohgwyn Dynasty Mausoleum	Use the Invasion sign near Mausoleum Dynasty Midpoint Grace to invade his world	<input type="checkbox"/>
	Mohg, Lord of Blood	Mohgwyn Dynasty Mausoleum	Accessible through Varre's quest, or by waygate in Consecrated Snowfield.	<input type="checkbox"/>
Ainsel River	Dragonkin Soldier of Nokstella	Ainsel River (West)		<input type="checkbox"/>
	Baleful Shadow	Ainsel River	NPC invader. Part of Ranni's questline.	<input type="checkbox"/>
Lake of Rot [3]	Dragonkin Soldier	Lake of Rot (South East)	Field boss. Raise four platforms around him (use pressure plate east of him) to avoid Scarlet Rot.	<input type="checkbox"/>
	Astel, Naturalborn of the Void	Grand Cloister	Accessible via a coffin in Grand Cloister. Required for Ranni's questline.	<input type="checkbox"/>
Deepproot Depths	Minor Erdtree	Deepproot Depths	Field boss.	<input type="checkbox"/>
	Crucible Knight Siluria	Great Erdtree	Field boss.	<input type="checkbox"/>
	Fia's Champions	Deepproot Depths	NPC invaders. Two solo fights, then a group of three. Part of Fia's questline.	<input type="checkbox"/>
	Lichdragon Fortissax	Deepproot Depths	Part of Fia's questline.	<input type="checkbox"/>

LEGACY DUNGEONS

AREA	NAME	TYPE	LOCATION	BOSSES [4]	NOTES	Y/N
Weeping Peninsula	Castle Morne	Minor	Weeping Peninsula (South)	Leonine Misbegotten	Related to Irina's questline.	<input type="checkbox"/>
Limgrave	Stormveil Castle	Major	Limgrave (Northwest)	Margit, the Fell Omen Godrick the Grafted	Semi-required for progression.	<input type="checkbox"/>
	Fort Haight	Minor	Limgrave (Southeast)	N/A	Related to Kenneth Haight's questline.	<input type="checkbox"/>
Liurnia of the Lakes	Raya Lucaria Academy	Major	Liurnia of the Lakes (Center)	Red Wolf of Radagon Rennala, Queen of the Full Moon	Semi-required for progression, needs Academy Key to enter.	<input type="checkbox"/>
	Caria Manor	Minor	Liurnia of the Lakes (Northwest)	Royal Knight Loretha	Related to Ranni's questline.	<input type="checkbox"/>
	Ruin-Strewn Precipice	Minor	Liurnia of the Lakes (North)	Magma Wymr Makar	Not required, unless you want alternate entry to Altus Plateau.	<input type="checkbox"/>
Caelid	Redmane Castle	Minor	Caelid (Southeast)	Misbegotten Warrior & Crucible Knight Starscourge Radahn	Semi-required for progression.	<input type="checkbox"/>
Altus Plateau	The Shaded Castle	Minor	Altus Plateau (Northwest)	Elemer of the Briar	Related to Millicent's questline.	<input type="checkbox"/>
Mt. Gelmir	Volcano Manor	Major	Mt. Gelmir (Center)	God-Devouring Serpent Rykard, Lord of Blasphemy	Semi-required for progression.	<input type="checkbox"/>
Leyndell, Royal Capital	Leyndell, Royal Capital	Major	Leyndell, Royal Capital (Center)	Morgott, the Omen King Godfrey, First Elden Lord (Golden Shade)	Required.	<input type="checkbox"/>
	Subterranean Shunning-Grounds	Minor	Leyndell, Royal Capital	Mohg, the Omen	Related to the Dung Eater's questline.	<input type="checkbox"/>
Crumbling Farum Azula	Crumbling Farum Azula	Major	Crumbling Farum Azula	Godskin Duo Maliketh, the Black Blade	Required.	<input type="checkbox"/>
Mountaintop of Giants	Castle Sol	Minor	Mountaintops of the Giants (North)	Commander Niall	Related to Latenna's questline.	<input type="checkbox"/>
Consecrated Snowfield	Miquella's Haligtree	Major	Miquella's Haligtree	N/A	Required to get to Elphael, Brace of the Haligtree.	<input type="checkbox"/>
	Elphael, Brace of the Haligtree	Major	Elphael, Brace of the Haligtree	Malenia, Blade of Miquella	:)	<input type="checkbox"/>
Leyndell, Capital of Ash	Leyndell, Capital of Ash	Major	Leyndell, Capital of Ash	Sr Gideon Ofnir Godfrey, First Elden Lord Radagon of the Golden Order Elden Beast	Required.	<input type="checkbox"/>

CAVES, CATACOMBS, & TUNNELS

AREA	NAME	TYPE	LOCATION	BOSSES	NOTES	Y/N
Weeping Peninsula	Earthbore Cave	Cave	west of the Forest Lookout Tower	Runebear		<input type="checkbox"/>
	Impaler's Catacombs	Catacombs	northeast of Weeping Peninsula	Erdtree Burial Watchdog		<input type="checkbox"/>
	Morne Tunnel	Tunnel	southern tip of canyon west of Ailing Village	Scaly Misbegotten		<input type="checkbox"/>
	Tombsward Catacombs	Catacombs	north of Minor Erdtree	Cemetery Shade		<input type="checkbox"/>
	Tombsward Cave	Cave	south of the Weeping Evergaol	Miranda, the Blighted Bloom		<input type="checkbox"/>
Limgrave	Stranded Graveyard	Cave	beginning of the game	Soldier of Godrick		<input type="checkbox"/>
	Fringefolk Hero's Grave	Catacombs	behind a fog wall in Stranded Graveyard	Ucerated Tree Sprit & Grafted Scion (x2)	Requires 2 Stonesword Keys.	<input type="checkbox"/>
	Coastal Cave	Cave	southern portion of the western beach	Demi-Human Chief (x2)	Related to Boc's questline.	<input type="checkbox"/>
	Deathtouched Catacombs	Catacombs	west of Saintsbridge	Black Knife Assassin		<input type="checkbox"/>
	Groveside Cave	Cave	just north from the Church of Elleh	Beastman of Farum Azula		<input type="checkbox"/>
	Highroad Cave	Cave	northern tip of Limgrave	Guardian Golem		<input type="checkbox"/>
	Limgrave Tunnels	Tunnel	northern area of the Agheel Lake	Stonedigger Troll		<input type="checkbox"/>
	Murkwater Catacombs	Catacombs	at the end of the river north of Agheel Lake	Grave Warden Duelist		<input type="checkbox"/>
	Murkwater Cave	Cave	middle of ravine in south of Agheel Lake	Patches		<input type="checkbox"/>
Stormfoot Catacombs	Catacombs	northwest of Church of Elleh	Erdtree Burial Watchdog		<input type="checkbox"/>	
Liurnia of the Lake	Academy Crystal Cave	Cave	west of Raya Lucaria Academy	Crystallian (x2)	Requires 2 Stonesword Keys.	<input type="checkbox"/>
	Black Knife Catacombs	Catacombs	northeast of the Ruined Labyrinth Grace	Black Knife Assassin & Cemetery Shade	Has 1 Imp Statue inside.	<input type="checkbox"/>
	Cliffbottom Catacombs	Catacombs	southeast of Highway Lookout Tower	Erdtree Burial Watchdog	Has 1 Imp Statue inside.	<input type="checkbox"/>
	Lakeside Crystal Cave	Cave	south from the Scenic Isle Grace	Bloodhound Knight		<input type="checkbox"/>
	Raya Lucaria Crystal Tunnel	Tunnel	near the Mausoleum in the northeast of the lake	Crystallian (Ringblade)		<input type="checkbox"/>
	Road's End Catacombs	Catacombs	southwest of Minor Erdtree	Spirit-Caller Snail		<input type="checkbox"/>
	Ruin-Strewn Precipice	Cliffside	north edge of the lake, at the end of the river	Magna Wymr Makar	Alternate entryway to Altus Plateau.	<input type="checkbox"/>
Stillwater Cave	Cave	southeast edge of the lake	Cleanrot Knight		<input type="checkbox"/>	
Caelid	Abandoned Cave	Cave	east of Smoldering Wall Grace on canyon wall	Cleanrot Knight (x2)		<input type="checkbox"/>
	Caelid Catacombs	Catacombs	east of the Cathedral of Dragon Communion	Cemetery Shade		<input type="checkbox"/>
	Gael Tunnel	Tunnel	near western cliffs of Caelid, bordering Limgrave	Magna Wymr		<input type="checkbox"/>
	Gaol Cave	Cave	southeast of Fort Gael, in a scarlet swamp	Frenzied Duelist	Requires 2 Stonesword Keys.	<input type="checkbox"/>
	Minor Erdtree Catacombs	Catacombs	behind Minor Erdtree	Erdtree Burial Watchdog (x2)		<input type="checkbox"/>
	Sellia Crystal Tunnel	Tunnel	northern tip of the Swamp of Aeonia	Fallingstar Beast		<input type="checkbox"/>
	Dragonbarrow Cave	Cave	north of the Minor Erdtree in Dragonbarrow	Beastman of Farum Azula (x2)		<input type="checkbox"/>
	War-Dead Catacombs	Catacombs	northern edge of the Wailing Dunes	Putrid Tree Spirit		<input type="checkbox"/>
Altus Plateau	Old Altus Tunnel	Tunnel	west Altus Plateau, in the ravine	Stonedigger Troll		<input type="checkbox"/>
	Altus Tunnel	Tunnel	south from the Minor Erdtree	Crystallian (x2)		<input type="checkbox"/>
	Perfumer's Grotto	Cave	near the bridge leading into Leyndell on the east	Omenkiller & Miranda, the Blighted Bloom		<input type="checkbox"/>
	Sainted Hero's Grave	Catacombs	west of Rampartside Path	Ancient Hero of Zamor	Requires 2 Stonesword Keys.	<input type="checkbox"/>
Mt. Gelmir	Gelmir Hero's Grave	Catacombs	north of Hermit Village, over the chasm	Red Wolf of the Champion		<input type="checkbox"/>
	Sage's Cave	Cave	south of Seethewater River Grace	Black Knife Assassin & Necromancer Garris		<input type="checkbox"/>
	Seethewater Cave	Cave	northern edge of the ravine near Wyndham Ruins	Kindred of Rot	Requires 2 Stonesword Keys.	<input type="checkbox"/>
	Unsigthly Catacombs	Catacombs	west of Perfumer's Ruins	Perfumer Tricia & Misbegotten Warrior	Requires 2 Stonesword Keys.	<input type="checkbox"/>
	Volcano Cave	Cave	northern tip of Mt. Gelmir	Demi-Human Queen Margot		<input type="checkbox"/>
Wyndham Catacombs	Catacombs	northwest of Wyndham Ruins	Erdtree Burial Watchdog	Has 1 Imp Statue inside.	<input type="checkbox"/>	
Leyndell, Royal Capital	Sealed Tunnel	Tunnel	southern edge of Capital Outskirts	Onyx Lord		<input type="checkbox"/>
	Auriza's Hero Grave	Catacombs	eastern section of the Capital Outskirts	Crucible Knight & Crucible Knight Ordovis	Requires 1 Stonesword Key.	<input type="checkbox"/>
	Leyndell Catacombs	Catacombs	inside the Subterranean Shunning-Grounds	Esgar, Priest of Blood		<input type="checkbox"/>
Mountaintops of the Giants	Giant-Conquering Hero's Grave	Catacombs	northeast of Zamor Ruins	Ancient Hero of Zamor		<input type="checkbox"/>
	Giants' Mountaintop Catacombs	Catacombs	northeast of Zamor Ruins	Ucerated Tree Sprit		<input type="checkbox"/>
	Spiritcaller's Cave	Cave	western bank of the Freezing Lake	Godskin Apostle & Godskin Noble	Requires 2 Stonesword Keys.	<input type="checkbox"/>
Consecrated Snowfields	Consecrated Snowfield Catacombs	Catacombs	eastern cliffs of the Consecrated Snowfields	Putrid Grave Warden Duelist		<input type="checkbox"/>
	Hidden Path to the Haightree	Tunnel	use secret meditation at Grand Lift of Rold	Stray Mimic Tear		<input type="checkbox"/>
	Yelough Anix Tunnel	Tunnel	south of the Yelough Anix Ruins	Astel, Stars of Darkness		<input type="checkbox"/>

CAVES, CATACOMBS, & TUNNELS

AREA	NAME	LOCATION	BOSSES	REWARDS	Y/N
Weeping Peninsula	Weeping Evergaol	East of the Fourth Church of Marika	Ancient Hero of Zamor	Radgon's Scarseal (Talisman)	<input type="checkbox"/>
Limgrave	Forlorn Hound Evergaol	South of Agheel Lake	Bloodhound Knight Darrivill	Bloodhound's Fang (Armament)	<input type="checkbox"/>
	Stormhill Evergaol	Southwest of Stormgate	Crucible Knight	Aspects of the Crucible: Tail (Incantation)	<input type="checkbox"/>
Liurnia of the Lakes	Cuckoo's Evergaol	North of the minor ertree in west liurnia	Bois, Carian Knight	Greatblade Phalanx (Sorcery)	<input type="checkbox"/>
	Malefactor's Evergaol	South of Liurnia of the Lakes (Cliffs)	Adan, Thief of Fire	Flame of the Fell God (Incantation)	<input type="checkbox"/>
	Royal Grave Evergaol	Northeast of Caria Manor	Alabaster Lord	Meteorite (Sorcery)	<input type="checkbox"/>
	Ringleader's Evergaol	West of the Moonfolk Ruins	Alecco, Black Knife Ringleader	Black Knife Tiche (Ashen Remains)	<input type="checkbox"/>
Caelid	Sellia Evergaol	Southwest of the Sellia Crystal Tunnels	Battlemage Hugues	Battlemage Hugues (Ashen Remains)	<input type="checkbox"/>
Atlas Plateau	Golden Lineage Evergaol	East of the Grand Lift of Dectus	Godefroy the Grafted	Godfrey Icon (Talisman)	<input type="checkbox"/>
Mountaintop of Giants	Lord Contender's Evergaol	West of the First Church of Marika	Roundtable Knight Vyke	Fingerprint Set (Armor) & Vyke's Dragonbolt (Incantation)	<input type="checkbox"/>

NPCS

NAME	#	LOCATIONS	Y/N
White-Faced Varre	1	The First Step	<input type="checkbox"/>
	2	Rose Church	<input type="checkbox"/>
	3	Mohgwyn Palace (Invasion Sign)	<input type="checkbox"/>
	4	Mohgwyn Palace	<input type="checkbox"/>
Merchant Kalé	1	Church of Elleh	<input type="checkbox"/>
Melina	1	Gatefront Ruins (or any 3rd overworld Grace)	<input type="checkbox"/>
	2	various Sites of Grace ("Talk to Melina" when resting)	<input type="checkbox"/>
	3	East Rampart Grace (or first Grace in Leyndell)	<input type="checkbox"/>
	4	various Sites of Grace ("Talk to Melina" when resting)	<input type="checkbox"/>
	5	Forge of the Giants Grace	<input type="checkbox"/>
Boc the Seamster	1	small grove east of the telescope in Limgrave	<input type="checkbox"/>
	2	Coastal Cave	<input type="checkbox"/>
	3	near the Lake-Facing Cliffs Grace	<input type="checkbox"/>
	4	near the East Raya Lucaria Gate Grace	<input type="checkbox"/>
	5	near the Altus Highway Junction Grace	<input type="checkbox"/>
	6	near the East Capital Rampart Grace	<input type="checkbox"/>
	7	(Optional) Raya Lucaria Grand Library	<input type="checkbox"/>
Iron Fist Alexander	1	Northern Stormhill	<input type="checkbox"/>
	2	Gael Tunnel	<input type="checkbox"/>
	3	Redmane Castle	<input type="checkbox"/>
	4	Wailing Dunes	<input type="checkbox"/>
	5	south of Artist's Shack (in Liurnia of the Lakes)	<input type="checkbox"/>
	6	near Seethewater Terminus Grace	<input type="checkbox"/>
	7	Crumbling Farum Azula	<input type="checkbox"/>
D, Hunter of the Dead	1	Stormhill	<input type="checkbox"/>
	2	Summonwater Village	<input type="checkbox"/>
	3	Roundtable Hold	<input type="checkbox"/>
Bloody Finger Hunter Yura	1	northeast of Seaside Ruins Grace	<input type="checkbox"/>
	2	ravine to the north of Agheel Lake	<input type="checkbox"/>
	3	north of the Main Gate Grace in Raya Lucaria	<input type="checkbox"/>
	4	Second Church of Marika	<input type="checkbox"/>
	5	Zamor Ruins Grace	<input type="checkbox"/>
Patches	1	Murkwater Cave	<input type="checkbox"/>
	2	Scenic Isle Grace (in Liurnia of the Lakes)	<input type="checkbox"/>
	3	near First Mt. Gelmir Campsite	<input type="checkbox"/>
	4	Volcano Manor	<input type="checkbox"/>
	5	Shaded Castle	<input type="checkbox"/>
Gurranq, Beast Clergyman	1	Bestial Sanctum	<input type="checkbox"/>
Kenneth Haight	1	western Limgrave	<input type="checkbox"/>
	2	Fort Haight	<input type="checkbox"/>
	3	Stomveil Castle Throne Room	<input type="checkbox"/>
Blaidd	1	Mistwood Ruins	<input type="checkbox"/>
	2	Forlorn Hound Evergaol	<input type="checkbox"/>
	3	Ranni's Rise	<input type="checkbox"/>
	4	Siofra River	<input type="checkbox"/>
	5	Redmane Castle	<input type="checkbox"/>
	6	Wailing Dunes	<input type="checkbox"/>
	7	Forlorn Hound Evergaol	<input type="checkbox"/>
	8	Ranni's Rise	<input type="checkbox"/>
Renna	1	Church of Elleh (at night, after receiving Torrent)	<input type="checkbox"/>
Roderika	1	Stormhill Shack	<input type="checkbox"/>
	2	Roundtable Hold	<input type="checkbox"/>
Knight Bernahl	1	Warmaster's Shack	<input type="checkbox"/>
	2	Volcano Manor	<input type="checkbox"/>
	3	Crumbling Farum Azula	<input type="checkbox"/>
Sorceress Sellen	1	Waypoint Ruins	<input type="checkbox"/>
	2	Witchbane Ruins	<input type="checkbox"/>

NPCS

NAME	#	LOCATIONS	Y/N
	3	Raya Lucaria Grand Library	<input type="checkbox"/>
Irina	1	just past the Bridge of Sacrifice (in Weeping Peninsula)	<input type="checkbox"/>
Edgar	1	Castle Morne	<input type="checkbox"/>
	2	just past the Bridge of Sacrifice (in Weeping Peninsula)	<input type="checkbox"/>
	3	Revenger's Shack	<input type="checkbox"/>
Gatekeeper Gostoc	1	entrance to Stormveil Castle	<input type="checkbox"/>
	2	Godrick the Grafted boss room	<input type="checkbox"/>
	3	Stormveil Castle Throne Room	<input type="checkbox"/>
Sorcerer Rogier	1	Stormveil Castle Chapel	<input type="checkbox"/>
	2	Stormveil Castle Crypt (Bloodstain)	<input type="checkbox"/>
	3	Roundtable Hold	<input type="checkbox"/>
Nepheli Loux	1	Stormveil Castle	<input type="checkbox"/>
	2	Roundtable Hold	<input type="checkbox"/>
	3	Village of the Albinaurics	<input type="checkbox"/>
	4	Stormveil Castle Throne Room	<input type="checkbox"/>
Smithing Master Hewg	1	Roundtable Hold	<input type="checkbox"/>
Sir Gideon Ofnir, the All-Knowing	1	Roundtable Hold	<input type="checkbox"/>
	2	Leyndell, Capital of Ash	<input type="checkbox"/>
Brother Corhyn	1	Roundtable Hold	<input type="checkbox"/>
	2	north of Altus Highway Junction Grace	<input type="checkbox"/>
	3	Forest-Spanning Greatbridge	<input type="checkbox"/>
	4	outside the colosseum in Leyndell, Royal Capital	<input type="checkbox"/>
	5	bridge above the Ancient Snow Valley Ruins Grace	<input type="checkbox"/>
	6	Leyndell, Capital of Ash	<input type="checkbox"/>
Knight Diallos	1	Roundtable Hold	<input type="checkbox"/>
	2	north Liurnia of the Lakes	<input type="checkbox"/>
	3	Volcano Manor	<input type="checkbox"/>
	4	Jarburg	<input type="checkbox"/>
Fia, the Deathbed Companion	1	Roundtable Hold	<input type="checkbox"/>
	2	Deeproot Depths	<input type="checkbox"/>
Ensha of the Royal Remains	1	Roundtable Hold	<input type="checkbox"/>
Hyetta	1	Lake-Facing Cliffs	<input type="checkbox"/>
	2	Purified Ruins	<input type="checkbox"/>
	3	Gate Town Bridge	<input type="checkbox"/>
	4	Bellum Church	<input type="checkbox"/>
	5	Frenzied Flame Prosepection	<input type="checkbox"/>
Thops	1	Church of Irith	<input type="checkbox"/>
	2	Academy of Raya Lucaria	<input type="checkbox"/>
Rya	1	near the telescope in Liurnia of the Lakes	<input type="checkbox"/>
	2	Volcano Manor	<input type="checkbox"/>
Blackguard Big Boggart	1	Boilprawn Shack	<input type="checkbox"/>
	2	Capital Rampart in Leyndell, Royal Capital	<input type="checkbox"/>
Albus	1	Village of the Albinaurics	<input type="checkbox"/>
Latenna	1	Slumbering Wolf's Shack	<input type="checkbox"/>
	2	Apostate Derelict	<input type="checkbox"/>
Mirielle, Pastor of Vows	1	Church of Vows	<input type="checkbox"/>
Jar-Bairn	1	Jarburg	<input type="checkbox"/>
War Counselor Iji	1	Kingsrealm Ruins	<input type="checkbox"/>
	2	Ranni's Rise	<input type="checkbox"/>
Ranni the Witch	1	Ranni's Rise	<input type="checkbox"/>
	2	Uhl Palace Ruins (Ainsel River)	<input type="checkbox"/>
	3	next few Sites of Grace	<input type="checkbox"/>
	4	Cathedral of Manus Celes	<input type="checkbox"/>
	5	Fractured Marika (Summon Sign)	<input type="checkbox"/>
Preceptor Seluvis	1	Ranni's Rise	<input type="checkbox"/>
	2	Seluvis' Rise	<input type="checkbox"/>

NPCS

NAME	#	LOCATIONS	Y/N
Pidia, Carian Servant	1	Caria Manor	<input type="checkbox"/>
Gowry	1	Gowry's Shack	<input type="checkbox"/>
Millicent	1	Church of the Plague	<input type="checkbox"/>
	2	Gowry's Shack	<input type="checkbox"/>
	3	north of Lux Ruins	<input type="checkbox"/>
	4	Windmill Heights	<input type="checkbox"/>
The Great-Jar	1	Caelid Colosseum	<input type="checkbox"/>
Therolina	1	Redmane Castle (before the Radahn Festival)	<input type="checkbox"/>
Witch-Hunter Jerren	1	Redmane Castle	<input type="checkbox"/>
	2	Witchbane Ruins	<input type="checkbox"/>
	3	Raya Lucaria Grand Library	<input type="checkbox"/>
Lady Tanith	1	Volcano Manor	<input type="checkbox"/>
The Loathsome Dung Eater	1	Roundtable Hold	<input type="checkbox"/>
	2	Subterranean Shunning-Grounds	<input type="checkbox"/>
The Ever-Brilliant Goldmask	1	Forest-Spanning Greatbridge	<input type="checkbox"/>
	2	outside the colosseum in Leyndell, Royal Capital	<input type="checkbox"/>
	4	Mountaintops of the Giants	<input type="checkbox"/>
	5	bridge above the Ancient Snow Valley Ruins Grace	<input type="checkbox"/>
	6	Leyndell, Capital of Ash	<input type="checkbox"/>
Shabriri	1	Zamor Ruins Grace	<input type="checkbox"/>

QUESTS

QUEST	#	OBJECTIVE	Y/N					
The Bloody Fingers	1	Talk to White-Faced Varré near the First Step Grace						
	2	Return to his location after beating Godrick the Grafted						
	3	Talk to White-Faced Varré at the Rose Church in Liurnia of the Lakes						
	4	Use the Festering Bloody Fingers to invade another world 3 times (results don't matter)						
	5	Talk to White-Faced Varré again at the Rose Church to receive the Lord of Blood's Favor						
	6	Soak the Lord of Blood's Favor in the blood of maiden (Church of Inhibition or Chapel of Anticipation)						
	7	Talk to White-Faced Varré again to receive a Bloody Finger and a Pureblood Knight's Medal						
	8	Interact with the Invasion Sign near the Mausoleum Dynasty Midpoint Grace to fight White-Faced Varré						
	9	Talk to White-Faced Varré near where the Invasion Sign was						
Melina's Accord	1	Talk to Melina at the Gatefront Ruins' Grace						
	2	Talk to Melina at various Graces around the world whenever you see the "Talk to Melina" option					Alexander	
	3	Take Melina to Leyndell, the East Capital Rampart Grace (or any Grace in Leyndell)					D, Hunter of the Dead	
	4	Talk to Melina at the Elden Throne Grace after beating Morgott, the Omen King					Yura	
	5	Take Melina to the Forge of the Giants					Patches	
The Seamster	1	Find Boc, transformed into a tree, to the area north of Limgrave's telescope					Gurrang	
	2	Talk to Boc in the Coastal Cave					Kenneth Haight	
	3	Defeat the Demi-Human Chiefs					Blaid	
	4	Talk to Boc in the Coastal Cave again and give him the Sewing Needle					Renna	
	5	Talk to Boc the Seamster near the Lake-Facing Cliffs Grace					Roderika	
	6	Talk to Boc the Seamster near the East Raya Lucaria Gate Grace					Bernahl	
	7	Find the Gold Sewing Needle in a chest in the Church of Vows					Sellen	
	8	Give the Gold Sewing Needle to Boc the Seamster at the East Raya Lucaria Gate Grace					Irina	
	9	Talk to Boc the Seamster near the Altus Highway Junction Grace					Edgar	
	10	Talk to Boc the Seamster near the East Capital Rampart Grace					Gastoc	
	11a	Give Boc the Seamster a Larval Tear					Rogier	
	12a	Find Boc the Seamster in the Raya Lucaria Grand Library					Hewg	
11b	Find the "You're Beautiful" Prattling Pate in the Hermit Village in Mt. Gelmir					Gideon		
12b	Use the "You're Beautiful" Prattling Pate in front of Boc the Seamster					Corthyn		
11c	Do neither of the above options					Diallos		
12c	Find Boc the Seamster outside the Raya Lucaria Grand Library					Fia		
The Warrior Jar	1	Find Iron Fist Alexander in Northern Stormhill and help him out of the hole he's gotten himself into					Ensha	
	2	Talk to Iron Fist Ale					Hyetta	
	3						Thops	
						Rya		
						Blackguard Big Boggart		
						Albus		
						Latenna		
						Mine		
						Jar-Bairn		
						Iji		
						Ranni		
						Selvis		
						Pidia		
						Gowry		
						Millicent		
						Great Jar		
						Therolina		
						Jerren		
						Lady Tanith		
						Dung-Eater		
						Goldmask		
						Shabiri		

GOLDEN SEEDS

AREA	#	LOCATION	Y/N
Weeping Peninsula [5]	1	Under a Golden Tree south of Castle Morne Rampart Grace	<input type="checkbox"/>
Limgrave	2	Can choose one as a Keepsake	<input type="checkbox"/>
	3	Under a Golden Tree on the path to Stormveil Castle	<input type="checkbox"/>
	4	Under a Golden Tree inside Stormveil, near the Secluded Cell Grace	<input type="checkbox"/>
	5	Reward for finishing Roderika's quest, can otherwise be found at her shack	<input type="checkbox"/>
	6	Under Golden Tree in front of Fort Haight	<input type="checkbox"/>
	7	Drops from Kenneth Haight if killed	<input type="checkbox"/>
	8	Reward for defeating Ulcerated Tree Spirit in Fringefolk Hero's Grave	<input type="checkbox"/>
	9	Reward for defeating hidden Ulcerated Tree Spirit in Stormveil Castle	<input type="checkbox"/>
Liurnia of the Lakes	10	Under a Golden Tree in Academy Gate Town	<input type="checkbox"/>
	11	Under a Golden Tree north of Main Academy Gate Grace, at the end of the bridge	<input type="checkbox"/>
	12	Under a Golden Tree west side of Raya Lucaria Academy courtyard	<input type="checkbox"/>
	13	Under a Golden Tree in Caria Manor's upper level.	<input type="checkbox"/>
	14	Under a Golden Tree at the north end of the lake, near the Ruin-Strewn Precipice	<input type="checkbox"/>
Caelid	15	under a Golden Tree near the three way crossroad leading to Castle Redmane	<input type="checkbox"/>
	16	under a Golden Tree in the upper area of Sellia, Town of Sorcery	<input type="checkbox"/>
	17	under a Golden Tree, south of Bestial Sanctum	<input type="checkbox"/>
	18	reward for defeating Putrid Tree Spirit in War-Dead Catacombs (after Radahn)	<input type="checkbox"/>
Altus Plateau	19	under a Golden Tree near Erdtree-Grazing Hill Grace	<input type="checkbox"/>
	20	under a Golden Tree north of Altus Highway Junction	<input type="checkbox"/>
	21	under a Golden Tree near the Minor Erdtree	<input type="checkbox"/>
	22	under a Golden Tree, southeast of Windmill Village, near Highway Lookout Tower	<input type="checkbox"/>
Leyndell, Royal Capital	23	under a large Golden Tree near the Outer Wall Phantom Tree Grace	<input type="checkbox"/>
	24	under the same Golden Tree mentioned above	<input type="checkbox"/>
	25	under a large Golden Tree north of the Outer Wall Phantom Tree Grace	<input type="checkbox"/>
	26	under the same Golden Tree mentioned above	<input type="checkbox"/>
	27	reward for defeating Ulcerated Tree Spirit south of Outer Wall Phantom Tree Grace	<input type="checkbox"/>
	28	under a Golden Tree south of the West Capital Rampart Grace	<input type="checkbox"/>
	29	reward for defeating Ulcerated Tree Spirit west of Avenue Balcony Grace	<input type="checkbox"/>
Mt. Gelmir	30	under a Golden Tree in the ravine, near Gelmir Hero's Grave	<input type="checkbox"/>
	31	under a Golden Tree, northwest of Road of Iniquity	<input type="checkbox"/>
Mountaintops of the Giants	32	under a Golden Tree, on the way to the Grand Lift of Rold	<input type="checkbox"/>
	33	reward for defeating Ulcerated Tree Spirit in the Giant's Peak Catacombs	<input type="checkbox"/>
	34	under a Golden Tree, northwest of the Foot of the Forge Grace	<input type="checkbox"/>
	35	under a Golden Tree, northeast of the Minor Erdtree, guarded by a Giant Golem	<input type="checkbox"/>
Consecrated Snowfield	36	under a Golden Tree, south of Inner Consecrated Snowfield Grace	<input type="checkbox"/>
	37	under a Golden Tree, west of Ordina, Liturgical Town	<input type="checkbox"/>
Crumbling Farum Azula	38	under a Golden Tree in the middle of the Dragon Temple	<input type="checkbox"/>
	39	under a Golden Tree, southeast of Dragon Temple Rooftop Grace	<input type="checkbox"/>
Siofra River	40	under a Golden Tree in the upper area of Siofra River, accessible via waygate	<input type="checkbox"/>
Mohgwyn Palace	41	under a Golden Tree in the middle of the lake, surrounded by giant birds	<input type="checkbox"/>
Ainsel River	42	under a Golden Tree in the northwest of Ainsel River, accessible via elevator	<input type="checkbox"/>
Lake of Rot	43	reward for defeating Putrid Tree Spirit in Lake of Rot	<input type="checkbox"/>

SACRED TEARS

AREA	#	LOCATION	Y/N
Weeping Peninsula [6]	1	Callu Baptismal Church, in the middle of the Weeping Peninsula	<input type="checkbox"/>
	2	Church of Pilgrimage, north of Weeping Peninsula	<input type="checkbox"/>
	3	Fourth Church of Marika, west of Weeping Peninsula	<input type="checkbox"/>
Limgrave	4	Third Church of Marika, in East Limgrave	<input type="checkbox"/>
Liurnia of the Lakes	5	Church of Irith, southern part of Liurnia of the Lakes	<input type="checkbox"/>
	6	Bellum Church, on the way to the Grand Lift of Dectus	<input type="checkbox"/>
	7	Church of Inhibition, northeast of Bellum Highway Forest	<input type="checkbox"/>
Caelid	8	Church of Plague, accessible through Sellia, Town of Sorcery	<input type="checkbox"/>
Altus Plateau	9	Second Church of Marika, north of Altus Highway Junction Grace	<input type="checkbox"/>
	10	Stormcaller Church, west of Rampartside Path Gace	<input type="checkbox"/>
Mountaintops of the Giants	11	Church of Repose, east of Grand Lift of Rold	<input type="checkbox"/>
	12	First Church of Marika, southeastern most part of Mountaintops of the Giants	<input type="checkbox"/>

CRYSTAL TEARS

AREA	#	NAME	LOCATION	EFFECT	Y/N
Weeping Peninsula [7]	1	Faith-Knot Crystal Tear	north of the Demi-Human Ruins, under a tree surrounded by poison flowers	Boosts faith by 10 and lasts for 180 seconds	<input type="checkbox"/>
	2	Crimsonburst Crystal Tear		Steadily restores HP for a time in mixed physick	<input type="checkbox"/>
	3	Opaline Bubbletear	reward for defeating the Erdtree Avatar in the Weeping Peninsula	Significantly negates damage in mixed physick	<input type="checkbox"/>
Limgrave	4	Strength-Knot Crystal Tear	northwest of the Warmaster's Shack, guarded by a troll	Boosts strength by 10 and lasts for 180 seconds	<input type="checkbox"/>
	5	Spiked Cracked Tear	under the Minor Erdtree in Mistwood	15% increase in damage done by charged attacks, lasts 180 seconds	<input type="checkbox"/>
	6	Greenspill Crystal Tear		15% increase in stamina, lasts 180 seconds	<input type="checkbox"/>
	7	Crimson Crystal Tear	at the Third Church of Marika	Restores half of total HP	<input type="checkbox"/>
Liurnia of the Lakes	8	Dexterity-Knot Crystal Tear	on top of a small island southwest of the Bollprawn Shack Grace	Boosts dexterity by 10 and lasts for 180 seconds	<input type="checkbox"/>
	9	Ruptured Crystal Tear		Causes the player to explode deals damage to self and enemies	<input type="checkbox"/>
	10	Cerulean Crystal Tear	reward for defeating the Erdtree Avatar northwest of the Converted Tower Grace	Restores half of total FP	<input type="checkbox"/>
	11	Lightning-Shrouding Cracked Tear		20% lightning damage increase lasts 180 seconds	<input type="checkbox"/>
	12	Holy-Shrouding Cracked Tear	reward for defeating the Erdtree Avatar south of the Frenzied Flame Village Outskirts Grace	20% magic damage increase lasts 180 seconds	<input type="checkbox"/>
	13	Magi-Shrouding Cracked Tear		20% holy damage increase lasts 180 seconds	<input type="checkbox"/>
Caelid	14	Intelligence-Knot Crystal Tear	southwest of the Main Caria Manor Gate Grace	Boosts intelligence by 10 and lasts for 180 seconds	<input type="checkbox"/>
	15	Flame-Shrouding Cracked Tear	reward for defeating the Erdtree Avatar northeast of the Smoldering Church Grace	20% increase to damage done by fire, lasts 180 seconds	<input type="checkbox"/>
	16	Greenburst Crystal Tear		~30% stamina regen boost for 180 Seconds	<input type="checkbox"/>
	17	Opaline Hardtear		Boosts ONLY elemental damage negations for 180 Seconds	<input type="checkbox"/>
	18	Stonebarb Cracked Tear	reward for defeating the Putrid Avatar east of Dragonbarrow Fork Grace	~33% decrease in hits required to break stance	<input type="checkbox"/>
Altus Plateau	19	Windy Crystal Tears	south of Southern Aeonia Grace, guarded by birds	Enhances dodge rolls for 180 seconds	<input type="checkbox"/>
	22	Purifying Crystal Tear	reward for defeating Eleonora, Violet Bloody Finger at the Second Church of Marika	Cures Mohg, Lord of Blood's curse	<input type="checkbox"/>
	23	Speckled Hardtear		Boosts all resistances by 90 and heals all status effects	<input type="checkbox"/>
	24	Crimsonspill Crystal Tear	reward for defeating the Wormface northeast of the Bower of Bounty Grace	10% HP bonus lasts 180 seconds	<input type="checkbox"/>
Mt. Gelmir	20	Leadent Hardtear		Boosts poise by 10 and lasts for 180 seconds	<input type="checkbox"/>
	21	Cerulean Hidden Tear	reward for defeating the Ulcerated Tree Spirit drop roaming around burned Erdtree	Eliminates FP consumption for 15 seconds	<input type="checkbox"/>
Leyndall, Royal Capital	25	Winged Crystal Tear	on an altar northwest of the Erdtree, surrounded by skull enemies	Raises equip load massively for 180 seconds	<input type="checkbox"/>
	26	Twiggy Cracked Tear		Briefly stops rune loss on death	<input type="checkbox"/>
	27	Crimson Crystal Tear	found in an altar at the base of a Minor Erdtree in the Capital Outskirts	Restores half of total HP	<input type="checkbox"/>
Mountaintops of the Giants	28	Crimsonwhorl Bubbletear	on a cliff ledge south of Giants' Gravepost Grace	Converts elemental damage to HP, lasts 15 seconds	<input type="checkbox"/>
Consecrated Snowfield	29	Cerulean Crystal Tear		Restores half of total FP	<input type="checkbox"/>
	30	Crimson Bubbletear	reward for defeating the Erdtree Avatar near the eastern Minor Erdtree	Heals you for 25% health when you drop below 20% health	<input type="checkbox"/>
	31	Thorny Crystal Tear		35% damage increase to consecutive attacks lasts 3 minutes	<input type="checkbox"/>
	32	Ruptured Crystal Tear	reward for defeating the Putrid Avatar north of the Cave of Forom Grace	When drunk causes the player to explode deals damage to self and enemies	<input type="checkbox"/>

ARMAMENTS & SHIELDS

TYPE	NAME	ACQUISITION	UNIQUE SKILL	NOTES	Y/N
Axes	Battle Axe	can be purchased from the Twin Maiden Husks for 800 runes			<input type="checkbox"/>
	Forked Hatchet	dropped by Imps		Causes blood loss buildup (50).	<input type="checkbox"/>
	Hand Axe	can be purchased from the Nomadic Merchant in East Limgrave for 600 runes			<input type="checkbox"/>
	Jawbone Axe	dropped by Ancestral Followers			<input type="checkbox"/>
	Iron Cleaver	dropped by Misbegottens (Castle Morne)			<input type="checkbox"/>
	Ripple Blade	can be purchased from Pidia, Carian Servant in Caria Manor for 3,500 runes			<input type="checkbox"/>
	Celebrant's Cleaver	dropped by celebrating enemies in Dominula, Windmill Village			<input type="checkbox"/>
	Icerind Hatchet	found in a chest in the Temple Quarter	Hoarfrost Storm	Each successful hit grants 10 runes to the player. Unique strong attack.	<input type="checkbox"/>
	Highland Axe	found on a corpse in the kitchen of Stormveil Castle			<input type="checkbox"/>
	Sacrificial Axe	dropped by the Deathbird that spawns north of Castle Morne		Restores 4 FP per enemy killed while weapon is equipped.	<input type="checkbox"/>
Rosus' Axe	found on a corpse behind an Imp Statue in the Black Knife Catacombs	Rosus' Summons	Special weapon.	<input type="checkbox"/>	
Stormhawk Axe	looted from a corpse in the courtyard with Iron Maidens near Fortified Manor	Thunderstorm	Special weapon.	<input type="checkbox"/>	
Warped Axe	dropped by Ogres (Cliffbottom Catacombs)			<input type="checkbox"/>	
Ballista	Hand Ballista	at the top of the Forest Lookout Tower in Weeping Peninsula		Uses Ballista Bolts. No scaling with any stat.	<input type="checkbox"/>
	Jar Cannon	dropped by Demi-Human Queen Margot in the Volcano Cave		Special weapon. Uses Ballista Bolts. No scaling with any stat.	<input type="checkbox"/>
Bows	Longbow	can be purchased from the Twin Maiden Husks for 1,200 runes			<input type="checkbox"/>
	Albinauric Bow	dropped by Albinauric Wolfback Archers in Consecrated Snowfield			<input type="checkbox"/>
	Horn Bow	found on a corpse in Siofra River near the Hollowhorn Grounds			<input type="checkbox"/>
	Erdtree Bow	found in a treasure chest on the second floor of the Erdtree Sanctuary building		Special weapon.	<input type="checkbox"/>
	Serpent Bow	found on a corpse in the Abandoned Cave		Special weapon.	<input type="checkbox"/>
	Pulley Bow	found on a corpse at the top of a siege tower near the First Mt. Gelmir campsite		Special weapon.	<input type="checkbox"/>
Claws	Black Bow	found on a corpse on a rooftop northeast of the Avenue Balcony Grace		Special weapon.	<input type="checkbox"/>
	Hookclaws	found on a corpse in the wine cellar in Stormveil Castle		Causes blood loss buildup (60).	<input type="checkbox"/>
Claws	Venomous Fang	found on a corpse in the Abandoned Cave		Causes poison buildup (72).	<input type="checkbox"/>
	Bloodhound Claws	dropped by a Bloodhound Knight in the Volcano Manor basement		Causes blood loss buildup (60).	<input type="checkbox"/>
	Raptor Talons	found in a treasure chest behind several illusory walls in Sage's Cave		Causes blood loss buildup (60).	<input type="checkbox"/>
					<input type="checkbox"/>
Colossal Swords	Greatsword	found on a carriage in Caeld, northwest of the Caeld Ruins			<input type="checkbox"/>
	Watchdog's Greatsword	dropped by the Erdtree Burial Watchdog in the Giants' Mountaintop Catacombs			<input type="checkbox"/>
	Maliketh's Black Blade	unlocked via the Remembrance of the Black Blade	Destined Death	Special weapon.	<input type="checkbox"/>
	Troll's Golden Sword	found on a carriage in Altus Plateau, east of Erdtree-Grazing Hill			<input type="checkbox"/>
	Zweihander	can be purchased from the Isolated Merchant in Weeping Peninsula for 3,500 runes			<input type="checkbox"/>
	Starscourge Greatsword	unlocked via the Remembrance of the Starscourge	Starcaller Cry	Special weapon.	<input type="checkbox"/>
	Royal Greatsword	dropped by Blaidd at the end of Ranni's questline	Wolf's Assault	Special weapon.	<input type="checkbox"/>
	Godslayer's Greatsword	found in a treasure chest behind the Godskin Apostle in the Divine Tower of Caeld	The Queen's Black Flame	Special weapon.	<input type="checkbox"/>
	Ruins Greatsword	dropped by Misbegotten Warrior in Redmane Castle	Wave of Destruction	Special weapon. Special charged heavy attack.	<input type="checkbox"/>
	Grafted Blade Greatsword	dropped by Leonine Misbegotten in Castle Morne	Oath of Vengeance	Special weapon. It's like hitting people with the Iron Throne. 10/10.	<input type="checkbox"/>
Troll Knight's Greatsword	dropped by Troll Knight in Caria Manor	Troll's Roar	Special weapon.	<input type="checkbox"/>	
Colossal Weapons	Prelate's Inferno Crozier		Prelate's Charge		<input type="checkbox"/>
	Watchdog's Staff		Sorcery of the Crozier		<input type="checkbox"/>
	Great Club		Golden Land		<input type="checkbox"/>
	Envoy's Greathorn		Great Oracular Bubble		<input type="checkbox"/>
	Duelist Greataxe		Endure		<input type="checkbox"/>
	Axe of Godfrey		Regal Roar		<input type="checkbox"/>
	Dragon Greatclaw		Endure		<input type="checkbox"/>
	Staff of the Avatar		Erdtree Slam		<input type="checkbox"/>
	Fallingstar Beast Jaw		Gravity Bolt		<input type="checkbox"/>
	Ghiza's Wheel		Spinning Wheel		<input type="checkbox"/>
	Giant Crusher		Strike		<input type="checkbox"/>
	Golem's Halberd		Charge Forth		<input type="checkbox"/>
	Troll's Hammer		Troll's Roar		<input type="checkbox"/>
	Rotten Staff		Erdtree Slam		<input type="checkbox"/>
Rotten Greataxe		Endure		<input type="checkbox"/>	
Crossbows	Soldier's Crossbow				<input type="checkbox"/>
	Light Crossbow				<input type="checkbox"/>
	Heavy Crossbow				<input type="checkbox"/>
	Pulley Crossbow				<input type="checkbox"/>
	Full Moon Crossbow				<input type="checkbox"/>
	Arbalest				<input type="checkbox"/>
Crepus's Black-Key Crossbow				<input type="checkbox"/>	
Curved Greatswords	Onyx Lord's Greatsword		Onyx Lord's Repulsion		<input type="checkbox"/>
	Dismounter		Spinning Slash		<input type="checkbox"/>
	Bloodhound's Fang		Bloodhound's Finnese		<input type="checkbox"/>
	Magma Wyrms' Scakesword		Magma Gullotine		<input type="checkbox"/>
	Zamor Curved Sword		Zamor Ice Storm		<input type="checkbox"/>
	Omen Cleaver				<input type="checkbox"/>
	Monk's Flameblade				<input type="checkbox"/>
Beastman's Cleaver				<input type="checkbox"/>	
Morgott's Cursed Sword		Cursed Blood Slice		<input type="checkbox"/>	
Curved Swords	Falchion				<input type="checkbox"/>
	Scimitar				<input type="checkbox"/>
	Grossmesser				<input type="checkbox"/>
	Mantis Blade				<input type="checkbox"/>
	Scavenger's Curved Sword				<input type="checkbox"/>
	Shotel				<input type="checkbox"/>
	Eclipse Shotel		Death Flare		<input type="checkbox"/>
	Wing of Astel		Nebula		<input type="checkbox"/>
	Nox Flowing Sword		Flowing Form		<input type="checkbox"/>
	Serpent-God's Curved Sword				<input type="checkbox"/>
	Shamshir				<input type="checkbox"/>
	Bandit's Curved Sword				<input type="checkbox"/>
Flowing Curved Sword				<input type="checkbox"/>	
Magma Blade		Magma Shower		<input type="checkbox"/>	
Beastman's Cruved Sword		Spinning Slash		<input type="checkbox"/>	
Daggers	Dagger		Quickstep		<input type="checkbox"/>
	Black Knife		Blade of Death		<input type="checkbox"/>
	Parry Dagger		Parry		<input type="checkbox"/>
	Misericorde		Quickstep		<input type="checkbox"/>
	Reduvia		Blood Blade		<input type="checkbox"/>
	Crystal Knife		Quickstep		<input type="checkbox"/>
	Celebrant's Sickie		Quickstep		<input type="checkbox"/>
	Glintstone Kris		Glintstone Dart		<input type="checkbox"/>
	Scorpion's Stinger		Repeating Thrust		<input type="checkbox"/>
	Great Knife				<input type="checkbox"/>
	Wakizashi				<input type="checkbox"/>
	Cinquedea				<input type="checkbox"/>
	Ivory Sickie				<input type="checkbox"/>
	Bloodstained Dagger				<input type="checkbox"/>
Erdsteel Dagger				<input type="checkbox"/>	
Blade of Calling		Blade of Gold		<input type="checkbox"/>	
Fists	Caestus		Endure		<input type="checkbox"/>
	Spiked Caestus		Endure		<input type="checkbox"/>
	Grafted Dragon		Bear Witness!		<input type="checkbox"/>
	Iron Ball		Braggart's Roar		<input type="checkbox"/>
	Star Fist		Endure		<input type="checkbox"/>
	Katar		Impaling Thrust		<input type="checkbox"/>
	Clinging Bone		Lifesteal Fist		<input type="checkbox"/>
	Veternan's Prosthesis		Storm Kick		<input type="checkbox"/>
Cipher Pata		Unblockable Blade		<input type="checkbox"/>	
Flail	Flail				<input type="checkbox"/>
	Chainlink Flail				<input type="checkbox"/>

ARMAMENTS & SHIELDS

TYPE	NAME	ACQUISITION	UNIQUE SKILL	NOTES	Y/N
Flails	Nightrider Flail				<input type="checkbox"/>
	Bastard's Stars		Nebula		<input type="checkbox"/>
	Family Heads		Familial Rancor		<input type="checkbox"/>
Glintstone Staves	Astrologer's Staff				<input type="checkbox"/>
	Glintstone Staff				<input type="checkbox"/>
	Academy Glintstone Staff				<input type="checkbox"/>
	Carian Regal Scepter		Spinning Weapon		<input type="checkbox"/>
	Demi-Human Queen's Staff				<input type="checkbox"/>
	Digger's Staff				<input type="checkbox"/>
	Azur's Glintstone Staff				<input type="checkbox"/>
	Carian Glintstone Staff				<input type="checkbox"/>
	Staff of Loss				<input type="checkbox"/>
	Meteorite Staff				<input type="checkbox"/>
	Lusa's Glintstone Staff				<input type="checkbox"/>
	Crystal Staff				<input type="checkbox"/>
	Staff of the Gully				<input type="checkbox"/>
	Prince of Death's Staff				<input type="checkbox"/>
	Carian Glintblade Staff				<input type="checkbox"/>
Rotten Crystal Staff				<input type="checkbox"/>	
Gelmir Glintstone Staff				<input type="checkbox"/>	
Albinauric Staff				<input type="checkbox"/>	
Greataxes	Greataxe		Barbaric Roar		<input type="checkbox"/>
	Great Omenkiller Cleaver		Wild Strike		<input type="checkbox"/>
	Axe of Godrick		I Command Thee, Kneel!		<input type="checkbox"/>
	Butchering Knife		Barbaric Roar		<input type="checkbox"/>
	Winged Greathorn		Soul Stifler		<input type="checkbox"/>
	Executioner's Greataxe		War Cry		<input type="checkbox"/>
	Rusted Anchor		Barbaric Roar		<input type="checkbox"/>
	Crescent Moon Axe		War Cry		<input type="checkbox"/>
	Gargoyle's Black Axe		War Cry		<input type="checkbox"/>
	Gargoyle's Great Axe		War Cry		<input type="checkbox"/>
Longhaft Axe		War Cry		<input type="checkbox"/>	
Greatbows	Lion Greatbow		Radahn's Rain		<input type="checkbox"/>
	Golem Greatbow		Through and Through		<input type="checkbox"/>
	Erdtree Greatbow		Through and Through		<input type="checkbox"/>
	Greatbow		Through and Through		<input type="checkbox"/>
Great Spears	Moghwy's Sacred Spear		Bloodboon Ritual		<input type="checkbox"/>
	Siluria's Tree		Siluria Woe		<input type="checkbox"/>
	Serpent Hunter		Great Serpent Hunt		<input type="checkbox"/>
	Vyke's War Spear		Frenzyflame Thrust		<input type="checkbox"/>
	Lance		Charge Forth		<input type="checkbox"/>
Treespear		Sacred Order		<input type="checkbox"/>	
Greatswords	Banished Knight's Greatsword		Stamp (Upward Cut)		<input type="checkbox"/>
	Bastard Sword		Stamp (Upward Cut)		<input type="checkbox"/>
	Claymore		Lion's Claw		<input type="checkbox"/>
	Flamberge		Stamp (Upward Cut)		<input type="checkbox"/>
	Gargoyle's Blackblade		Corpse Wax Cutter		<input type="checkbox"/>
	Gargoyle's Greatsword		Vacuum Slice		<input type="checkbox"/>
	Knight's Greatsword		Stamp (Upward Cut)		<input type="checkbox"/>
	Lordsworn's Greatsword		Stamp (Upward Cut)		<input type="checkbox"/>
	Marais Executioner's Sword		Eochaid's Dancing Blade		<input type="checkbox"/>
	Sword of Milos		Shriek of Milos		<input type="checkbox"/>
	Dark Moon Greatsword		Moonlight Greatsword		<input type="checkbox"/>
	Blasphemous Blade		Taker's Flame		<input type="checkbox"/>
	Alabaster Lord's Sword		Alabaster Lords' Pull		<input type="checkbox"/>
	Ordovis's Greatsword		Ordovis's Vortex		<input type="checkbox"/>
	Golden Order Greatsword		Establishing Order		<input type="checkbox"/>
	Sacred Relic Sword		Wave of Gold		<input type="checkbox"/>
	Forked Greatsword		Stamp (Upward Cut)		<input type="checkbox"/>
	Helphen's Steeple		Ruinous Ghostflame		<input type="checkbox"/>
Death's Poker		Ghostflame Ignition		<input type="checkbox"/>	
Iron Greatsword		Stamp (Upward Cut)		<input type="checkbox"/>	
Inseparable Sword		Sacred Blade		<input type="checkbox"/>	
Halberds	Halberd		Charge Forth		<input type="checkbox"/>
	Pest's Glaive		Spinning Slash		<input type="checkbox"/>
	Lucerne		Charge Forth		<input type="checkbox"/>
	Banished Knight's Halberd		Charge Forth		<input type="checkbox"/>
	Commander's Standard		Rallying Standard		<input type="checkbox"/>
	Nightrider Glaive		Spinning Slash		<input type="checkbox"/>
	Ripple Crescent Halberd		Spinning Slash		<input type="checkbox"/>
	Vulgar Militia Saw		Spinning Slash		<input type="checkbox"/>
	Golden Halberd		Golden Vow		<input type="checkbox"/>
	Glaive		Spinning Slash		<input type="checkbox"/>
	Loretta's War Sickle		Loretta's Slash		<input type="checkbox"/>
	Guardian's Swordspear		Spinning Slash		<input type="checkbox"/>
	Vulgar Militia Shovel		Spinning Slash		<input type="checkbox"/>
	Dragon Halberd		Spinning Slash		<input type="checkbox"/>
Gargoyle's Halberd		Spinning Slash		<input type="checkbox"/>	
Gargoyle's Black Halberd		Spinning Slash		<input type="checkbox"/>	
Hammers	Mace		Kick		<input type="checkbox"/>
	Club		Barbaric Roar		<input type="checkbox"/>
	Curved Club		Barbaric Roar		<input type="checkbox"/>
	Warpick		Kick		<input type="checkbox"/>
	Morning Star		Kick		<input type="checkbox"/>
	Varre's Bouquet		Blood Tax		<input type="checkbox"/>
	Spiked Club		Barbaric Roar		<input type="checkbox"/>
	Hammer		Kick		<input type="checkbox"/>
	Monk's Flamemace		Kick		<input type="checkbox"/>
	Envoy's Horn		Oracular Bubble		<input type="checkbox"/>
	Scepter of the All-Knowing		Knowledge Above All		<input type="checkbox"/>
	Nox Flowing Hammer		Silver Scourge		<input type="checkbox"/>
Ringed Finger		Claw Flick		<input type="checkbox"/>	
Stone Club		Kick		<input type="checkbox"/>	
Marika's Hammer		Gold Breaker		<input type="checkbox"/>	
Heavy Thrusting Swords	Bloody Helice		Dynast's Finesse		<input type="checkbox"/>
	Godskin Stitcher		Impaling Thrust		<input type="checkbox"/>
	Great Epee		Impaling Thrust		<input type="checkbox"/>
	Dragon King's Cragblade		Thundercloud Form		<input type="checkbox"/>
Katanas	Uchigatana		Unsheathe		<input type="checkbox"/>
	Nagakiba		Piercing Fang		<input type="checkbox"/>
	Hand of Malenia		Waterfowl Dance		<input type="checkbox"/>
	Meteorite Ore Blade		Gravitas		<input type="checkbox"/>
	Rivers of Blood		Corpse Piler		<input type="checkbox"/>
	Moonveil		Transient Moonlight		<input type="checkbox"/>
Dragonscale Blade		Ice Lightning Sword		<input type="checkbox"/>	
Serpentbone Blade		Double Slash		<input type="checkbox"/>	
Light Bows	Shortbow		Barrage		<input type="checkbox"/>
	Misbegotten Shortbow		Barrage		<input type="checkbox"/>
	Red Branch Shortbow		Barrage		<input type="checkbox"/>
	Harp Bow		Barrage		<input type="checkbox"/>

ARMAMENTS & SHIELDS

TYPE	NAME	ACQUISITION	UNIQUE SKILL	NOTES	Y/N
	Composite Bow		Mighty Shot		<input type="checkbox"/>
Reapers	Scythe		Spinning Slash		<input type="checkbox"/>
	Grave Scythe		Spinning Slash		<input type="checkbox"/>
	Halo Scythe		Miquella's Ring of Light		<input type="checkbox"/>
	Winged Scythe		Angel's Wings		<input type="checkbox"/>
Sacred Seals	Finger Seal				<input type="checkbox"/>
	Godslayer's Seal				<input type="checkbox"/>
	Giant's Seal				<input type="checkbox"/>
	Gravel Stone Seal				<input type="checkbox"/>
	Clawmark Seal				<input type="checkbox"/>
	Golden Order Seal				<input type="checkbox"/>
	Erdtree Seal				<input type="checkbox"/>
Spears	Dragon Communion Seal				<input type="checkbox"/>
	Frenzied Flame Seal				<input type="checkbox"/>
	Short Spear		Impaling Thrust		<input type="checkbox"/>
	Spear		Impaling Thrust		<input type="checkbox"/>
	Crystal Spear		Impaling Thrust		<input type="checkbox"/>
	Clayman's Harpoon		Impaling Thrust		<input type="checkbox"/>
	Cleanrot Spear		Sacred Phalanx		<input type="checkbox"/>
	Partisan		Impaling Thrust		<input type="checkbox"/>
	Celebrant's Rib-Rake		Barbaric Roar		<input type="checkbox"/>
	Pike		Charge Forth		<input type="checkbox"/>
	Torchpole		Charge Forth		<input type="checkbox"/>
	Bolt of Gransax		Ancient Lightning Spear		<input type="checkbox"/>
	Cross-Naginata		Impaling Thrust		<input type="checkbox"/>
	Death Ritual Spear		Spearcall Ritual		<input type="checkbox"/>
	Inquisitor's Girandole		Charge Forth		<input type="checkbox"/>
Straight Swords	Spiked Spear		Impaling Thrust		<input type="checkbox"/>
	Iron Spear		Charge Forth		<input type="checkbox"/>
	Rotten Crystal Spear		Charge Forth		<input type="checkbox"/>
	Longsword		Square Off		<input type="checkbox"/>
	Short Sword		Kick		<input type="checkbox"/>
	Broadsword		Square Off		<input type="checkbox"/>
	Lordsworn's Straight Sword		Square Off		<input type="checkbox"/>
	Lazuli Glintstone Sword		Glintstone Pebble		<input type="checkbox"/>
	Crystal Sword		Spinning Slash		<input type="checkbox"/>
	Carian Knight's Sword		Carian Grandeur		<input type="checkbox"/>
	Sword of Night and Flame		Night-and-Flame Stance		<input type="checkbox"/>
	Sword of St Trina		Mists of Slumber		<input type="checkbox"/>
	Golden Epitaph		Last Rites		<input type="checkbox"/>
	Cane Sword		Square Off		<input type="checkbox"/>
	Ornamental Straight Sword		Golden Tempering		<input type="checkbox"/>
	Thrusting Swords	Weathered Straight Sword		Square Off	
Warhawk's Talon			Spinning Slash		<input type="checkbox"/>
Noble's Slender Sword			Square Off		<input type="checkbox"/>
Regalia of Eochaid			Eochaid's Dancing Blade		<input type="checkbox"/>
Miquellan Knight's Sword			Sacred Blade		<input type="checkbox"/>
Coded Sword			Unlockable Blade		<input type="checkbox"/>
Rotten Crystal Sword			Spinning Slash		<input type="checkbox"/>
Antspur Raipier			Impaling Thrust		<input type="checkbox"/>
Estoc			Impaling Thrust		<input type="checkbox"/>
Frozen Needle			Impaling Thrust		<input type="checkbox"/>
Noble's Estoc			Impaling Thrust		<input type="checkbox"/>
Raipier			Impaling Thrust		<input type="checkbox"/>
Torches	Cleanrot Knight's Sword		Impaling Thrust		<input type="checkbox"/>
	Rogier's Raipier		Repeating Thrust		<input type="checkbox"/>
	Torch		Torch Attach		<input type="checkbox"/>
	Steel-Wire Torch		Firebreather		<input type="checkbox"/>
	St Trina's Torch		Fires of Slumber		<input type="checkbox"/>
	Ghostflame Torch		Torch Attach		<input type="checkbox"/>
Twinblades	Beast-Repellent Torch		Torch Attach		<input type="checkbox"/>
	Sentry's Torch		Torch Attach		<input type="checkbox"/>
	Twinblade		Spinning Slash		<input type="checkbox"/>
	Godskin Peeler		Black Flame Tornado		<input type="checkbox"/>
	Twinned Knight Swords		Spinning Slash		<input type="checkbox"/>
Warhammers	Eleonora's Poleblade		Bloodblade Dance		<input type="checkbox"/>
	Gargoyle's Twinblade		Spinning Slash		<input type="checkbox"/>
	Gargoyle's Black Blades		Spinning Slash		<input type="checkbox"/>
	Large Club		Barbaric Roar		<input type="checkbox"/>
	Greathorn Hammer		Barbaric Roar		<input type="checkbox"/>
	Battle Hammer		Barbaric Roar		<input type="checkbox"/>
	Great Mace		Endure		<input type="checkbox"/>
	Curved Great Club		Barbaric Roar		<input type="checkbox"/>
	Celebrant's Skull		Barbaric Roar		<input type="checkbox"/>
	Pickaxe		Endure		<input type="checkbox"/>
	Beastclaw Greathammer		Regal Beastclaw		<input type="checkbox"/>
Whips	Envoy's Long Horn		Bubble Shower		<input type="checkbox"/>
	Cranial Vessel Candlestand		Surge of Faith		<input type="checkbox"/>
	Great Stars		Endure		<input type="checkbox"/>
	Brick Hammer		Barbaric Roar		<input type="checkbox"/>
	Devourer's Scepter		Devourer of Worlds		<input type="checkbox"/>
	Rotten Battle Hammer		Braggart's Roar		<input type="checkbox"/>
	Whip		Kick		<input type="checkbox"/>
	Thorned Whip		Kick		<input type="checkbox"/>
	Magma Whip Candlestick		Sea of Magma		<input type="checkbox"/>
	Hoslow's Petal Whip		Kick		<input type="checkbox"/>
Small Shields	Giant Red Braid		Flame Dance		<input type="checkbox"/>
	Urumi		Kick		<input type="checkbox"/>
	Buckler		Buckler Parry		<input type="checkbox"/>
	Perfumer's Shield		Parry		<input type="checkbox"/>
	Man-Serpent's Shield		Parry		<input type="checkbox"/>
	Rickety Shield		Parry		<input type="checkbox"/>
	Pilory Shield		Parry		<input type="checkbox"/>
	Red Thorn Shield		Parry		<input type="checkbox"/>
	Scripture Wooden		Parry		<input type="checkbox"/>
	Riveted Woodenshield		Parry		<input type="checkbox"/>
	Blue-White Wooden Shield		Parry		<input type="checkbox"/>
	Rift Shield		Parry		<input type="checkbox"/>
	Iron Roundshield		Parry		<input type="checkbox"/>
	Gilded Iron Shield		Parry		<input type="checkbox"/>
	Ice Crest Shield		Shield Bash		<input type="checkbox"/>
Smoldering Shield		Parry		<input type="checkbox"/>	
Spiralhorn Shield		Parry		<input type="checkbox"/>	
Coil Shield		Viper Bite		<input type="checkbox"/>	
Shield of the Guilty		Shield Bash		<input type="checkbox"/>	
Kite Shield	Marred Leather Shield				<input type="checkbox"/>
	Marred Wooden Shield				<input type="checkbox"/>
	Banished Knight's Shield				<input type="checkbox"/>
	Albinauric Shield				<input type="checkbox"/>

ARMAMENTS & SHIELDS

TYPE	NAME	ACQUISITION	UNIQUE SKILL	NOTES	Y/N
Medium Shields	Sun Realm Shield				<input type="checkbox"/>
	Silver Mirrorshield				<input type="checkbox"/>
	Round Shield				<input type="checkbox"/>
	Scorpion Kite Shield				<input type="checkbox"/>
	Twinbird Kite Shield				<input type="checkbox"/>
	Blue-Gold Kite Shield				<input type="checkbox"/>
	Brass Shield				<input type="checkbox"/>
	Great Turtle Shell				<input type="checkbox"/>
	Beastman's Jar-Shield				<input type="checkbox"/>
	Carian Knight's Shield				<input type="checkbox"/>
	Large Leather Shield				<input type="checkbox"/>
	Horse Crest Wooden Shield				<input type="checkbox"/>
	Candletree Wooden Shield				<input type="checkbox"/>
	Flame Crest Wooden Shield				<input type="checkbox"/>
	Hawk Crest Wooden Shield				<input type="checkbox"/>
	Beast Crest Heater Shield				<input type="checkbox"/>
	Red Crest Heater Shield				<input type="checkbox"/>
	Blue Crest Heater Shield				<input type="checkbox"/>
	Eclipse Crest Heater Shield				<input type="checkbox"/>
	Inverted Hawk Heater Shield				<input type="checkbox"/>
Heater Shield				<input type="checkbox"/>	
Black Leather Shield				<input type="checkbox"/>	
Greatshields	Dragon Towershield		Shield Bash		<input type="checkbox"/>
	Distinguished Greatshield				<input type="checkbox"/>
	Crucible Hornshield		Shield Bash		<input type="checkbox"/>
	Dragonclaw Shield		Shield Bash		<input type="checkbox"/>
	Briar Greatshield		Shield Bash		<input type="checkbox"/>
	Erdtree Greatshield		Golden Retaliation		<input type="checkbox"/>
	Golden Beast Crest				<input type="checkbox"/>
	Jellyfish Shield		Contagious Fury		<input type="checkbox"/>
	Fingerprint Stone Shield		Barricade Shield		<input type="checkbox"/>
	Icon Shield				<input type="checkbox"/>
	One-Eyed Shield		Flame Spit		<input type="checkbox"/>
	Visage Shield		Tongues of Fire		<input type="checkbox"/>
	Spiked Palisade Shield		Shield Bash		<input type="checkbox"/>
	Manor Towershield		Shield Bash		<input type="checkbox"/>
	Crossed-Tree Towershield		Shield Bash		<input type="checkbox"/>
	Inverted Hawk Towershield		Shield Bash		<input type="checkbox"/>
	Ant's Skull		Shield Bash		<input type="checkbox"/>
	Redmane Greatshield				<input type="checkbox"/>
	Eclipse Crest Greatshield				<input type="checkbox"/>
	Cuckoo Greatshield				<input type="checkbox"/>
Golden Greatshield				<input type="checkbox"/>	
Gilded Greatshield				<input type="checkbox"/>	
Hailgtree Crest Greatshield				<input type="checkbox"/>	
Wooden Greatshield				<input type="checkbox"/>	
Lordsworm's Greatshield		Shield Bash		<input type="checkbox"/>	

ASHES OF WAR

TYPE	NAME	ACQUISITION	NOTES	YN
Blood	Ash of War: Blood Bleed		Wound self to coat the armament with blood, then unleash an airborne blood blade that causes hemorrhaging. Can be fired in rapid succession.	
Blood	Ash of War: Blood Tax		Blood Oath skill granted by Lord of Blood. Twist to build power, then unleash a flurry of thrusts that rob the target of both their blood and their HP.	
Blood	Ash of War: Bloody Slash		Blood Oath skill granted by the Lord of Blood. From a low stance, coat the blade in your own blood to unleash a rending blood slash in a wide arc.	
Blood	Ash of War: Seppuku		Plunge the blade into your stomach to stain it with blood. Increases attack power and improves ability to inflict blood loss.	
Cold	Ash of War: Chilling Mist		Cold armament in frost, then rain slash, spreading light mist forwards. The armament restores its frost for a while.	
Cold	Ash of War: Heartfast Stomp		Stomp hard to spread a trail of freezing mist on the ground. The mist applies the frost status effect.	
Cold	Ash of War: Ice Spear		Skill of the warriors who served Lunar Princess Ranrin. Spin armament to release cold magic, then channel it into a piercing spear of ice.	
Fire	Ash of War: Eruption		Stamming the armament into the ground will spawn rolling lava which also spouts up upon release.	
Fire	Ash of War: Flame of the Redmanes		Skill of the Redmanes, who fought alongside General Radahn. Produce a powerful burst of flames in a wide forward arc.	
Fire	Ash of War: Flaming Strike		Skill that emits flame in a wide forward arc. Follow up with a strong attack to perform a lunging, sweeping strike. This will also coat the armament in fire.	
Flame Art	Ash of War: Black Flame Tomado		Spin armament overhead and then plunge it into the ground to summon a raging vortex of black flames. Hold to create an initial flame tomado while spinning the armament.	
Flame Art	Ash of War: Pileate Charge		Slam armament into the ground to create a surge of flames, then charge in. Hold to continue the charge.	
Heavy	Ash of War: Barbaric Roar		Increase attack power. Strong attacks turn into savage combo attacks.	
Heavy	Ash of War: Braggart's Roar		Declare your presence with a boastful roar. Raises attack power, defense, and stamina recovery speed.	
Heavy	Ash of War: Earthshaker		Thrust armament into the ground, then gather strength to unleash an earth-shaking shockwave. Follow up with a strong attack to swing the armament in a sweeping strike.	
Heavy	Ash of War: Endure		Assume an anchored stance to brace for incoming attacks, briefly boosting poise. Damage taken while using this skill is reduced.	
Heavy	Ash of War: Ground Slam		Jump up high into the air and crash down on the ground ahead. The resulting prfall sends a powerful shockwave in all directions.	
Heavy	Ash of War: Hoarah Loux's Earthshaker		Slam both hands onto the ground to violently shake the earth and unleash a shockwave. Follow up with an additional input to slam the ground again.	
Heavy	Ash of War: Kick		Push an enemy back with a high kick. Effective against enemies who are guarding, and can break a foe's stance. Sometimes a simple tool is the most effective.	
Heavy	Ash of War: Lion's Claw		Skill of the Redmanes, who fought alongside General Radahn. Somersault forwards, striking foes with armament.	
Heavy	Ash of War: Stamp (Sweep)		Brace armament and step into a low stance that prevents recoil from most enemy attacks. Follow up with a strong attack for a sweeping strike.	
Heavy	Ash of War: Stamp (Upward Cut)		Brace armament and step into a low stance that prevents recoil from most enemy attacks. Follow up with a strong attack for an upward strike.	
Heavy	Ash of War: Troll's Roar		Generate powerful shock wave then slam weapon down	
Heavy	Ash of War: War Cry		Give a war cry to rally the spirit and increase attack power. While active, strong attacks charge to charging attacks.	
Heavy	Ash of War: Wild Strikes		Swing armaments with wild abandon. Hold to continue swinging. Can be followed up with a normal or strong attack.	
Heavy	Ash of War: Cragblade		Reinforce weapon with earth.	
Keen	Ash of War: Beast's Roar		Unleash a beastly roar, rending the air as a forward-traveling projectile.	
Keen	Ash of War: Bloodhound's Step		Skill that allows the user to become temporarily invisible while dodging at high speed. Moves faster and travels farther than a regular quickstep. This skill can be used to circle around lock-on targets.	
Keen	Ash of War: Double Slash		Use superior swordsmanship. Perform a sweeping slash attack from a low stance. Repeated inputs allow for up to two follow-up attacks.	
Keen	Ash of War: Impaling Thrust		Skill that lets piercing armaments overcome enemy shields. Build power, then lunge forward for a strong thrust that pierces an enemy's guard.	
Keen	Ash of War: Piercing Fang		Skill used by Yura, the Bloody Finger Hunter. Starting with the blade held horizontally, make a powerful thrust that cannot be blocked.	
Keen	Ash of War: Quickstep		Skill prized by the crafty and fleet of foot. Perform a quickstep maneuver that allows for circling around lock-on targets.	
Keen	Ash of War: Raptor of the Mists		Duck into a low stance, momentarily vanishing. If an enemy attack connects, avian wings will allow for a quick escape into the air.	
Keen	Ash of War: Roposting Thrust		Twist to build power, then unleash a flurry of thrusts. This Skill takes some time to build up, but it is very powerful.	
Keen	Ash of War: Spinning Slash		Skill favored by dexterous warriors. Slash foes as your body spins. Additional input allows for a follow-up attack.	
Keen	Ash of War: Sword Dance		Quickly close to perform a series of spinning upward slashes. Follow up with an additional input to finish with a downward slash.	
Keen	Ash of War: Unsheathe		Skill of swordsmen from the Land of Reeds. Sheathe blade, holding it at the hip in a composed stance. Follow up with a normal or strong attack to perform a swift slash attack.	
Lightning	Ash of War: Lightning Ram		Skill inspired by lightning rams. Let out a roar, then lunge forwards, clad in lightning. Tumbles can be repeated in rapid succession.	
Lightning	Ash of War: Lightning Slash		Call down a bolt of lightning into armament, then swing it down to create an explosive shock. The armament retains the lightning enchantment for a while.	
Magic	Ash of War: Carian Grandeur		Carian royal prestige embodied in a skill. Transform blade into a magical greatsword and swing it down. Can be charged to increase its power by up to two levels.	
Magic	Ash of War: Carian Greatsword		Carian royal prestige embodied in a skill. Transform blade into a magical greatsword and swing it down. Can be charged to increase its power.	
Magic	Ash of War: Glintblade Phalanx		Skill that creates glintstone blades over your head and attack enemies automatically when they get close enough.	
Magic	Ash of War: Glintstone Pebble		Skill that employs the glintstone sorcery of the same name. Follow up with a strong attack to chain this skill into a lunging thrust, performed while the armament is still imbued with glintstone.	
Magic	Ash of War: Gravitas		Piece the ground with your armament to damage foes as a surge of gravity draws them in.	
Magic	Ash of War: Loretta's Slash		Skill of Loretta the Royal Knight. Leap forward, imbuing the blade with glintstone, then descend, accelerating into a sweeping slash.	
Magic	Ash of War: Spinning Weapon		Defensive skill employed by Carian princesses. Lifts armament into mid-air, then makes it spin violently. Those it touches will suffer successive attacks.	
Magic	Ash of War: Thop's Barrier		Erect a magical forcefield while swinging the shield to deflect sorceries and incantations. Can also be used in the same way as a regular parry.	
Magic	Ash of War: Wives of Darkness		Ravage armament into the ground to release three waves of darkness.	
None	Lost Ashes of War		Empty ashes of war, devoid of any memories of battle. Unable to apply any kind of affinity in their current state, but can be used by Smithing Master Hewg of the Roundtable Hold to recreate other ashes.	
Occult	Ash of War: Assassin's Gambit		A skill where it masks the player's presence at the cost of a self-inflicted wound. The ability grants near-invisibility and silenced footsteps.	
Occult	Ash of War: Lifesteal Fist		Skill that demonstrates mastery of the art of controlling vital energies.	
Occult	Ash of War: Spectral Lance		Skill of the headless Mauskeum Knights. Hurl a phantasmic spear at foes.	
Occult	Ash of War: White Shadow's Lure		Hold armament in a brief, silent prayer to create a white shadow. The apparition lures in foes of human build who are not in combat, drawing their aggression.	
Poison	Ash of War: Poison Moth Flight		Slash with a poison-infused blade. If the follow-up strike lands on a poisoned foe, it will deal significant damage.	
Poison	Ash of War: Poisonous Mist		Coats the selected armament in poison, slashing spreads the toxic mist forward. The armament retain its poison for a while.	
Quality	Ash of War: Charge Forth		Quickly charge forward with the armament at the hip, carrying the momentum into a thrust. Hold to cover a greater distance.	
Quality	Ash of War: Determination		Hold the flat of the armament to your face and pledge your resolve, powering up your next attack.	
Quality	Ash of War: Great Hunt		Skill developed for confronting gigantic foes. Step forward from a low stance, carrying the momentum into a sudden upward thrust.	
Quality	Ash of War: Phantom Slash		Skill inspired by the fond remembrances of the Night's Cavalry. Creates an apparition of the knight's former instructor who guides a joint lunging upward swing. Additional input allows for a follow-up attack.	
Quality	Ash of War: Royal Knight's Resolve		Skill of the knights who once served the Elden Lord. Hold the flat of the armament to your face and pledge your resolve, greatly powering up your next attack.	
Quality	Ash of War: Spinning Strikes		Polearm skill that performs continuous spinning attacks. Hold to continue the attack. Can be followed up with a normal or strong attack. Nullifies projectiles such as arrows while spinning.	
Quality	Ash of War: Square Off		This skill starts with the sword held level. Follow up with a normal attack to slash upwards through enemy's guard, or a strong attack to perform a running thrust.	
Quality	Ash of War: Storm Assault		One of the skills that channel the tempests of Stormveil. Leap forward through surrounding storm winds and thrust armament downward. The attack will produce more storm winds at the point of impact.	
Quality	Ash of War: Storm Blade		Your armament is wrapped in a stormy blade that can be fired in rapid succession.	
Quality	Ash of War: Storm Stomp		One of the skills that channel the tempests of Stormveil. Stomp hard on the ground to kick up a momentary storm.	
Quality	Ash of War: Stormcaller		One of the skills that channel the tempests of Stormveil. Spin armament to create surrounding storm winds. Repeated inputs allow for up to two follow-up attacks.	
Quality	Ash of War: Vacuum Slice		Lost skill of ancient heroes. Hold the armament skill to surround it with a shearing vacuum, then lunge it forwards as a blade-like projectile.	
Sacred	Ash of War: Golden Land		Thrust armament into the ground, then gather strength to unleash a blast of sacred energy that coalesces into golden dots. Follow up with a strong attack to swing the armament in a sweeping strike.	
Sacred	Ash of War: Golden Parry		Perform an Erdtree incantation and swing the shield to deflect enemy attacks and break their stance. Effective even at a slight distance.	
Sacred	Ash of War: Golden Slam		Jump and slam on ground	
Sacred	Ash of War: Golden Vow		Skill passed down from antiquity among the knights of the capital. Raise armament aloft and pledge to honor the Erdtree in battle, granting self and nearby allies increased attack power and defense.	
Sacred	Ash of War: Holy Ground		Raise shield to create an Erdtree-consecrated area that continuously restores HP and boosts defense for self and allies inside it.	
Sacred	Ash of War: Prayerful Strike		Raise armament aloft in prayer, then slam it into the ground. This inspired blow restores HP to the self and nearby allies if it successfully hits.	
Sacred	Ash of War: Sacred Blade		Grants armament's attacks holy essence and fires off a golden blade projectile. The armament retains its holy essence for awhile.	
Sacred	Ash of War: Sacred Order		Skill of the Golden Order fundamentalist knights. Perform a salute and grant the armament holy essence.	
Sacred	Ash of War: Sacred Ring of Light		The armament gathers a sacred ring of light and then fires it forward, the skill can be fired in rapid succession.	
Sacred	Ash of War: Shared Order		Skill of the Golden Order fundamentalist knights. Grant the armament and those of nearby allies holy essence.	
Sacred	Ash of War: Vow of the Indomitable		Skill of the ancient warriors of the Erdtree. Hold shield aloft to imbue yourself with golden power, granting momentary invincibility.	
Standard	Ash of War: Barrage		Archery skill using a bow held horizontally. Ready the bow, then fire off a rapid succession of shots faster than the eye can see.	
Standard	Ash of War: Barricade Shield		Focus your energy into the shield, temporarily hardening it to deflect greater blows.	
Standard	Ash of War: Carian Rebelian		Useable on small and medium shields.	
Standard	Ash of War: Enchanted Shot		A skill where a spiritual essence is gathered within the arrow, allowing it to fly faster than a regular shot arrow. It also changes its trajectory to follow the target.	
Standard	Ash of War: Mighty Shot		Archery skill performed from an oblique stance. Ready the bow, then pull the bowstring to its limit to enhance the power of the shot, penetrating the enemy's guard.	
Standard	Ash of War: No Skill		This armament has no skill. If the armament in the other hand has a skill, that skill will be used instead.	
Standard	Ash of War: Parry		Use this skill in time with a foe's melee attack to deflect it and break that foe's stance. This provides an opening to perform a critical hit.	
Standard	Ash of War: Rain of Arrows		Archery skill performed from a low stance. Ready the bow, then fire a burst of arrows into the sky to shower the enemy with projectiles.	
Standard	Ash of War: Shield Bash		Brace behind shield before using bodyweight to ram foes while maintaining guarding stance. Weaker enemies will be shoved backwards, and can even be staggered.	
Standard	Ash of War: Shield Crash		Two-hand the shield and charge forwards while maintaining guard. Weaker enemies will be shoved backwards and can even be staggered. Hold to extend the duration of the charge forwards.	
Standard	Ash of War: Sky Shot		Archery skill performed from a low stance. Ready the bow, then fire an arrow high up into the air, arcing so as to strike the enemy from above when it comes down.	
Standard	Ash of War: Storm Wall		Swing the shield to create a wall of storm winds in front of you, deflecting arrows and other such physical projectiles. Can also be used in the same way as a regular parry.	
Standard	Ash of War: Through and Through		Powerful archery skill using a greatbow held in an oblique stance. Ready the greatbow, then twist the bowstring to fire a mighty greatarrow that can penetrate through enemies.	
Standard	Ash of War: Thunderbolt		Raise armament aloft to call down a bolt of lightning. Can be fired in rapid succession.	

ASHEN REMAINS

Spirit Name	Effect	FP / HP
Albinauric Ashes	Summons two Albinauric spirits	53
Ancestral Follower Ashes	Summons ancestral follower spirit	63
Ancient Dragon Knight Kristoff Ashes	Summons spirit of Ancient Dragon Knight Kristoff	108
Archer Ashes	Summons three archer spirits	57
Avionette Soldier Ashes	Summon the spirits of two avionette soldiers	67
Azula Beastman Ashes	Summons two Azula beastman spirits	102
Banished Knight Engvall Ashes	Summons spirit of Banished Knight Engvall	100
Battlemage Hugues Ashes	Summons spirit of Battlemage Hugues	122
Banished Knight Oleg Ashes	Summons spirit of Banished Knight Oleg	100
Black Knife Tiche	Summons spirit of Black Knife Tiche	132
Blackflame Monk Amon Ashes	Summons spirit of Blackflame Monk Amon	115
Bloodhound Knight Floh	Summons spirit of Bloodhound Knight Floh	95
Clayman Ashes	Summons two clayman spirits	77
Cleanrot Knight Finlay Ashes	Summons spirit of Cleanrot Knight Finlay	127
Crystalian Ashes	Summons Crystalian spirit	101
Demi-Human Ashes	Summons five demi-human spirits	69
Depraved Perfumer Carmaan Ashes	Summons spirit of Depraved Perfumer Carmaan	124
Dolores the Sleeping Arrow Puppet	Summons spirit of Dolores the Sleeping Arrow	87
Dung Eater Puppet	Summons spirit of the Dung Eater	118
Fanged Imp Ashes	Summons two fanged imp spirits.	50
Finger Maiden Therolina Puppet	Summons spirit of Finger Maiden Therolina	82
Fire Monk Ashes	Summons Fire Monk spirit	85
Giant Rat Ashes	Summons three giant rat spirits	-
Glintstone Sorcerer Ashes	Summons glintstone sorcerer spirit	49
Godrick Soldier Ashes	Summons two Godrick soldier spirits	54
Greatshield Soldier Ashes	Summons five greatshield soldier spirits	74
Haligtree Soldier Ashes	Summons four Haligtree soldier spirits	66
Jarwight Puppet	Summons Jarwight spirit	60
Kaiden Sellsword Ashes	Summons Kaiden sellsword spirit	88
Kindred of Rot Ashes	Summons Kindred of Rot spirit	73
Land Squirt Ashes	Summon three land squirts	240
Latenna the Albinauric	Summons spirit of Latenna the Albinauric	74
Leyndell Soldier Ashes	Summons two Leyndell soldier spirits	64
Lhutel the Headless	Summons spirit of Lhutel the Headless	104
Lone Wolf Ashes	Summons three lone wolf spirits.	55
Mad Pumpkin Head Ashes	Summon the spirit of a mad pumpkin head.	110
Man-Serpent Ashes	Summons man-serpent spirit	62
Marionette Soldier Ashes	Summons two marionette soldier spirits	67
Mausoleum Soldier Ashes	Summons five mausoleum soldier spirits	75
Mimic Tear Ashes	Summons mimic tear spirit	660
Miranda Sprout Ashes	Summon five miranda sprout spirits.	185
Nepheli Loux Puppet	Summons spirit of Nepheli Loux	90
Nightmaiden & Swordstress Puppets	Summons nightmaiden & swordstress spirits	97
Noble Sorcerer Ashes	Summons noble sorcerer spirit.	11
Nomad Ashes	Summons nomad spirit	61
Omenkiller Rollo	Summons the spirit of Omenkiller Rollo.	113

Oracle Envoy Ashes	Summons four Oracle Envoy spirits	72
Page Ashes	Summons page spirit	81
Perfumer Tricia	Summons spirit of Perfumer Tricia	78
Putrid Corpse Ashes	Summons four putrid corpse spirits	40
Radahn Soldier Ashes	Summons two Radahn Soldier spirits	71
Raya Lucaria Soldier Ashes	Summons three Raya Lucaria soldier spirits	59
Redmane Knight Ogha Ashes	Summons spirit of Redmane Knight Ogha	106
Rotten Stray Ashes	Summons rotten stray spirit	35
Skeletal Bandit Ashes	Summons skeletal bandit spirit	22
Skeletal Militiaman Ashes	Summons two skeletal militiaman spirits	44
Soldjars of Fortune Ashes	Summons three little living jar spirits	135
Spirit Jellyfish Ashes	Summons spirit jellyfish.	31
Stormhawk Deenh	Summons spirit of Stormhawk Deenh	47
Twinsage Sorcerer Ashes	Summons Twinsage sorcerer spirit	89
Vulgar Militia Ashes	Summons three vulgar Militia spirits	70
Wandering Noble Ashes	Summons five zombies that engage enemies in melee combat	28
Warhawk Ashes	Summons warhawk spirit	52
Winged Misbegotten Ashes	Summons winged misbegotten spirit	37

SCROLLS & PRAYER BOOKS

Area	Name	Location	What is unlocked	Y/N
Limgrave	Godskin Prayerbook	- Can be found in Stormveil Castle. You'll need a Stonesword Key to pass through the fog wall, and inside will be two chests. One contains the Godskin Prayerbook, the other contains the Godslayer's Seal.	Give to a learned cleric to unlock Black Flame and Black Flame Blade for purchase.	<input type="checkbox"/>
	Royal House Scroll	- Northeast the Forlorn Hound Evergaol	Give to a learned sorcerer to unlock Glintblade Phalanx and Carian Slicer for purchase.	<input type="checkbox"/>
Roundtable hold	Assassin's Prayerbook	- Can be found behind the second Imp Statue door in Roundtable Hold, the first door will require one Key to open, and the second door behind the first requires two keys to open. So you will need three keys total to unlock this.	Give to a learned cleric to unlock Assassin's Approach and Darkness for purchase.	<input type="checkbox"/>
Liurnia of the Lakes	Dragon Cult Prayerbook	- Dropped by a knight patrolling immediately south of the Liurnia of the Lakes Artist's Shack.	Give to a learned cleric to unlock Lightning Spear, Honed Bolt, and Electrify Armament for purchase.	<input type="checkbox"/>
	Fire Monks' Prayerbook	- Liurnia of the Lakes: Found on a corpse in a Fire Monk outpost in the southern landmass.	Give to a learned cleric to unlock O, Flame! and Surge, O Flame! for purchase.	<input type="checkbox"/>
	Conspectus Scroll	- Can be found near the Great Hall of the Raya Lucaria Academy.	Give to a learned sorcerer to unlock Glintstone Cometshard and Star Shower for purchase.	<input type="checkbox"/>
	Academy Scroll	- Found at a Graveyard at the south of Liurnia of the Lakes, by a grave.	Give to a learned sorcerer to unlock Great Glintstone Shard and Swift Glintstone Shard for purchase.	<input type="checkbox"/>
Leyndell, Royal Capital	Two Fingers Prayerbook	- Located nearby a fireplace in the Fortified Manor in Leyndell, Royal Capital.	Give to a learned cleric to unlock Lord's Heal and Lord's Aid for purchase.	<input type="checkbox"/>
	Golden Order Principia	- Located in a chair hanging from the ceiling directly above the Erdtree Sanctuary site in Leyndell, Royal Capital.	Give to a learned cleric to unlock Radagon's Rings of Light and Law of Regression for purchase.	<input type="checkbox"/>
Mountaintop of the Giants	Giant's Prayerbook	- Inside a chest at the very top of Guardian's Garrison in Mountaintops of the Giants. It's in a tower behind NPC mini-boss Chief Guardian Arghanthy, up a ladder.	Give to a learned cleric to unlock Giantsflame Take Thee and Flame, Fall Upon Them for purchase.	<input type="checkbox"/>
Farum Azula	Ancient Dragon Prayerbook	- In the middle of the main hall after finding the Crumbling Beast Grave Depths Farum Azula Site of Grace, in Crumbling Farum Azula.	Give to a learned cleric to unlock Ancient Dragons' Lightning Spear and Ancient Dragons' Lightning Strike for purchase.	<input type="checkbox"/>

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AREA	NAME	ACQUISITION	EFFECT	YN
Weeping Peninsula	Crimson Amber Medallion	can be purchased from the Nomadic Merchant at the eastern side of Weeping Peninsula for 1,500 runes	Raises maximum HP by +6%	<input type="checkbox"/>
	Sacrificial Twig (x3)	can be purchased from the Nomadic Merchant at the eastern side of Weeping Peninsula for 3,000 runes	Will be lost on death in place of runes	<input type="checkbox"/>
	Vidian Amber Medallion	reward for defeating Miranda, the Blighted Bloom in the Tombward Cave	Raises maximum stamina	<input type="checkbox"/>
	Sacrificial Twig	given by Edgr when spoken to for the first time at Castle Mome	Will be lost on death in place of runes	<input type="checkbox"/>
	Spelldrake Talisman	reward for defeating Runebear at the end of the Earthbore Cave in the Weeping Peninsula	Boosts magical damage negation	<input type="checkbox"/>
	Radagon's Scarseal	dropped by the Ancient Hero of Zamor in Weeping Evergald	Raises physical attributes by 3, increases damage taken by -5%	<input type="checkbox"/>
	Twilightblade Talisman	found at the top of a tower accessible by dropping down from the Back of the Castle Grace, to the west	Enhances final hit of chain attacks	<input type="checkbox"/>
Limgrave	Crimson Amber Medallion	can choose one as a Keepsake	Raises maximum HP by +6%	<input type="checkbox"/>
	Roar Medallion	dropped by the Stonedigger Troll, located in the Limgrave Tunnels	Enhances roars and breath attacks	<input type="checkbox"/>
	Flamedrake Talisman	dropped by the Beastman of Farum Azula in Groveside Cave in Limgrave	Boosts fire damage negation	<input type="checkbox"/>
	Halgdrake Talisman	found on a corpse in the Stranded Graveyard, but only accessible via the beach below the Seaside Ruins Grace	Boosts holy damage negation	<input type="checkbox"/>
	Axe Talisman	found in a cellar underneath the Mistwood Ruins	Enhances charge attacks	<input type="checkbox"/>
	Prince of Death's Pustule	found in the Stormveil Castle Crypts, most easily accessible via the Rampart Tower Grace	Raises Vitality	<input type="checkbox"/>
	Claw Talisman	found on a corpse situated in a watchtower accessible from the Rampart Tower Grace	Enhances jump attacks	<input type="checkbox"/>
	Curved Sword Talisman	found in a treasure chest inside the room where you fight the Banished Knight in Stormveil Castle	Enhances guard counters	<input type="checkbox"/>
	Boltdrake Talisman	found on a corpse on the way to the Divine Tower of Limgrave	Boosts lightning damage negation	<input type="checkbox"/>
	Green Turtle Talisman	found in the underground area on the outskirts of Summonwater Village	Raises stamina recovery speed	<input type="checkbox"/>
	Hammer Talisman	dropped by Recusant Henricus northeast of Stormhill Shack	Enhances stamina-reducing attacks against blockers	<input type="checkbox"/>
	Arrow's Reach Talisman	found in a treasure chest inside the Stormgate Towers	Increases bow effective range	<input type="checkbox"/>
	Blue Dancer Charm	dropped by the Guardian Golem in Highroad Cave	Raises attack power with lower equipment load	<input type="checkbox"/>
	Lance Talisman	found in the Northeast Stormhill	Enhances attacks on horseback	<input type="checkbox"/>
	Sacrificial Twig	can be purchased from Patches at Murkwater Cave after he sets up shop for 5,000 runes	Will be lost on death in place of runes	<input type="checkbox"/>
Roundtable Hold	Erdrake's Favor	found in the Fingergok Hero's Grave, guarded by two Grafted Scions in a secret area	Raises maximum HP, stamina and equip load	<input type="checkbox"/>
	Blue-Feathered Branchsword	dropped by the Deathbird east of the Warmaster's Shack	Raises defense when HP is low	<input type="checkbox"/>
	Assassin's Crimson Dagger	dropped by the Black Knife Assassin in the Deathtouched Catacombs	Critical hits restore HP	<input type="checkbox"/>
	Sacred Scorpion Charm	dropped by Anastasia, Tarnished-Eater	Raises holy attack, but lowers damage negation.	<input type="checkbox"/>
	Arsenal Charm	obtained by talking to Nepheli Loux after beating Godrick the Grafted in Stormveil Castle	Raises maximum equipment weight	<input type="checkbox"/>
	Furled Finger's Trick-Mirror	can be purchased from Twin Maiden Husks at the Roundtable Hold for 5,000 Runes	Take on appearance of a Host of Fingers	<input type="checkbox"/>
	Husk's Trick-Mirror	can be purchased from Twin Maiden Husks at the Roundtable Hold for 5,000 Runes	Take on appearance of a cooperator	<input type="checkbox"/>
	Ancestral Spirit's Horn	unlocked via the Remembrance of the Regal Ancestor	Restores FP upon defeating enemies	<input type="checkbox"/>
	Assassin's Cerulean Dagger	dropped by the Black Knife Assassin in Black Knife Catacombs	Critical hits restores FP	<input type="checkbox"/>
	Sacrificial Twig	found on a corpse in Southern Lurnia of the Lakes, only accessible from the top, east of Malefactor's Evergald	Will be lost on death in place of runes	<input type="checkbox"/>
Liurnia of the Lakes	Graven-School Talisman	found in a room filled with PoBoys behind a illusory wall and a ladder in Raya Lucaria Academy, near the Debate Parlor Grace	Raises potency of sorceries	<input type="checkbox"/>
	Ratagoo's Bon	found in the second floor of the Debate Parlor, can be reached by jumping a fence in the courtyard	Shortens spell casting time	<input type="checkbox"/>
	Longtail Cat Talisman	found on a corpse at the bottom of the spinning wheel in Raya Lucaria Academy	Renders the wearer immune to fall damage	<input type="checkbox"/>
	Cerulean Amber Medallion	dropped by the Bloodhound Knight in Lakeside Crystal Cave	Raises maximum FP	<input type="checkbox"/>
	Cerulean Amber Medallion +2	found in a treasure chest in an underground room northwest of Lunar Estate ruins	Raises maximum FP	<input type="checkbox"/>
	Stargazer Heirloom	found on a corpse lying at the top of the Divine Tower of Lurnia	Raises intelligence	<input type="checkbox"/>
	Two Fingers Heirloom	found on the lower level of the Purified Ruins	Raises faith	<input type="checkbox"/>
	Winged Sword Insignia	dropped by the Cleanrot Knight in Stillwater Cave	Raises attack power with successive attacks	<input type="checkbox"/>
	Stewart Horn Charm	found on a corpse in Eastern Lurnia, on the cliffs the west from the Mausoleum Compound Grace	Greatly raises robustness	<input type="checkbox"/>
	Magic Scorpion Charm	obtained by talking Preceptor Selvis after obtaining the Fingerslayer Blade but before giving it to Ranni the Witch	Raises magic attack, but lowers damage negation	<input type="checkbox"/>
	Red-Feathered Branchsword	dropped by the Deathbird northeast of Scenic Site Grace	Raises attack power when HP is low	<input type="checkbox"/>
	Spear Talisman	found in a treasure chest inside Lakeside Crystal Cave near a demi-human campfire	Enhances counterattacks unique to trusting weapons	<input type="checkbox"/>
	Pearldrake Talisman	found behind the first waygate of The Four Belfries	Boosts non-physical damage negation	<input type="checkbox"/>
	Cerulean Seed Talisman	found in the rafters of Carian Study Hall, accessible from the roofs	Boosts FP restoration from Flask of Cerulean Tears.	<input type="checkbox"/>
	Crucible Knot Talisman	dropped by the Omenkiller, located in the Village of the Albinaurics	Reduces damage and impact of headshots taken.	<input type="checkbox"/>
Carian Filigreed Crest	can be purchased from War Counselor Iji if you defeat Bloodhound Knight Darriwil without Blaidd's help, for 1,000 runes	Lowers FP consumed by skills	<input type="checkbox"/>	
Shabriri's Woe	found on a corpse at the edge of the Frenzied Flame Village	Constantly attracts enemies' aggression.	<input type="checkbox"/>	
Companion Jar	Jar Balm questline in east Liurnia	20% damage to throwing pots	<input type="checkbox"/>	
Caelid	Arrow's Sting Talisman	found in a treasure chest on the top of the tower directly above Impassable Greatbridge Grace	Raises attack power of arrows and bolts	<input type="checkbox"/>
	Gold Scarab	dropped by Cleanrot Knight (Sickle) & Cleanrot Knight (Spear) in the Abandoned Cave	Increases runes obtained from defeated enemies	<input type="checkbox"/>
	Great-Jar's Arsenal	reward for defeating the Knights of the Great Jar in Caeld, near the colosseum	Vastly raises maximum equip load	<input type="checkbox"/>
	Prosthesis-Wearer Heirloom	obtained by finishing the sidequest given by Gowry in Caeld, then returning to Millicent to defeat the talisman	Raises Dexterity	<input type="checkbox"/>
	Radagon's Soresaal	found in a corpse in Fort Faroth	Raises physical attributes by 5, increases damage taken by -15%	<input type="checkbox"/>
	Sacrificial Twig (x3)	can be purchased from the Isolated Merchant in Dragonbarrow for 3,000 runes	Will be lost on death in place of runes	<input type="checkbox"/>
	Flamedrake Talisman +2	dropped by the Beastman of Farum Azula (x2) in Dragonbarrow Cave	Boosts fire damage negation	<input type="checkbox"/>
	Bull-Goat's Talisman	found in the back of Dragonbarrow Cave	Raises Poise.	<input type="checkbox"/>
	Starscourge Heirloom	found in Fort Gael	Raises Strength by 5	<input type="checkbox"/>
	Faithful's Canvas Talisman	found on a corpse in Sellia Crystal Tunnel	Raises potency of Incantations	<input type="checkbox"/>
Altus Plateau	Flock's Canvas Talisman	dropped by Gowry after completing the Millicent questline if you kill him	Greatly raises the potency of Incantations	<input type="checkbox"/>
	Spelldrake Talisman +1	found in a small room in the northwest section of town, right under the balcony containing the Staff of Loss	Boosts magical damage negation	<input type="checkbox"/>
	Dragoncrest Shield Talisman	dropped by the Deathbird northeast of Scenic Site Grace	Massively boosts physical damage negation	<input type="checkbox"/>
	Arsenal Charm +1	found on a corpse in the Altus Tunnel	Raises maximum equipment load	<input type="checkbox"/>
	Lightning Scorpion Charm	found in the Wyndham Catacombs in a room sealed by an Imp Statue	Raises lightning attack, but lowers damage negation	<input type="checkbox"/>
	Ritual Sword Talisman	found in a treasure chest in Lux Ruins	Raises attack power when HP is at maximum	<input type="checkbox"/>
	Perfumer's Talisman	found in a treasure in Perfumer's Ruins	Raises potency of perfume items	<input type="checkbox"/>
	Dragonsey Icon	dropped by Godefroy the Grafted in the Golden Lineage Evergald	Enhances charged spells and skills	<input type="checkbox"/>
	Dragoncrest Shield Talisman +1	found in the Sainted Hero's Grave behind an Imp Statue	Boosts physical damage negation	<input type="checkbox"/>
	Boltdrake Talisman +1	found in the Old Altus Tunnel	Boosts lightning damage negation	<input type="checkbox"/>
Mt. Gelmir	Graven-Mass Talisman	found in a chest on a Wagon East Erdtree-Gazing Hill Grace	Boosts granting ability.	<input type="checkbox"/>
	Crimson Seed Talisman	found in the Sainted Hero's Grave	Boosts HP regeneration from Flask of Crimson Tears	<input type="checkbox"/>
	Concocting Vial	dropped by the Black Knife Assassin in Sage's Cave	Concoct's wearer while crouching away from foes	<input type="checkbox"/>
	Sacrificial Twig	found inside a chest at an enemy camp north of Altus Highway Junction Grace	Will be lost on death in place of runes	<input type="checkbox"/>
	Cerulean Amber Medallion +1	found on a corpse in Volcano Manor, behind a Imp Statue, accessible from the Prison Church Grace	Raises maximum HP	<input type="checkbox"/>
	Fire Scorpion Charm	found up the ramparts on a wooden platform to the west in Fort Laiedr within Mt. Gelmir	Raises fire attack, but lowers damage negations	<input type="checkbox"/>
	Dagger Talisman	found behind an Imp Statue, in Volcano Manor in the room before Rykard's portal	Enhances critical hits	<input type="checkbox"/>
	Kindred of Rot's Exultation	found in the Kindred of Rot in Seethewater Cave	Poisoning or rot in vicinity increases attack power	<input type="checkbox"/>
	Pearldrake Talisman +1	found in a treasure chest behind an Imp Statue in Wyndham Ruins	Boosts non-physical damage negation	<input type="checkbox"/>
	Taker's Cameo	reward from Tanith at Volcano Manor for doing the third part of the questline	Restores HP upon defeating enemies	<input type="checkbox"/>
Leyndell, Royal City	Crepus's Vial	reward for defeating Rileigh the Ikie as part of the Volcano Manor questline	Eliminates all sound made by the wearer during movement	<input type="checkbox"/>
	Decaying Woe	obtained at the end of Ryka's questline after the Volcano Manor questline	Increases damage taken	<input type="checkbox"/>
	Vidian Amber Medallion +1	dropped by Margit, the Fell Omen in Capital Outskirts	Raises maximum stamina	<input type="checkbox"/>
	Erdtree's Favor +1	found in the boss room after beating Mohg, the Omen	Raises maximum HP, stamina and equip load	<input type="checkbox"/>
	Flamedrake Talisman +1	found on the ground against a column on the bridge with the Fell Twins	Boosts fire damage negation	<input type="checkbox"/>
	Halgdrake Talisman +1	found on a corpse near the Leyndell Catacombs Grace behind two illusory walls	Boosts holy damage negation	<input type="checkbox"/>
	Crucible Scale Talisman	found on a corpse in the Leyndell Catacombs, accessible by riding up the trap column	Reduces damage taken from critical hits	<input type="checkbox"/>
	Crucible Feather Talisman	found in a secret area within the Auriza Hero's Grave	Improves dodge rolling but increases damage taken	<input type="checkbox"/>
	Ritual Shield Talisman	found in front of the doors of the Leyndell Colosseum	Raises defense when HP is at maximum	<input type="checkbox"/>
	Blessed Dew Talisman	found in a treasure chest on the Divine Bridge, guarded by a Golem	Slowly restores HP	<input type="checkbox"/>
Mountaintops of the Giants	Cerulean Amber Medallion +1	found on a corpse hanging by a wooden ledge above the southern walls of Castle Sol	Raises maximum FP	<input type="checkbox"/>
	Lord of Blood's Exultation	dropped by Elgse, Priest of Blood in Leyndell Catacombs	Blood loss in vicinity increases attack power	<input type="checkbox"/>
	Primal Glintstone Blade	found in a treasure chest in the underground area of the Stargazer Ruins	Spells consume less FP, but maximum HP is reduced	<input type="checkbox"/>
	Pearldrake Talisman +2	found on a corpse above the Halgtree Town Grace	Boosts non-physical damage negation	<input type="checkbox"/>
	Godskin Swaddling Cloth	dropped by Godskin Apostle & Godskin Noble in the Spiritcaller's Cave	Successive attacks restore HP	<input type="checkbox"/>
Consecrated Snowfield	Vidian Amber Medallion +2	found in a treasure chest accessible from the roof with the Summoning Snail near the Halgtree Town Plaza Grace	Raises maximum stamina	<input type="checkbox"/>
	Silver Scarab	found in a treasure chest past an illusory wall in the Hidden Path to the Halgtree	Raises item discovery	<input type="checkbox"/>
	Stewart Horn Charm +1	found on the west of Consecrated Snowfield, on the way to Yelough Anix Tunnel entrance	Greatly raises robustness	<input type="checkbox"/>
	Marika's Soresaal	found on an altar in a room requiring a Stonesword Key in Elphai, Brace of the Halgtree	Greatly raises magical attributes, but also increases damage taken	<input type="checkbox"/>
	Millicent's Prosthesis	obtained by killing Millicent at the end of her questline	Boosts dexterity, raises attack power with successive attacks	<input type="checkbox"/>
	Rotten Winged Sword Insignia	reward for choosing to assist Millicent and successfully defeating her sisters	Greatly raises attack power with successive attacks	<input type="checkbox"/>
	Graven-Mass Talisman	found at the top of Albinauric Rise within the eastern Consecrated Snowfield	Greatly raises potency of sorceries.	<input type="checkbox"/>
Crumbling Farum Azula	Dragoncrest Greatshield Talisman	found in a treasure chest on an elevated platform inside the large building in the northeast of Elphai, Brace of the Halgtree	Enormously boosts physical damage negation	<input type="checkbox"/>
	Spelldrake Talisman +2	found on a corpse in the secret catacombs underneath the Hidden Path to the Halgtree, to the right before the Stray Mimic Tear	Boosts magical damage negation.	<input type="checkbox"/>
	Warrior Jar Shard	obtained by completing Iron Fist Alexander's questline	Boosts the attack power of skills	<input type="checkbox"/>
	Shard of Alexander	obtained by completing Iron Fist Alexander's questline	Greatly boosts the attack power of skills	<input type="checkbox"/>
	Old Lord's Talisman	found in a treasure chest to the east of the Dragon Temple Rooftops Grace	Extends spell effect duration	<input type="checkbox"/>
Leyndell, Capital of Ash	Dragoncrest Shield Talisman +2	found on a corpse in a floating platform between Dragon Temple Lift and Dragon Temple Rooftop	Boosts physical damage negation	<input type="checkbox"/>
	Boltdrake Talisman +2	found on a corpse accessible by dropping off a cliff to the east of where there is an Ancient Dragon	Boosts lightning damage negation.	<input type="checkbox"/>
	Crimson Amber Medallion +2	found in Leyndell, Capital of Ash, just before entering the Subterranean Shunning-Grounds	Raises max HP	<input type="checkbox"/>
Siofra River	Erdtree's Favor +2	found on top of a branch jutting out of the ground in a large courtyard in the engdame	Raises maximum HP, stamina and equip load	<input type="checkbox"/>
	Clarifying Horn Charm	found on a corpse lying on the stairs leading to the lift going up to the Deep Siofra Well.	Raises Focus	<input type="checkbox"/>
Nokron, Eternal City	Marika's Scarseal	found on a corpse at the base of the waterfall found at the highest level of Siofra River	Raises magical attributes, but also increases damage taken	<input type="checkbox"/>
	Clarifying Horn Charm +1	found on a corpse in the middle and at the lowest floor of a ruin in Nokron, Eternal City	Raises Focus	<input type="checkbox"/>
Mohgwyn Palace	Dragoncrest Greatshield Talisman	found on a corpse at very edge of the ruined bridge leading to Nokron, Eternal City, accessible via waygate at The Four Belfries	Raises Robustness, Immunity, and Focus	<input type="checkbox"/>
	Mottled Necklake +1	found on a corpse on top of some ruined arches in Nokron, Eternal City	Raises Robustness, Immunity, and Focus	<input type="checkbox"/>
Ainsel River	Halgdrake Talisman +2	found on a corpse in Mohgwyn Palace, in a small cluster of graves near a watchful Giant Crow perched up high	Boosts holy damage negation	<input type="checkbox"/>
Nokstella, Eternal City	Immunizing Horn Charm	found on a corpse in an ant nest in Ainsel River	Raises Immunity	<input type="checkbox"/>
Lake of Rot	Moon of Nokstella	found in a chest underneath a massive throne in Nokstella, Eternal City	Increases memory slots	<input type="checkbox"/>
	Immunizing Horn Charm +1	reward for defeating a wandering shaman in the Lake of Rot	Raises Immunity.	<input type="checkbox"/>

MEMORY STONES & TALISMAN POUCHES

AREA	NAME	LOCATION	BOSSSES	NOTES	Y/N
Weeping Peninsula	Memory Stone #1	Ordys' Rise, on the plateau to the east side of the Weeping Peninsula			<input type="checkbox"/>
Limgrave	Talisman Pouch #1	game starts with a Talisman Pouch			<input type="checkbox"/>
	Talisman Pouch #2	reward for defeating Margit, the Fell Omen in Stormveil Castle	Margit, the Fell Omen		<input type="checkbox"/>
Roundtable Hold	Memory Stone #2	purchasable from Twin Maiden Husks at the Roundtable Hold for 3,000 Runes	None		<input type="checkbox"/>
	Talisman Pouch #3	speak to Finger Reader Enia, after acquiring two Great Runes	Any 2 Demigods	will appear in Twin Maiden Husks' shop if you progress too far	<input type="checkbox"/>
	Memory Stone #3	found in an abandoned tower overlooking the lakes from the southwest.			<input type="checkbox"/>
Liurnia of the Lakes	Memory Stone #4	reward for defeating Red Wolf of Radagon in Raya Lucaria Academy	Red Wolf of Radagon		<input type="checkbox"/>
	Memory Stone #5	found in a lower north of raya lucaria academy			<input type="checkbox"/>
	Memory Stone #6	found in a chest on the top floor of Selvia's Rise near caria manor	Glintstone Dragon Adula		<input type="checkbox"/>
	Memory Stone #7	found in a chest at the top floor of Lenne's Rise in eastern Caelid		must use the spiritspring to enter	<input type="checkbox"/>
Caelid	Memory Stone #8	reward for defeating Demi-Human Queen Maggie, northeast of Hermit Village	Demi-Human Queen Maggie		<input type="checkbox"/>
	Talisman Pouch #4	reward for defeating Godfrey, First Elden Lord in Leydell, Royal Capital	Godfrey, First Elden Lord		<input type="checkbox"/>
Leydell, Royal Capital					<input type="checkbox"/>

DRAGON HEARTS & DEATHROOTS

AREA	NAME	ACQUISITION	NOTES	Y/N
Limgrave	Deathroot #1	defeat the Tibia Mariner in northeast Limgrave in Summonwater Village		<input type="checkbox"/>
	Deathroot #2	defeat the Black Knife Assassin in the Deathtouched Catacombs		<input type="checkbox"/>
	Dragon Heart #1	defeat Flying Dragon Agheel in Agheel Lake		<input type="checkbox"/>
Liurnia of the Lakes	Deathroot #3	defeat the Cemetary Shade in the Black Knife Catacombs		<input type="checkbox"/>
	Deathroot #4	defeat the Tibia Mariner southwest of Carian Study Hall in east Liurnia of the Lakes		<input type="checkbox"/>
	Dragon Heart #2, #3, & #4	defeat Glintstone Dragon Adula in front of the Cathedral of Manus Celes	Must first be fought and brought down to half health in The Three Sisters.	<input type="checkbox"/>
	Dragon Heart #5	defeat Glintstone Dragon Smarag west Raya Lucaria Academy		<input type="checkbox"/>
	Dragon Heart #6	defeat Magma Wym Makar in Ruin-Strewn Precipice		<input type="checkbox"/>
	Dragon Heart #7, #8, & #9	defeat three dragons in Moonlight Altar	Non-boss enemies.	<input type="checkbox"/>
Caelid	Dragon Heart #10	defeat Decaying Ekzykes, northwest of the Cathedral of Dragon Communion		<input type="checkbox"/>
	Dragon Heart #11	defeat Flying Dragon Greyll, northeast Caelid on the Farum Greatbridge		<input type="checkbox"/>
	Dragon Heart #12, #13, #14, #15, & #16	defeat Elder Dragon Greyll in front of Fort Faroth	Surrounded by smaller dragons who will attack you, but Greyll won't.	<input type="checkbox"/>
	Dragon Heart #17	defeat the Magma Wym in Gael Tunnel bordering Limgrave		<input type="checkbox"/>
Mt. Gelmir	Deathroot #5	defeat the Tibia Mariner in the Wyndham Ruins		<input type="checkbox"/>
	Deathroot #6	inside Gelmir Hero's Grave	Inside a treasure chest.	<input type="checkbox"/>
	Dragon Heart #18	defeat the Magma Wym in Volcano Manor		<input type="checkbox"/>
	Dragon Heart #19	defeat the Magma Wym near Seethwater Terminus to the west of Mt. Gelmir		<input type="checkbox"/>
Mountaintops of the Giants	Deathroot #7	inside the Giants' Mountaintop Catacombs	Inside a treasure chest.	<input type="checkbox"/>
	Deathroot #8	defeat the Tibia Mariner south of Castle Sol, on a cliff edge		<input type="checkbox"/>
	Dragon Heart #20	defeat Borealis, the Freezing Fog in the frozen lake in the northeast		<input type="checkbox"/>
Consecrated Snowfield	Dragon Heart #21	defeat Great Wym Theodorix, north of Albinauric Rise		<input type="checkbox"/>
	Deathroot #9	inside catacombs underneath the Hidden Path to the Haligtree	Inside a treasure chest.	<input type="checkbox"/>

WHETSTONES

AREA	NAME	EFFECT	LOCATION	NOTES	Y/N
Limgrave	Whetstone Knife	Can add new battle arts and affinities to weapons	found in a treasure chest underground in the Gatefront Ruins		<input type="checkbox"/>
	Iron Whetblade	Grants Quality, Keen, or Heavy affinity upgrade to weapon	found on a corpse in a room accessible from the kitchen area	Requires a Stonesword Key.	<input type="checkbox"/>
Liurnia of the Lakes	Glinstone Whetblade	Grants Magic or Cold affinity upgrade to weapon	found on a corpse near the debate hall in Raya Lucaria Academy		<input type="checkbox"/>
Caelid	Red-Hot Whetblade	Grants Fire and Flame Art affinity upgrade to weapon	found on a corpse in the northwest of Redmane Castle, near an Iron Virgin	Need to beat Radahn or arrive before the Radahn Festival starts.	<input type="checkbox"/>
Nokron	Black Whetblade	Grants Poison, Blood, or Occult affinity upgrade to weapon	found on a corpse slumped in front of an altar in Night's Sacred Ground		<input type="checkbox"/>
Leyndall, Royal Capital	Sanctified Whetblade	Grants Lightning or Sacred affinity upgrade to weapon	found in the Fortified Manor, accessible from the Avenue Balcony Grace		<input type="checkbox"/>

CRACKED POTS, RITUAL POTS, & PERFUME BOTTLES

AREA	NAME	ACQUISITION	NOTES	Y/N
Weeping peninsula	Cracked Pot 1	One (1) Can be bought from the Nomadic Merchant at the eastern side of Weeping Peninsula, near Castle Morne Rampart for 600 Runes.		<input type="checkbox"/>
Limgrave	Cracked Pot 2,3, and 4	Three (3) can be purchased from Merchant Kale for 300 Runes. He can be found at the Church of Eileh in Limgrave.		<input type="checkbox"/>
	Cracked Pot 5	One (1) can be purchased from the Nomadic Merchant in North Limgrave for 600 Runes. .		<input type="checkbox"/>
	Cracked Pot 6&7	Two (2) can be found in Stormveil Castle in an area with Living Pots between the Secluded Cell and Liftside Chamber (after 2nd shortcut) sites of grace. .		<input type="checkbox"/>
	Cracked Pot 8	One (1) can be found in Groveside Cave on a body near the entrance near some wolves.		<input type="checkbox"/>
Liurnia of the Lakes	Cracked Pot 9	Found in Caria Manor's cliffside graveyard. .		<input type="checkbox"/>
	Cracked Pot 10	One (1) can be found in the Raya Lucaria Academy, immediately after the Debate Parlor site. It is on a body near some living pots. .		<input type="checkbox"/>
	Cracked Pot 11	One (1) can be found in Caria Manor. After defeating the boss, turn back and drop a series of platforms on the right. It is located near some Living Pots.		<input type="checkbox"/>
	Cracked Pot 12, 13, &14	Jarburg in eastern Liurnia: 3 Cracked Pots can be found in the village. The first is on a corpse in front of the blocked door of a hut north of where you drop down into the village. The second is in a hut northeast of the first pot. The last Cracked Pot is found on a large headstone in the south along the main road in the village.		<input type="checkbox"/>
	Ritual pot 1	Liurnia of the Lakes: Found on a corpse sitting in the northern section of the Laskyar Ruins	If not found in the mountaintop of giants it may be found here for a second time	<input type="checkbox"/>
	Ritual Pot 2	Found inside a treasure chest, at the end of the hallway that is guarded by sorcerers and a giant Living Jar. The nearest site of grace is the Schoolhouse Classroom in Raya Lucaria Academy.		<input type="checkbox"/>
	Ritual Pot 3	Sold by Pidia, Carian Servant at Caria Manor: on a balcony above the Manor Lower Level bonfire. Only accessible by dropping down the cliffs from the southwestern side of the Three Sisters sub-area.		<input type="checkbox"/>
	Ritual Pot 4&5	Jarburg in eastern Liurnia: Two can be found in the village. The first is found on the roof of a hut in the north, use the cliffs to get on top of the hut. The second can be found on top of a large decorative jar in the south.		<input type="checkbox"/>
Caelid	Perfume Bottle 1	One (1) can be found in Street of Sages Ruins directly west of Inner Aeonian Grace, along with the Traveling Perfumers Attire, guarded by Miranda Flowers.		<input type="checkbox"/>
	Cracked Pot 15	Can be purchased from the Nomadic Merchant in south Caelid for 1,500 Runes. .		<input type="checkbox"/>
	Cracked Pot 16	Minor Erdtree (Caelid): Circle around the tree and look to the northwest cliffs for a tree branch extending from them. The cracked pot can be found at the end of this branch.		<input type="checkbox"/>
	Ritual pot 6	Sold by the Isolated Merchant in Dragonbarrow for 3,000 Runes.		<input type="checkbox"/>
Altus plateau	Perfume bottle 2	One (1) north of Altus Highway Junction, in the small camp next to the Erdtree sapping, enemies are guarding a body with the bottle		<input type="checkbox"/>
	Perfume bottle 3&4	Two (2) Found at Perfumer's Ruins, North-West of the Abandoned Coffin Site of Grace in Altus Plateau. One is on a table, the other is in a chest. See it on the .		<input type="checkbox"/>
	Perfume Bottle 5	One (1) at Perfumer's Grotto, in the second area after encountering the second Giant Poison Flower, turn back to the corner to find two chests with one contain a Perfume Bottle.		<input type="checkbox"/>
	Perfume Bottle 6	One (1) can be found at The Shaded Castle, on a body at the edge of a part of the inner east wall, below this body there is a large Poison Skeleton looking up.		<input type="checkbox"/>
Mt Gelmir	Perfume Bottle 7	One (1) can be found on a corpse in Volcano Manor in a locked room unlocked using the Drawing-Room Key.		<input type="checkbox"/>
Leyndell, Royal Capital	Perfume Bottle 8	One (1) at Leyndell, Royal Capital, found inside a chest, within the second floor on the tower next to the East Rampart.		<input type="checkbox"/>
	Perfume Bottle 9	One (1) sold by the Hermit Merchant at Hermit Merchant's Shack outside Leyndell, Royal Capital for 2,000 Runes.		<input type="checkbox"/>
	Perfume Bottle 10	One (1) in Leyndell, Royal Capital, found guarded by a lesser Leonine Misbegotten on the east side of the eastern pond.		<input type="checkbox"/>
	Cracked Pot 18	One (1) can be found northwest of the Avenue Balcony WP in Leyndell, Royal Capital. It is on a corpse one level below the WP and through a couple doors. .		<input type="checkbox"/>
	Cracked Pot 19&20	Two can be found within Auriza Side Tomb .		<input type="checkbox"/>

	Ritual pot 7&8	Auriza Side Tomb: 2 found inside this tomb. First is found by following the main path to the trap chest, getting teleported. Then make your way down the path and take the secret room trap chest, at your new location go forward then drop down. Start making your way up the stairs and you should find the pot sitting in front a giant Living Jar.		<input type="checkbox"/>
	Ritual pot 9	Subterranean Shunning-Grounds: Found at the end of the tunnel maze just before the elevator to the Forsaken Depths grace.		<input type="checkbox"/>
Mountaintop of Giants	Ritual pot 10	Giants' Mountaintop Catacombs: Found in a room with a large Living Jar.		<input type="checkbox"/>

LARVAL TEARS

AREA	NAME	ACQUISITION	NOTES	Y/N
Limgrave	Larval Tear 1	Dropped by a Lesser Runebear disguised as an Undead Soldier East of the Agheel Lake South Site of Grace		<input type="checkbox"/>
Siofra River	Larval Tear 2	Purchased from the Nomadic Merchant in Siofra River for 3000 Runes	One only	<input type="checkbox"/>
Liurnia of the Lakes	Larval Tear 3	Found in the graveyard of the town, at Village of the Albinaurics.		<input type="checkbox"/>
	Larval Tear 4	Dropped by a Grafted Scion disguised as a Giant Lobster when defeated. Located between Rose Church and Boilprawn Shack.		<input type="checkbox"/>
	Larval Tear 5	Found in the graveyard east of Caria Manor after obtaining the Resurrection Painting.		<input type="checkbox"/>
	Larval Tear 6	Purchased from Pidia for 3000 runes. He can be reached after defeating Royal Knight Loretta by dropping down the cliffs from the southeastern side of the Three Sisters sub-area onto a balcony.	One only	<input type="checkbox"/>
Caelid	Larval Tear 7	Dropped by a Troll disguised as an Undead Soldier in Caelid, south of the Caelid Highway South Site of Grace.		<input type="checkbox"/>
Nokron, Eternal City	Larval Tear 8	Found on a corpse inside the stone building southeast of the Nokron, Eternal City Site of Grace.		<input type="checkbox"/>
	Larval Tear 9	Found on a corpse in the middle of a gazebo in Nokron, Eternal City. When approaching the corpse, slimes will fall down.		<input type="checkbox"/>
	Larval Tear 10	Dropped by a Silver Tear disguised as a large inanimate ball in Night's Sacred Ground.		<input type="checkbox"/>
	Larval Tear 11	Dropped by Mimic Tear when defeated		<input type="checkbox"/>
Nokstella	Larval Tear 12	Dropped by a Silver Tear disguised as a large inanimate ball on the bridge in Nokstella, Eternal City		<input type="checkbox"/>
	Larval Tear 13	Dropped by a silver ball		<input type="checkbox"/>
	Larval Tear 14	Dropped by a silver ball		<input type="checkbox"/>
	Larval Tear 15	Dropped by a silver ball		<input type="checkbox"/>
Atlus Plateau	Larval Tear 16	Dropped by a Lion Guardian disguised as an Undead Soldier cowering in a corner in the unnamed ruins east of Woodfolk Ruins.		<input type="checkbox"/>
Mt Gelmir	Larval Tear 17	Dropped by Colossal Wormface disguised as charred corpse when defeated. Due East from the Road of Inequities grace		<input type="checkbox"/>
Consecrated Snowfield	Larval Tear 18	Dropped by a Runebear disguised as a pilgrim in the Consecrated Snowfield. They are located southeast of the Inner Consecrated Snowfield site of grace	The disguised pilgrim is half-buried in snow with two other pilgrims, one carrying a torch, standing around it.	<input type="checkbox"/>

COOKBOOKS

Area	Name	Location	What is unlocked	Y/N
Weeping Peninsula	Nomadic Warrior's Cookbook [9]	- Found inside Tombsward Catacombs in Weeping Peninsula. Sealed behind an Imp Statue barrier. Requires a Stonesword Key to break the seal.	- Rancor Pot	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [8]	- Can be looted off a corpse found inside Tombsward Cave.	- Poison Grease - Drawstring Poison Grease	<input type="checkbox"/>
Limgrave	Armorer's Cookbook [3]	- Can be bought from the Nomadic Merchant in East Limgrave for 2000 Runes.	- Exalted Flesh	<input type="checkbox"/>
	Armorer's Cookbook [1]	- Can be found in a Kaide Sellword camp North-East of the Agheel Lake North Site of Grace in Limgrave.	- Fire Grease - Drawstring Fire Grease - Fireproof Dried Liver	<input type="checkbox"/>
	Missionary's Cookbook [1]	- Can be purchased from Merchant Kalé for 1000 Runes. Kalé is located in: Limgrave, Church of Elleh. - Can be found at Church of Elleh - Can be purchased from Twin Maiden Husks at the Roundtable Hold after giving them Kale's Bell Bearing	- Holy Water Pot - Roped Holy Water Pot	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [1]	- Can be purchased from Merchant Kalé for 500 Runes. Kalé is located in: Limgrave, Church of Elleh. - Can be purchased from Twin Maiden Husks at the Roundtable Hold after giving them Kale's Bell Bearing	- Bone Arrow - Bone Arrow (Fletched) - Bone Bolt	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [2]	- Can be purchased from Merchant Kalé for 500 Runes. Kalé is located in: Limgrave, Church of Elleh. - Can be purchased from Twin Maiden Husks at the Roundtable Hold after giving them Kale's Bell Bearing	- Glowstone - Invigorating Cured Meat - Invigorating White Cured Meat	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [3]	- Can be purchased from the Nomadic Merchant in North Limgrave for 600 Runes.	- Pickled Turtle Neck - Poisonbone Arrow - Poisonbone Arrow (Fletched) - Poisonbone Bolt	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [5]	- Can be bought from the Nomadic Merchant in East Limgrave for 1500 Runes.	- Beastlure Pot	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [6]	- Can be looted from the dead body in the room at the top of the main stairs of Fort Haight.	- Blood Grease - Drawstring Blood Grease - Bloodbone Arrow - Bloodbone Arrow (Fletched) - Bloodbone Bolt	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [4]	- Obtained in the south of Mistwood. Found on a corpse at the side of the road close to the Siofra River Well.	- Fetid Pot - Roped Fetid Pot	<input type="checkbox"/>
	Fevor's Cookbook [1]	- Found on a corpse in the graveyard in a plateau south from Summonwater Village Outskirts.	- Sleep Pot	<input type="checkbox"/>
	Missionary's Cookbook [2]	- Can be purchased from Patches for 800 Runes.	- Scriptstone - Grace Mimic - Gold-Pickled Fowl Foot	<input type="checkbox"/>
	Armorer's Cookbook [2]	- Can be bought from the Nomadic Merchant for 600 Runes. He is located south-east of Coastal Cave.	- Firebone Arrow - Firebone Arrow (Fletched) - Firebone Bolt - Neutralizing Boluses	<input type="checkbox"/>
	Fevor's Cookbook [1]	- It's found at the very edge of the collapsed bridge next to Stormveil Castle, crossing it from Stormhill. Held by a dead man sitting there. There's no big risk to fall as there is ground below and the fall is non-lethal.	- Stanching Boluses - Soft Cotton - Rainbow Stone Arrow - Fire Pot - Roped Fire Pot	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [10]	- On a dead body in Stormveil Castle. - From Rampart Tower (Site of Grace), head out the north door. Jump to the roof immediately visible to the east. - Follow the left ledge, then jump down to the level with the 2 enemies (optional combat). - Cross the bridge, the recipe is on the corpse directly ahead guarded by 2 weak enemies.	- Stormwing Bone Arrow	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [11]	- Can be purchased from the Nomadic Merchant in Liurnia of the Lakes for 1500 Runes.	- Crystal Dart - Spellproof Dried Liver - Shattershard Arrow	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [13]	- Can be purchased from the Nomadic Merchant located in Liurnia of the Lakes. It costs 2,000 Runes.	- Bone Great Arrow - Bone Great Arrow (Fletched) - Bone Ballista Bolt	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [12]	- "Nomadic Warrior's Cookbook [12]" can be found at Rose Church, along the southern walls.	- Cursed-Blood Pot	<input type="checkbox"/>
	Fevor's Cookbook [2]	- Purchased from a merchant on the east path after entering the Academy of Raya Lucaria for 3500 Runes.	- Soporific Grease - Drawstring Soporific Grease - Sleepbone Arrow - Sleepbone Arrow (Fletched) - Sleepbone Bolt	<input type="checkbox"/>
	Glintstone Craftsman's Cookbook [1]	- Dropped by a Noble at an enemy outpost found following the way to the northwest of the Church of Irith.	- Cuckoo Glintstone	<input type="checkbox"/>
	Glintstone Craftsman's Cookbook [2]	- Found in a corpse just by the Laskyar Ruins Site of Grace.	- Freezing Grease	<input type="checkbox"/>
Glintstone Craftsman's Cookbook [3]	- Highway Lookout Tower in eastern Liurnia. Found in a chest inside the tower.	- Albinauric Pot	<input type="checkbox"/>	
Glintstone Craftsman's Cookbook [4]	- From the Academy Gate Town Site of Grace, head northwest and look for a sunken church building with enemies on the roof. The chest is located inside a tower that you can jump inside. - Right next to the Academy Gate Town map icon on the left/west.	- Magic Pot - Roped Magic Pot - Shield Grease	<input type="checkbox"/>	
Glintstone Craftsman's Cookbook [5]	- Looted from a treasure chest inside a room. From the Schoolhouse Classroom site of Raya Lucaria Academy, go to the hallway, turn left.	- Magic Grease - Drawstring Magic Grease - Magicbone Arrow - Magicbone Arrow (Fletched) - Magicbone Bolt	<input type="checkbox"/>	
Glintstone Craftsman's Cookbook [6]	- Caria Manor: Found in a small room southeast of the gardens.	- Freezing Pot	<input type="checkbox"/>	
Glintstone Craftsman's Cookbook [7]	- Sold by Pidia, Carian Servant at Caria Manor.	- Coldbone Arrow - Coldbone Arrow (Fletched) - Coldbone Bolt	<input type="checkbox"/>	
Frenzied's Cookbook [1]	- Found on a body in one of the houses of the Frenzied Flame Village.	- Clarifying Boluses	<input type="checkbox"/>	
Caelid	Nomadic Warrior's Cookbook [15]	- Can be purchased from the Nomadic Merchant in south Caelid for 4,000 Runes.	- Rotbone Arrow - Rotbone Arrow (Fletched) - Rotbone Bolt	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [14]	- Cookbook item. Found on one of the two corpses in the Smoldering Church.	- Poison Pot - Roped Poison Pot - Poisonbone Dart	<input type="checkbox"/>
	Armorer's Cookbook [4]	- Can be found in Redmane Castle in the northwestern gate house.	- Redmane Fire Pot	<input type="checkbox"/>
	Armorer's Cookbook [5]	- Can be found in Redmane Castle. Through a door in the southwest, past a room with an assassin enemy is an outdoors area with a ladder and a door to the right. The cookbook is in the room to the right. Please note that the doors in Redmane Castle open only after defeating the Misbegotten Warrior & Crucible Knight bosses.	- Immunizing Cured Meat - Immunizing White Cured Meat	<input type="checkbox"/>
	Missionary's Cookbook [3]	- Cookbook item. Found on one of the two corpses in the Smoldering Church.	- Silver-Pickled Fowl Foot	<input type="checkbox"/>

	Ancient Dragon Apostle's Cookbook [3]	- Cathedral of Dragon Communion in southern Caelid. Found on a corpse tucked under the dragon's chest.	- Dragonwound Grease	<input type="checkbox"/>
Siofra	Armorer's Cookbook [6]	- Found on a corpse in Siofra River sitting by a cliff's edge, next to some enemies. - To get there port to Grace . Jump up on the ledges behind you next to the pillar using Torrent, then follow the cliff to the west.	- Preserving Boluses - Soap - Oil Pot - Roped Oil Pot	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [17]	- Can be purchased from the Nomadic Merchant in Siofra River for 1000 Runes.	- Dappled Cured Meat - Dappled White Cured Meat	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [18]	- Can be purchased from the Nomadic Merchant in Siofra River for 6000 Runes.		<input type="checkbox"/>
	Missionary's Cookbook [5]	- Found on a corpse in a circular section of the Siofra Aqueduct. From the Aqueduct-Facing Cliffs Site of Grace, head northeast out onto the cliff, drop down onto the diagonal beam and down the circular building. Across the bridge towards the southwest is a Crucible Knight enemy, the room behind him is where this cookbook is located.	- Sacred Order Pot	<input type="checkbox"/>
Mohgwyn	Nomadic Warrior's Cookbook [24]	- Mohgwyn Palace: Found on a corpse by the edge of the cliffs southeast of the blood marsh. From the Palace Approach Ledge-Road Site of Grace, head north down into the blood swamp, hugging the left wall. Once you reach a large open area, you should see a Golden Tree on a ledge above you, jump onto this rock and you will see a giant crow enemy, the corpse where this cookbook is found is resting on the cliff nearby.	- Swarm Pot - Roped Fly Pot	<input type="checkbox"/>
	Favor's Cookbook [3]	- Reward from Gideon Ofnir after visiting Mohgwyn Dynasty Mausoleum	- Bewitching Branch	<input type="checkbox"/>
Ainsel River	Perfumer's Cookbook [4]	- Can be purchased from the Nomadic Merchant in Ainsel River for 3000 Runes.	- Acid Spraymist	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [16]	- Can be purchased from the Nomadic Merchant in Ainsel River for 2500 Runes.	- Thawfrost Boluses - Stimulating Boluses	<input type="checkbox"/>
Lake of Rot	Nomadic Warrior's Cookbook [22]	- Found in a chest in a ruin in the western section of the Lake of Rot.	- Rot Pot - Rot Grease - Drawstring Rot Grease	<input type="checkbox"/>
Altus plateau	Nomadic Warrior's Cookbook [19]	- Found on the ground inside of the smaller ruined building at Woodfolk Ruins in Altus Plateau.	- Sweet Raisin - Warming Stone	<input type="checkbox"/>
	Perfumer's Cookbook [2]	- Found on a corpse sitting in a chair on one of the rooftops at The Shaded Castle, in Altus Plateau. From the Shaded Castle Inner Gate Site of Grace, head north and climb up the ladder on your left. Enter the dark library area and look for a ladder up, climb up to find the Cookbook.	- Poison Spraymist - Bloodboil Aromatic	<input type="checkbox"/>
	Perfumer's Cookbook [1]	- In the first chest when entering Perfumer's Ruins, NW of Abandoned Coffin site in Altus Plateau. Near the table where the Perfume Bottle is located.	- Spark Aromatic - Uplifting Aromatic	<input type="checkbox"/>
	Ancient Dragon Apostle's Cookbook [2]	- Can be purchased from a Merchant that you can find between Writheblood Ruins and The Minor Erdtree (Altus Plateau). The Merchant is near the Great Forest Spanning Bridge south of these two locations. To get here, go North of the Altus Highway Junction Grace, following the road.	- Lightning Pot - Roped Lightning Pot	<input type="checkbox"/>
	Ancient Dragon Apostle's Cookbook [1]	- Found in Wyndham Catacombs on a body in the room behind the rusted bars in the sewers. Can be reached by going under the raising floor in the room with the spike ceiling.	- Lightning Grease - Drawstring Lightning Grease - Lightningbone Arrow - Lightningbone Arrow (Fletched) - Lightningbone Bolt	<input type="checkbox"/>
Mt Gelmir	Armorer's Cookbook [7]	- Can be found in Fort Laiedd, in western Mt. Gelmir, on the bottom floor once past the wooden door.	- Giantsflame Fire Pot	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [20]	- Can be purchased from the Nomadic Merchant in Mt. Gelmir for 3000 Runes.	- Volcano Pot - Roped Volcano Pot	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [21]	- Can be found Inside the Volcano Manor, going upstairs when you enter the hallway from the lobby, enter the first door to the right, the same one with the corpse with a Perfume Bottle. Follow the path through a room full of Snails and you'll end up with a room with two ways forward - one down a flight of steps, another through an open doorway to your left. Head left first, being wary of Snails that may ambush you and continue until you reach a dead end. The corpse at the end of this passageway has the "Nomadic Warrior's Cookbook [21]" on it, and to the left of it, reveal another hidden door that opens up into a room with the Depraved Perfumer Carmaan Ashes.	- Alluring Pot	<input type="checkbox"/>
	Missionary's Cookbook [6]	- Volcano Manor Region; From Temple of Eiglay Site of Grace, take the lift up and go outside, following the path and dropping down into the area with the lava and slugs. Cross the rock bridge and drop down onto a lower area on the left and continue up the path until you reach a large, open area of lava and a Pendulum Statue enemy. Jump through a window into a dark room and climb down the ladder near the door, continue down the stairs and the corpse with this cookbook can be found behind a cell door.	- Holyproof Dried Liver	<input type="checkbox"/>
	Missionary's Cookbook [2]	- Can be purchased from Patches for 800 Runes.	- Scriptstone - Grace Mimic - Gold-Pickled Fowl Foot	<input type="checkbox"/>
Leyndall, Royal Capital	Missionary's Cookbook [4]	- Minor Erdtree Church, Capital area.	- Holy Grease - Drawstring Holy Grease - Haligbone Arrow - Haligbone Arrow (Fletched) - Haligbone Bolt	<input type="checkbox"/>
	Perfumer's Cookbook [3]	- Auriza Side Tomb, open the transporter chest in the room with many benches. The room you'll be teleported to will have a corpse with "Perfumer's Cookbook [3]" on it.	- Ironjar Aromatic	<input type="checkbox"/>
	Frenzied's Cookbook [2]	- in the Subterranean Shunning-Grounds below Leyndell, Royal Capital.	- Frenzyflame Stone	<input type="checkbox"/>
Mountaintop of Giants	Missionary's Cookbook [7]	- Sold by the Nomadic Merchant located in eastern Mountaintops of the Giants for 7,500 Runes.	- Rejuvenating Boluses	<input type="checkbox"/>
Consecrated Snowfield	Glintstone Craftsman's Cookbook [8]	- Can be found at Consecrated Grounds Southwest of Albinauric's Rise. There will be 3 Arcane Sphere of Faces encircling a corpse with the Cookbook.	- Academy Magic Pot	<input type="checkbox"/>
	Nomadic Warrior's Cookbook [23]	- Found in Consecrated Snowfield: Follow the road north and past the first Site of Grace (Consecrated Snowfield), it will be on a corpse just by the road.	- Frozen Raisin - Clarifying Cured Meat - Clarifying White Cured Meat	<input type="checkbox"/>
Farum Azula	Ancient Dragon Apostle's Cookbook [4]	- Can be acquired at the top roof of Crumbling Farum Azula. You will find the Cookbook after defeating the dragon, passing the building behind it.	- Ancient Dragonbolt Pot - Lightningproof Dried Liver	<input type="checkbox"/>

BELL-BEARINGS

Area	Name	Location	Twin Maiden Husks Shop Unlocks	Y/N
Weeping Peninsula	Isolated Merchant's Bell Bearing [1]	- Weeping Peninsula.	- Lantern - Arteria Leaf - Stonesword - Lost Ashes of War - Zweihander - Arrow - Great Arrow - Bolt - Ballista Bolt - Sacrificial Twig - Note: Walking Mausoleum	<input type="checkbox"/>
	Nomadic Merchant's Bell Bearing [4]	- Found on Nomadic Merchant at Castle Morne Rampart grace.	- Kukri - Cracked Pot - Stonesword Key - Bastard Sword - Light Crossbow - Arrow - Great Arrow - Bolt - Ballista Bolt - Red Thorn Roundshield - Round Shield - Iron Helmet - Scale Armor - Iron Gauntlets - Leather Trousers - Crimson Amber Medallion - Note: Demi-human Mobs	<input type="checkbox"/>
Limgrave	Nomadic Merchant's Bell Bearing [2]	North of Fort Haight West, East of Mistwood Ruins	- Festering Bloody Finger - Silver of Meat - Beast Liver - Lump of Flesh - Trina's Lily - Nomadic Warrior's Cookbook (5) - Armorer's Cookbook (3) - Hand Axe - Arrow - St. Trina's Arrow - Bolt - Riveted Wooden Shield - Blue-Gold Kite Shield	<input type="checkbox"/>
	Nomadic Merchant's Bell Bearing [3]	Found on the Merchant just outside of the Costal Cave in Limgrave	- Neutralizing Boluses - Stanching Boluses - Stimulating Boluses - Armorer's Cookbook (2) - Broadsword - Club - Shortbow - Arrow - Bolt - Iron Roundshield - Note: Land Squirts - Note: Stonedigger Trolls	<input type="checkbox"/>
	Bone Peddler's Bell Bearing	- Dropped by the Bell Bearing HunterBoss invasion in Warmaster's Shack, Stormhill (Limgrave). This invasion only triggers at night.	- Thin Animal Bones - Hefty Beast Bone	<input type="checkbox"/>
	Bernahl's Bell Bearing	- Found on Bernahl, Warmasters Shack,	- Ash of War: Stamp (Upward Cut) - Ash of War: Kick - Ash of War: Endure - Ash of War: War Cry - Ash of War: Spinning Slash - Ash of War: Impaling Thrust - Ash of War: Quickstep - Ash of War: Storm Blade - Ash of War: Parry - Ash of War: No Skill	<input type="checkbox"/>
	Gostoc's Bell Bearing	- Found on Gatekeeper Gostoc, near Godrick the Grafted Site of Grace.	- Silver-Pickled Fowl Foot - Caestus - Bandit Garb - Bandit Boots - Bandit Manchettes - Buckler - Ruin Fragment - Furcalling Finger Remedy - Stormhawk Feather - Great Arrow - Ballista Bolt	<input type="checkbox"/>
	Nomadic Merchant's Bell Bearing [1]	East of Saintsbridge, West of Summonwater Village Outskirts	- Pickled Turtle Neck - Cracked Pot - Nomadic Warrior's Cookbook (3) - Short Sword - Halberd - Arrow - Bolt - Bandit Mask - Note: Flame Chariots	<input type="checkbox"/>
	Kalé's Bell Bearing	- Found on Kalé at Church of Elleh	- Throwing Dagger - Telescope - Furcalling Finger Remedy - Cracked Pot - Crafting Kit - Nomadic Warrior's Cookbook (1) - Nomadic Warrior's Cookbook (2) - Missionary's Cookbook (1) - Arrow - Bolt - Torch - Large Leather Shield - Chain Coif - Chain Armor - Chain Gauntlets - Chain Leggings - Note: Flask of Wondrous Physic - Note: Waypoint Ruins	<input type="checkbox"/>

	Patches' Bell Bearing	- Found on Patches, in Murkwater Cave	<ul style="list-style-type: none"> - Gold-Pickled Fowl Foot - Fan Daggers - Margit's Shackle - Grace Mimic - Glass Shard - Furcalling Finger Remedy - Festering Bloody Finger - Stonesword Key - Missionary Cookbook (2) - Parrying Dagger - Great Arrow - Ballista Bolt - Horse Crest Wooden Shield - Sacrificial Twig 	<input type="checkbox"/>
	Sellen's Bell Bearing	- Found on Sorceress Sellen's body	<ul style="list-style-type: none"> - Glintstone Pebble - Glintstone Stars - Glintstone Arc - Crystal Barrage - Scholar's Armament - Scholar's Shield - Glintblade Phalanx - Carian Slicer - Great Glintstone Shard - Swift Glintstone Shard - Glintstone Cometshard - Star Shower 	<input type="checkbox"/>
Roundtable Hold	D's Bell Bearing	<ul style="list-style-type: none"> - Option 1: After you defeat the Fire Giant boss and approached the Forge of the Giants. Return to Roundtable Hold, found on D's corpse. - Option 2: Return the Weathered Dagger as part of Fia's questline and find the bell bearing on D's corpse in the Roundtable Hold. 	<ul style="list-style-type: none"> - Litany of Proper Death - Order's Blade 	<input type="checkbox"/>
	Rogier's Bell Bearing	- After Rogier dies, found on his body in the Roundtable Hold on the balcony opposite the room of the Two Fingers.	<ul style="list-style-type: none"> - Ash of War: Glintstone Pebble - Ash of War: Carian Greatsword - Ash of War: Spinning Weapon 	<input type="checkbox"/>
Liurnia of the Lakes	Pidia's Bell Bearing	- Caria Manor	<ul style="list-style-type: none"> - Budding Horn - Old Fang - Slumbering Egg - Ritual Pot - Celestial Dew - Larval Tear - Glintstone Craftsman's Cookbook (7) - Ash of War: Carian Retaliation - Ripple Blade Axe - Black Leather Shield 	<input type="checkbox"/>
	Seluvis's Bell Bearing	- Found on Seluvis' body in Seluvis's Rise after reaching the end of Ranni's questline.	<ul style="list-style-type: none"> - Carian Phalanx - Carian Retaliation - Glintstone Icecrag - Freezing Mist 	<input type="checkbox"/>
	Miriel's Bell Bearing	- Found on Miriel, Pastor of Vows' body at the Church of Vows, a neglected house of worship on the East Isle of Liurnia of The Lakes.	<ul style="list-style-type: none"> - Glintstone Cometshard - Star Shower - Magic Glintblade - Glintblade Phalanx - Carian Slicer - Carian Greatsword - Lord's Heal - Lord's Aid - Blessing's Boon - O, Flame! - Surge, O Flame! 	<input type="checkbox"/>
	Sellen's Bell Bearing	- Found on Sorceress Sellen's body	<ul style="list-style-type: none"> - Glintstone Pebble - Glintstone Stars - Glintstone Arc - Crystal Barrage - Scholar's Armament - Scholar's Shield - Glintblade Phalanx - Carian Slicer - Great Glintstone Shard - Swift Glintstone Shard - Glintstone Cometshard - Star Shower 	<input type="checkbox"/>
	Bernahl's Bell Bearing	- Found on Bernahl Boilprawn Shack in Liurnia.	<ul style="list-style-type: none"> - Ash of War: Stamp (Upward Cut) - Ash of War: Kick - Ash of War: Endure - Ash of War: War Cry - Ash of War: Spinning Slash - Ash of War: Impaling Thrust - Ash of War: Quickstep - Ash of War: Storm Blade - Ash of War: Parry - Ash of War: No Skill 	<input type="checkbox"/>
	Thops's Bell Bearing	<ul style="list-style-type: none"> - Looted from Thops's body. You must give him the Academy Glintstone Key first. Once he has it, fast travel to the Schoolhouse Classroom site of grace of Raya Lucaria Academy, you'll find him dead outside the room. Go outside and turn right, you'll find him, sitting in a chair. - He also drops this if you kill him, instead of giving the key. 	<ul style="list-style-type: none"> - Glintstone Pebble - Glintstone Arc - Starlight 	<input type="checkbox"/>
	Nomadic Merchant's Bell Bearing [5]	- Found by Liurnia Lake Shore site of grace.	<ul style="list-style-type: none"> - Lantern - Smithing Stone (1) - Smithing Stone (2) - Nomadic Warrior's Cookbook (11) - Estoc - Astrologer's Staff - Arrow - Bolt - Kite Shield - Astrologer Hood - Astrologer Robe - Astrologer Gloves - Astrologer Trousers 	<input type="checkbox"/>

	Nomadic Merchant's Bell Bearing [6]	- Found under the rocky overpass just north of Bellum Church.	- Rune Arc -Immunizing Cured Meat -Invigorating White Cured Meat -Clarifying White Cured Meat -Bewitching Branch -Nomadic Warrior's Cookbook (13) -Composite Bow -Arrow -Bolt -Rift Shield -Blue Crest Heater Shield	<input type="checkbox"/>
	Isolated Merchant's Bell Bearing [2]	- Just outside the Raya Lucaria Academy in Liurnia of the Lakes.	- Fanged Imp Ashes - Trina's Lily - Eye of Yelough - Stonesword Key - Lost Ashes of War - Favor's Cookbook [2] - Saint Trina's Arrow - Meteor Bolt - Blue Cloth Cowl - Blue Cloth Vest - Warrior Gauntlets - Warrior Greaves - Sacrificial Twig - Note: Revenants - Note: Frenzied Flame Village	<input type="checkbox"/>
	Iji's Bell Bearing	- Found on War Counselor Iji's anvil. Complete Blaidd's questline and defeat him, then speak to War Counselor Iji with the "Blaidd's Death" option. Leave the area and then return.	- Somber Smithing Stone (1) - Somber Smithing Stone (2) - Somber Smithing Stone (3) - Somber Smithing Stone (4) - Carian Filigreed Crest	<input type="checkbox"/>
	Blackguard's Bell Bearing	- Found on Blackguard Big Boggart.	- Boiled Prawn - Boiled Crab - Rya's Necklace	<input type="checkbox"/>
	Meat Peddler's Bell Bearing	- Drop by Bell Bearing Hunter at Church of Vows	- Sliver of Meat - Lump of Flesh - Turtle Neck Meat	<input type="checkbox"/>
	Smithing-Stone Miner's Bell Bearing (1)	- Dropped by the Crystallian Boss at the end of Raya Lucaria Crystal Tunnel.	- Smithing Stone (1) - Smithing Stone (2) - Glintstone Scrap	<input type="checkbox"/>
Caelid	Isolated Merchant's Bell Bearing [3]	- Dragonbarrow.	- Dragonwound Grease - Gravel Stone - Ritual Pot - Lost Ashes of War - Spiked Caestus - Arrow - Serpent Arrow - Bolt - Beast-Repellent Torch - Land of Reeds Helm - Land of Reeds Armor - Land of Reeds Gauntlets - Land of Reeds Greaves - Sacrificial Twig - Note: Gateway - Note: Hidden Cave	<input type="checkbox"/>
	Nomadic Merchant's Bell Bearing [10]	Drop by Nomadic Merchant (Caelid South).	-Champion Gaiters -Note: Gravity's Advantage -Champion Bracers -Champion Pauldron -Greathelm -Champion Headband -Flaming Arrow -Cracked Pot -Stonesword Key -Nomadic Warrior's Cookbook (15) -Arrow -Bolt	<input type="checkbox"/>
	Nomadic Merchant's Bell Bearing [9]	Drop by Wandering Merchant (Caelid Highway North).	-Preserving Boluses -Poisonbone Dart -Poisoned Stone -Poisoned Stone Clump -Aeonian Butterfly -Arrow -Bolt -Fire Arrow	<input type="checkbox"/>
	Gowry's Bell Bearing	- Found at Gowry's Shack located in eastern Caelid.	- Glintstone Stars - Night Shard - Night Maiden's Mist - Pest Threads	<input type="checkbox"/>
	Gravity Stone Peddler's Bell Bearing	- Dropped by Bell Bearing Hunter at the Isolated Merchant in Dragonbarrow	- Gravity Stone Fan - Gravity Stone Chunk	<input type="checkbox"/>
	Somberstone Miner's Bell Bearing (1)	- Sellia Crystal Tunnel: Dropped by the Fallingstar Beast upon defeat.	- Somber Smithing Stone (1) - Somber Smithing Stone (2) - Glintstone Scrap	<input type="checkbox"/>
Siofra	Abandoned Merchant's Bell Bearing	- Found on merchant playing music by an unlit campfire in the ruins of Siofra River.	- Soap - Nascent Butterfly - Stonesword Key - Larval Tear - Nomadic Warrior's Cookbook (17) - Nomadic Warrior's Cookbook (18) - Shotel - Arrow - Dwelling Arrow - Bolt	<input type="checkbox"/>
Nokron	Ghost-Glovewort Picker's Bell Bearing [1]	- Found on a corpse lying at the base of a gazebo in Nokron, Eternal City.	- Ghost Glovewort (1) - Ghost Glovewort (2) - Ghost Glovewort (3)	<input type="checkbox"/>
Mohgwyn	Imprisoned Merchant's Bell Bearing	- Found on merchant inside the Mohgwyn Dynasty Mausoleum west of Mohgwyn Palace.	- Rune Arc - Stanching Boluses - Festering Bloody Finger - Bloodrose - Stonesword Key - Lost Ashes of War - Dwelling Arrow - Burred Bolt	<input type="checkbox"/>

Ainsel River	Hermit Merchant's Bell Bearing [3]	Drop by Wandering Merchant (Ainsel River).	-Lost Ashes of War -Celestial Dew -Gravity Stone Chunk- -Nomadic Warrior's Cookbook (16) -Perfumer's Cookbook (4) -Gravity Stone Fan -Prisoner Iron Mask -Prisoner Clothing -Prisoner Trousers	<input type="checkbox"/>
Nokstella	Ghost-Gloewort Picker's Bell Bearing [2]	- Found in a chest at the corner of a small room in Nokstella, Eternal City.	- Ghost Gloewort (4) - Ghost Gloewort (5) - Ghost Gloewort (6)	<input type="checkbox"/>
Altus Plateau	Smithing-Stone Miner's Bell Bearing (2)	- Found in a chest at the first secret area inside the Sealed Tunnel.	- Smithing Stone (3) - Smithing Stone (4) - Explosive Stone	<input type="checkbox"/>
	Medicine Peddler's Bell Bearing	- Dropped by Bell Bearing Hunter at the Hermit Merchant's Shack in Altus Plateau	- Neutralizing Boluses - Stanching Boluses - Thawfrost Boluses - Stimulating Boluses -	<input type="checkbox"/>
	Nomadic Merchant's Bell Bearing [7]	- Found on the merchant at the Forest Spanning Great Bridge in Altus Plateau.	Gravel Stone -Stonesword Key -Ancient Dragon Apostle's Cookbook [2] -Arrow -Bolt -Lightning Bolt -Red Crest Heater Shield -Scorpion Kite Shield -Crossed-Tree Greatshield -Tree Surcoat -Note: Unseen Assassins -Note: Imp Shades	<input type="checkbox"/>
	Somberstone Miner's Bell Bearing (2)	- Altus Tunnel: defeat Crystallian Spear and Ringblade boss	- Somber Smithing Stone (3) - Somber Smithing Stone (4)	<input type="checkbox"/>
	Gloewort Picker's Bell Bearing [1]	- Altus Plateau: Dropped by Erdtree Burial Watchdog in Wyndham Catacombs	- Grave Gloewort [1] - Grave Gloewort [2] - Grave Gloewort [3]	<input type="checkbox"/>
Mt Gelmir	Nomadic Merchant's Bell Bearing [8]	- Found on the Nomadic Merchant in Mt. Gelmir	-Bolt -Explosive Bolt -Ballista Bolt -Explosive Greatbolt -Guilty Hood -Confessor Hood -Confessor Armor -Confessor Gloves -Confessor Boots -Nomadic Warrior's Cookbook (20)- -Stonesword Key -Arrow -Great Arrow	<input type="checkbox"/>
Leyndell, Capital City	Corbyn's Bell Bearing	- Altus Plateau. - Leyndell, Royal Capital	- Urgent Heal - Heal - Great Heal - Cure Poison - Magic Fortification - Flame Fortification - Lightning Fortification - Discus of Light - Immutable Shield - Rejection - Catch Flame - Flame Sling	<input type="checkbox"/>
	Hermit Merchant's Bell Bearing [1]	Drop by Hermit Merchant (Leyndell)	Rune Arc -Golden Sunflower -Perfume Bottle -Sentry's Torch -Distinguished Greatshield -Prophet Blindfold -Prophet Robe -Upper-Class Robe -Prophet Trousers -Consort's Trousers -Arrow -Golden Arrow -Great Arrow	<input type="checkbox"/>
Mountaintop of Giants	Hermit Merchant's Bell Bearing [2]	Drop by Hermit Merchant (Mountaintops of the Giants)	-Thawfrost Boluses -Stonesword Key -Missionary's Cookbook [7] -Arrow -Great Arrow -Bolt -Ballista Bolt -Lightning Greatbolt -Vagabond Knight Helm -Vagabond Knight Armor -Vagabond Knight Gauntlets -Vagabond Knight Greaves	<input type="checkbox"/>
	Smithing-Stone Miner's Bell Bearing (3)	- The bell bearing is found in Zamor Ruins in the Mountaintop of the Giants area at the bottom of the stairs in a chest.	- Smithing Stone [5] - Smithing Stone [6]	<input type="checkbox"/>
	Somberstone Miner's Bell Bearing (3)	- Found on a body outside the First Church of Marika in Mountaintops of the Giants.	- Somber Smithing Stone (5) - Somber Smithing Stone (6)	<input type="checkbox"/>
	Gloewort Picker's Bell Bearing [2]	- Drop by Ulcerated Tree Spirit (Giant mountain catacomb)	- Grave Gloewort [4] - Grave Gloewort [5] - Grave Gloewort [6]	<input type="checkbox"/>
Consecrated Snowfield	Ghost-Gloewort Picker's Bell Bearing [3]	- Found in a graveyard in Elphael, Brace of the Haligtree. From the Haligtree Roots Grace, go back up the elevator, go straight to exit the church and then take a left down the slope filled with Lesser Kindred of Rot. The item will be next to a grave surrounded by more enemies.	- Ghost Gloewort (7) - Ghost Gloewort (8) - Ghost Gloewort (9)	<input type="checkbox"/>
Farum Azulum	Somberstone Miner's Bell Bearing (4)	- Found on corpse next to Tempest-Facing Balcony Site of Grace located in Crumbling Farum Azula.	- Somber Smithing Stone (7) - Somber Smithing Stone (8) - Sanctuary Stone	<input type="checkbox"/>
	Somberstone Miner's Bell Bearing (5)	- Found on a body in the abandoned temple on the North side of Crumbling Farum Azula	- Somber Smithing Stone (9)	<input type="checkbox"/>

	Glovewort Picker's Bell Bearing (3)	<p>- Can be found in the middle of a lake in Crumbling Farum Azula. From the Crumbling Beast Grave Depths Grace, go the big church to the northwest and exit outside to the southwest. Take the elevator going down and you should see a lake in the distance to your left. The Item is in a gazebo in front of the lake.</p>	<p>- Grave Glovewort (7) - Grave Glovewort (8) - Grave Glovewort (9)</p>	<input type="checkbox"/>
	Smithing-Stone Miner's Bell Bearing (4)	<p>- Obtained from defeating The Godskin Duo in Crumbling Farum Azula</p>	<p>- Smithing Stone (7) - Smithing Stone (8)</p>	<input type="checkbox"/>

PAINTINGS

AREA	NAME	ACQUISITION	ITEMS GIVEN	Y/N
Limgrave	Prophecy Painting	Stormveil Castle. Found inside a study room located at the heavily guarded courtyard where the Omen ogre is	Warhawk Ashes	<input type="checkbox"/>
	Homecoming Painting	Artists Shack	Gives Incantation Scarab Armour	<input type="checkbox"/>
Liurnia of the Lakes	Resurrection Painting	Found at Artist's Shack.	Juvenile Scholar robe and cap, Larval Tear	<input type="checkbox"/>
Caeld	Redmane Painting	Found in Sellia, Town of Sorcery	Ashes of war: Rain of Arrows	<input type="checkbox"/>
Altus plateau	Champion's Song Painting	Found in The Shaded Castle	Harp Bow	<input type="checkbox"/>
Leyndall, Royal Capital	Flightless Bird Painting	Found the Fortified manor in Leyndell, Royal Capital	Fire's deadly sin Incantation	<input type="checkbox"/>
Mountaintop of the Giants	Sorcerer Painting	Found in Castle Sol.	Greathood Helm	<input type="checkbox"/>

PRATTLING PATES

AREA	NAME	ACQUISITION	Y/N
Weeping Peninsula	Prattling Pate "Thank you"	- Tombsward Catacombs.	<input type="checkbox"/>
	Prattling Pate "Please Help"	- Impaler's Catacombs, in the North East area of the Weeping Peninsula.	<input type="checkbox"/>
Limgrave	Prattling Pate "Hello"	- Can be found in Stormfoot Catacombs on a corpse behind the first pillar that exudes fire.	<input type="checkbox"/>
Liurnia of the Lakes	Prattling Pate "Wonderful"	- Cliffbottom Catacombs.	<input type="checkbox"/>
Altus plateau	Prattling Pate "Let's get to it"	- Sainted Hero's Grave.	<input type="checkbox"/>
Mt Gelmir	Prattling Pate "You're Beautiful"	- Hermit Village.	<input type="checkbox"/>
	Prattling Pate "Apologies"	- Unightly Catacombs.	<input type="checkbox"/>
Haligtree	Prattling Pate "My Beloved"	- Miquella's Haligtree	<input type="checkbox"/>

ACHIEVEMENTS

TYPE	NAME	CONDITION	NOTES	Y/N
Shardbearers	Shardbearer Godrick	Defeat Shardbearer Godrick	Semi-optional, only two Shardbearers need to be defeated.	<input type="checkbox"/>
	Shardbearer Radahn	Defeat Shardbearer Radahn	Semi-optional, only two Shardbearers need to be defeated.	<input type="checkbox"/>
	Shardbearer Morgott	Defeat Shardbearer Morgott	Will unlock through story progression.	<input type="checkbox"/>
	Shardbearer Rykard	Defeat Shardbearer Rykard	Semi-optional, only two Shardbearers need to be defeated.	<input type="checkbox"/>
	Shardbearer Mohg	Defeat Shardbearer Mohg	Semi-optional, only two Shardbearers need to be defeated.	<input type="checkbox"/>
	Shardbearer Malenia	Defeat Shardbearer Malenia	Semi-optional, only two Shardbearers need to be defeated.	<input type="checkbox"/>
Other Bosses	Margit, the Fell Omen	Defeat Margit, the Fell Omen	Will unlock as you progress through Stormveil Castle.	<input type="checkbox"/>
	Leonine Misbegotten	Defeat the Leonine Misbegotten		<input type="checkbox"/>
	Red Wolf of Radagon	Defeat the Red Wolf of Radagon	Will unlock as you progress through Raya Lucaria Academy.	<input type="checkbox"/>
	Rennala, Queen of the Full Moon	Defeat Rennala, Queen of the Full Moon		<input type="checkbox"/>
	Royal Knight Loretta	Defeat Royal Knight Loretta	Will unlock through story progression, but unlockable earlier at Caria Manor.	<input type="checkbox"/>
	Magma Wym Makar	Defeat Magma Wym Makar		<input type="checkbox"/>
	Ancestor Spirit	Defeat the Ancestor Spirit		<input type="checkbox"/>
	Mimic Tear	Defeat the Mimic Tear		<input type="checkbox"/>
	Godfrey, the First Lord	Defeat Godfrey, the First Lord	Will unlock through story progression.	<input type="checkbox"/>
	Dragonkin Soldier of Nokstella	Defeat Dragonkin Soldier of Nokstella		<input type="checkbox"/>
	Astel, Naturalborn of the Void	Defeat Astel, Naturalborn of the Void	Required for Ranni's questline, and "Age of the Stars" ending.	<input type="checkbox"/>
	Regal Ancestor Spirit	Defeat the Regal Ancestor Spirit		<input type="checkbox"/>
	Valiant Gargoyle	Defeat the Valiant Gargoyle		<input type="checkbox"/>
	Elemer of the Briar	Defeat Elemer of the Briar		<input type="checkbox"/>
	Godskin Noble	Defeat Godskin Noble		<input type="checkbox"/>
	Commander Niall	Defeat Commander Niall		<input type="checkbox"/>
	Fire Giant	Defeat the Fire Giant	Will unlock through story progression.	<input type="checkbox"/>
	Godskin Duo	Defeat Godskin Duo	Will unlock through story progression.	<input type="checkbox"/>
	Loretta, Knight of the Haligtree	Defeat Loretta, Knight of the Haligtree		<input type="checkbox"/>
	Malekith, the Black Blade	Defeat Malekith, the Black Blade	Will unlock through story progression.	<input type="checkbox"/>
Hoarah Loux, the Warrior	Defeat Hoarah Loux, the Warrior	Will unlock through story progression.	<input type="checkbox"/>	
Mohg, the Omen	Defeat Mohg, the Omen		<input type="checkbox"/>	
Dragonlord Placidusax	Defeat Dragonlord Placidusax		<input type="checkbox"/>	
Lichdragon Fortissax	Defeat Lichdragon Fortissax	Follow Fia's questline to unlock, part of "Age of Duskborn" ending.	<input type="checkbox"/>	
Misc.	Roundtable Hold	Arrive at Roundtable Hold		<input type="checkbox"/>
	God-Slaying Armament	Upgrade any armament to its highest stage		<input type="checkbox"/>
	Legendary Armaments	Acquire all nine legendary weapons		<input type="checkbox"/>
	Legendary Ashen Remains	Acquire all six legendary ashen remains		<input type="checkbox"/>
	Legendary Sorceries and Incantations	Acquire all seven legendary sorceries and incantations		<input type="checkbox"/>
	Legendary Talismans	Acquire all eight legendary talismans		<input type="checkbox"/>
	Great Rune	Restore the power of a Great Rune	Easy to unlock at Stormveil, after defeating Godrick.	<input type="checkbox"/>
	Erdtree Aflame	Use kindling to set the Erdtree Aflame	Will unlock as part of story progression, but I think it's achievable in two ways.	<input type="checkbox"/>
Endings	Elden Lord	Achieve the "Elden Lord" ending	Default ending, there are 4 confirmed variations based on quests you can do.	<input type="checkbox"/>
	Age of the Stars	Achieve the "Age of the Stars" ending	Alternate ending. Finish Ranni's questline to unlock.	<input type="checkbox"/>
	Lord of Frenzied Flame	Achieve the "Lord of Frenzied Flame" ending	Alternate ending. Search for the Three Fingers and follow through to unlock.	<input type="checkbox"/>
100%	Elden Ring	Obtain all other achievements.		<input type="checkbox"/>

[1] Weeping Peninsula is first because it is a relatively easy early game area. I suggest doing Weeping Peninsula before clearing out Limgrave.

[2] Only accessible after beating Radahn.

[3] Only accessible after beating Radahn.

[4] Not a comprehensive list of all boss enemies in the Legacy Dungeon, just the main ones that you have to defeat to complete the dungeon. For a comprehensive list, look at the main boss sheets.

[5] Weeping Peninsula is first because it is a relatively easy early game area. I suggest doing Weeping Peninsula before clearing out Limgrave.

[6] Weeping Peninsula is first because it is a relatively easy early game area. I suggest doing Weeping Peninsula before clearing out Limgrave.

[7] Weeping Peninsula is first because it is a relatively easy early game area. I suggest doing Weeping Peninsula before clearing out Limgrave.