

## VFX

(Visual effects)

[Common FXR ID list](#)

[VFX Special Attribute Offsets explained](#) ✓

## TAE

(Animation events and movesets)

[TAE basics explained](#) (WIP)

[Character Animation TAE ID list](#) ✓

[Moveset Animation ID list](#)

[Weapon Moveset TAE ID list](#) ✓

[Magic TAE ID list](#) ✓

[Skill TAE ID list](#) ✓

[CHR / character ID list](#)

## BEH

(Attacks, projectiles and hitboxes)

[Behavior basics explained](#) ✓

[Attack Behavior ID list](#)

[Weapon Behavior ID list](#) ✓

[Skill Behavior ID list](#) ✓

## HKS

(Animation and moveset scripts)

[HKS basics explained](#) (WIP)

## PARTS

(Weapons, armors and other player models)

[Common DummyPoly list](#) (WIP)

[Animated weapon models explained](#)

[Armor model masks explained](#)

[Armor model mask ID list](#)

## TOOLS & TIPS

(Links and general advice)

[Common ER modding filetypes](#) (WIP)


[Common ER modding tools](#) (WIP)

[General ER modding advice](#) (WIP)

## What is this sheet?

This sheet is a (very irregularly updated) modder's resource sheet for Elden Ring, meant to ultimately contain basic explanations and resource lists that make modding easier.

The focus with these lists is mainly on modding **weapon movesets, magic, skills, other animations, weapon models and armor models**. It will not be expanded with contents regarding map modding, VFX modding, or more involved scripting beyond HKS basics.

You can click the  symbol at the top left of any tab to return here.

A check mark (✓) behind an entry on the left means it has been updated for DLC content.

	ID	SOURCE	DESCRIPTION
Debug FXR	1	debug square FXR	several "nothing" below might actually be sound only, so be awa
Fog Wall FXR	2		
	3		
	4		
	5		
	7		
	8		
	9		
	10		
	11		
	12		
	15		
	16		
	17		
	18		
	19		
Message System FXR	30	Message	enscribed rocks with glowing aura
	31	Message	enscribed rocks
	32	?	enscribed stone slab
	33	?	enscribed stone slab with item pickup
	34	Message with Group Password	white ringed enscribed rocks
	35	Message Rating	gold glitter
	36	?	
	37	Group Password Rune gain boost	gold sparkly upward aura
	38	?	smaller enscribed rocks
	40	Bloodstain rune pickup point	gold branches
	42	Bloodstain	blood pool
	43	Bloodstain rune pickup	gold light flows converge on dummy
	44	Group Password bloodstain	red ringed blood pool
	45	Developer Message	enscribed rocks with spotlight
Rune Gain FXR	50	Rune gain	descending gold orb
	51	Rune gain	descending gold orb
	71	?	small gold orb with sparkly trail
	72	?	dim white glow
?	120	NPC protection barrier	yellow ghostly cylinder
	170	?	red energy absorption
	171	?	small red energy vortex
	190	?	white spark
	191	?	white spark
Enemy Death FXR	200	enemy death (mini)	blowing ash and white sparkles
	201	enemy death (small)	blowing ash and white sparkles
	202	enemy death (medium)	blowing ash and white sparkles
	203	enemy death (large)	blowing ash and white sparkles
	204	enemy death (huge)	blowing ash and white sparkles
	211	enemy death (small)	white foggy sparkly burst
	212	enemy death (medium)	white foggy sparkly burst
	213	enemy death (large)	white foggy sparkly burst
	214	enemy death (huge)	white foggy sparkly burst
	220	enemy death (mini)	blowing ash and white sparkles
	221	enemy death (small)	blowing ash and white sparkles
	222	enemy death (medium)	blowing ash and white sparkles
	223	enemy death (large)	blowing ash and white sparkles
	224	enemy death (huge)	blowing ash and white sparkles
	233	?	pale gold foggy sparkly burst
	234	?	pale gold foggy sparkly burst
	241	?	blowing ash and white sparkles
	242	?	blowing ash and white sparkles
	243	?	blowing ash and white sparkles
	251	?	glowing blue dust and sparkles
	261	?	smoky green-gray dust and sparkles
	262	?	smoky green-gray dust and sparkles
	264	?	big blowing pale green sparkles and glitter

	ID	SOURCE	DESCRIPTION
?	300	player light?	dim light
	310	?	nothing
	320	?	nothing
?	430	wind	nothing, but creates wind force
	431	wind	nothing, but creates wind force
	432	wind	nothing, but creates wind force
	433	wind	nothing, but creates wind force
	434	wind	nothing, but creates wind force
	440	wind	nothing, but creates wind force
	441	wind	nothing, but creates wind force
	442	wind	nothing, but creates wind force
Player Item Drop FXR	500	player-dropped item pickup (ash of war)	gold v-shaped sigil
	501	player-dropped item pickup (armor)	gold helm and gauntlets
	502	player-dropped item pickup (weapons)	gold sword and shield
	503	player-dropped item pickup (materials)	gold shell and rowa
	504	player-dropped item pickup (consumables)	gold pot, daggers and boluses
	505	?	bright gold item pickup flame
	506	player-dropped item pickup (talismans)	gold talismans
?	600	?	pale gold wispy glittering flames and bright gold spotlight
	601	?	pale gold wispy glittering flames
	602	?	pale gold wispy glittering flames and big bright gold spotlight
	625	?	wall of pale lavender flames (Torrent barrier?)
	630	?	blue glittery sparkle
	631	?	big blue flame burst
	640	?	small blue glow orb suddenly turns super bright then fades
	651		glittery wispy lavender flame (size 1)
	652	Spirit Ash spawn (ghostly lavender smoke)?	glittery wispy lavender flame (size 2)
	653		glittery wispy lavender flame (size 3)
	654		glittery wispy lavender flame (size 4)
	661		glittery wispy lavender flame and bright glow (size 1)
	662		glittery wispy lavender flame and bright glow (size 2)
	663		glittery wispy lavender flame and bright glow (size 3)
	664		glittery wispy lavender flame and bright glow (size 4)
	671		white sparkles and fade (size 1)
	672		white sparkles and fade (size 2)
	673		white sparkles and fade (size 3)
	674		white sparkles and fade (size 4)
	681		white sparkles and fade with bright white glow (size 1)
	682		white sparkles and fade with bright white glow (size 2)
	683		white sparkles and fade with bright white glow (size 3)
	684		white sparkles and fade with bright white glow (size 4)
	691		soft glittery lavender smoke (size 1)
	692		soft glittery lavender smoke (size 2)
	693		soft glittery lavender smoke (size 3)
	694		soft glittery lavender smoke (size 4)
	711	? (small)	sparkling pale blue sparkly flames
	712	? (medium)	sparkling pale blue sparkly flames
	713	? (large)	sparkling pale blue sparkly flames
	721	? (small)	sparkling pale blue sparkly flames with more glitter
	722	? (medium)	sparkling pale blue sparkly flames with more glitter
723	? (large)	sparkling pale blue sparkly flames with more glitter	
?	800	Torrent dismount barrier	line of pale blue wispy flames
	801	? (mini)	blowing ash and white sparkles
	802	? (small)	blowing ash and white sparkles
	803	? (medium)	blowing ash and white sparkles
	804	? (large)	blowing ash and white sparkles
	812	? (mini)	white foggy sparkly burst
	813	? (small)	white foggy sparkly burst
814	? (medium)	white foggy sparkly burst	
?	900	?	gold spark
Site of Grace FXR	1000	Site of Grace activation	gold sparkly burst
	1001	Site of Grace activation	gold floating flow of energy

	ID	SOURCE	DESCRIPTION
	1010	Site of Grace	gold floating Grace and ripples
	1011	Site of Grace	gold floating Grace and ripples
	1021	?	nothing
	1060	?	nothing
	1110	Site of Grace	gold floating Grace and ripples
	1150	Site of Grace (unusable)	dimmed gold floating Grace and ripples
	1151	Site of Grace (unusable)	dimmed gold floating Grace and ripples
	1210	Site of Grace	gold floating Grace and ripples
	1300	Dungeon end teleport	Pale blue energy puddle with upward flow
	1500	Carian seal door	Blue energy barrier with Carian sigil
	1501	Carian seal door	Blue energy barrier with Carian sigil
	1502	Carian seal door	Blue energy barrier with Carian sigil
	1503	Carian seal door	Blue energy barrier with Carian sigil
	1505	Carian seal door	Blue energy barrier with Carian sigil
	1506	Carian seal door	Blue energy barrier with Carian sigil
	1507	Carian seal door	Blue energy barrier with Carian sigil
	1520	?	White fog barrier with no sigil
	1540	Two Fingers seal door	Blue energy barrier with Two Fingers sigil
	1541	Two Fingers seal door	Blue energy barrier with Two Fingers sigil
	1625	?	Line of black flames
	1651	? (mini)	sparkly black flames
	1652	? (small)	sparkly black flames
	1653	? (medium)	sparkly black flames
	1654	? (large)	sparkly black flames
	1661	? (mini)	sparkly black flames with white glow
	1662	? (small)	sparkly black flames with white glow
	1663	? (medium)	sparkly black flames with white glow
	1664	? (large)	sparkly black flames with white glow
	2117	?	nothing
	2200	?	nothing
	2201	?	nothing
	2202	?	nothing
	3000	?	nothing
Elemental Hit FXR (S) used for player	3010	enemy Fire hit (small)	small flame puff
	3015	enemy Fire hit (small)	small flame puff
	3020	enemy Fire hit (small)	small flame puff
	3030	enemy Lightning hit (small)	small lightning spark
	3035	enemy Lightning hit (small)	small lightning spark
	3040	enemy Lightning hit (small)	small lightning spark
	3050	enemy Magic hit (small)	small purple-blue magic flame
	3060	enemy Magic hit (small)	small purple-blue magic flame
	3070	enemy Ghostflame hit (small)	small ghostflame puff
	3080	enemy Ghostflame hit (small)	small ghostflame puff
Status Effect FXR	4000	? (small)	short flame burst
	4001	? (medium)	short flame burst
	4002	? (large)	short flame burst
	4010	? (small)	short flame burst
	4011	? (medium)	short flame burst
	4012	? (large)	short flame burst
	4020	Frostbite effect (small)	cold snowy smoke
	4021	Frostbite effect (medium)	cold snowy smoke
	4022	Frostbite effect (large)	cold snowy smoke
	4050	?	beige larva splash
	4070	Sleep proc and effect (small)	lavender smoke and feathers
	4071	Sleep proc and effect (medium)	lavender smoke and feathers
	4072	Sleep proc and effect (large)	lavender smoke and feathers
	4080	Bleed proc (small)	red blood splash
	4081	Bleed proc (medium)	red blood splash
	4082	Bleed proc (large)	red blood splash
	4085	Bleed proc (small)	red blood spray
4086	Bleed proc (medium)	red blood spray	
4087	Bleed proc (large)	red blood spray	

ID	SOURCE	DESCRIPTION
4090	Bewitching Branch effect (small)	pink smoke
4091	Bewitching Branch effect (medium)	pink smoke
4092	Bewitching Branch effect (large)	pink smoke
4100	Crystal Dart effect (small)	blue lightning and bubbles
4101	Crystal Dart effect (medium)	blue lightning and bubbles
4102	Crystal Dart effect (large)	blue lightning and bubbles
4110	Acid Spraymist debuff effect (small)	brown downward aura
4111	Acid Spraymist debuff effect (medium)	brown downward aura
4112	Acid Spraymist debuff effect (large)	brown downward aura
4120	cut Dream Mist sleep state? (small)	lavender smoke
4121	cut Dream Mist sleep state? (medium)	lavender smoke
4122	cut Dream Mist sleep state? (large)	lavender smoke
4130	Oil Pot effect (small)	dripping oil
4131	Oil Pot effect (medium)	dripping oil
4132	Oil Pot effect (large)	dripping oil
4140	Poison effect (small)	green smoke
4141	Poison effect (medium)	green smoke
4142	Poison effect (large)	green smoke
4150	Darkness effect (small)	pitch-black smoke
4151	Darkness effect (medium)	pitch-black smoke
4152	Darkness effect (large)	pitch-black smoke
4160	Greyoll's Roar debuff effect (small)	pale red downward aura
4161	Greyoll's Roar debuff effect (medium)	pale red downward aura
4162	Greyoll's Roar debuff effect (large)	pale red downward aura
4170	Soul Stifler debuff effect (small)	black and cyan smoke downward aura
4171	Soul Stifler debuff effect (medium)	black and cyan smoke downward aura
4172	Soul Stifler debuff effect (large)	black and cyan smoke downward aura
4180	Black Flame DoT effect (small)	black and white flames
4181	Black Flame DoT effect (medium)	black and white flames
4182	Black Flame DoT effect (large)	black and white flames
4190	Swarm Pot poison effect (small)	buzzing flies
4191	Swarm Pot poison effect (medium)	buzzing flies
4192	Swarm Pot poison effect (large)	buzzing flies
4200	Rot effect (small)	dark red smoke
4201	Rot effect (medium)	dark red smoke
4202	Rot effect (large)	dark red smoke
4210	Madness proc burst	yellow-black burst
4220	Madness buildup eye burn	yellow-purple flame
4225	Madness proc eye burn	yellow-purple flames
4230	Death proc	thorns branches burst out & buzzing flies
4231	Death proc	big thorn branch stabs up
4240	Crystal Dart proc (small)	blue lightning
4241	Crystal Dart proc (medium)	blue lightning
4242	Crystal Dart proc (large)	blue lightning
4250	Flask of Tears block effect (small)	wispy gray smoke
4251	Flask of Tears block effect (medium)	wispy gray smoke
4252	Flask of Tears block effect (large)	wispy gray smoke
4260	Knowledge Above All effect (small)	red trembling eye
4261	Knowledge Above All effect (medium)	red trembling eye
4262	Knowledge Above All effect (large)	red trembling eye
4270	Frostbite proc (small)	sparkly frost burst
4271	Frostbite proc (medium)	sparkly frost burst
4272	Frostbite proc (large)	sparkly frost burst
4275	Shriek of Milos debuff effect (small)	pale gold flames
4276	Shriek of Milos debuff effect (medium)	pale gold flames
4277	Shriek of Milos debuff effect (large)	pale gold flames
4280	Death Flame DoT effect (small)	black and pink flames
4281	Death Flame DoT effect (medium)	black and pink flames
4282	Death Flame DoT effect (large)	black and pink flames
4290	Destined Death Flame DoT effect (small)	black and red flames
4291	Destined Death Flame DoT effect (medium)	black and red flames
4292	Destined Death Flame DoT effect (large)	black and red flames

ID	SOURCE	DESCRIPTION
4300	?	short flames burning
4301	?	short flames burning
4302	?	short flames burning
4310	?	short flames burning
4311	?	short flames burning
4312	?	short flames burning
4400	Rennala's Full Moon debuff effect (small)	blue crystal downward aura
4401	Rennala's Full Moon debuff effect (medium)	blue crystal downward aura
4402	Rennala's Full Moon debuff effect (large)	blue crystal downward aura
4410	Death Flame health debuff effect (small)	red-orange downward aura
4411	Death Flame health debuff effect (medium)	red-orange downward aura
4412	Death Flame health debuff effect (large)	red-orange downward aura
4500	attack buff effect (small)	red sparkly upward aura
4501	attack buff effect (medium)	red sparkly upward aura
4502	attack buff effect (large)	red sparkly upward aura
4510	Terra Magica magic attack buff effect (small)	cyan sparkly upward aura
4511	Terra Magica magic attack buff effect (medium)	cyan sparkly upward aura
4512	Terra Magica magic attack buff effect (large)	cyan sparkly upward aura
4520	Golden Vow buff effect (small)	gold sparkly upward aura
4521	Golden Vow buff effect (medium)	gold sparkly upward aura
4522	Golden Vow buff effect (large)	gold sparkly upward aura
4530	Bloodboil Aromatic buff effect (small)	dark red sparkly upward aura
4531	Bloodboil Aromatic buff effect (medium)	dark red sparkly upward aura
4532	Bloodboil Aromatic buff effect (large)	dark red sparkly upward aura
4600	Heal effect (small)	gold sparkly burst
4601	Heal effect (medium)	gold sparkly burst
4602	Heal effect (large)	gold sparkly burst
4610	overtime heal effect (small)	gold sparkly upward aura
4611	overtime heal effect (medium)	gold sparkly upward aura
4612	overtime heal effect (large)	gold sparkly upward aura
4620	Heal effect (small)	gold sparkly burst
4621	Heal effect (medium)	gold sparkly burst
4622	Heal effect (large)	gold sparkly burst
4630	?	gold sparkly burst
4631	?	gold sparkly burst
4632	?	gold sparkly burst
4710	Magic Fortification buff effect (small)	cyan outward aura
4711	Magic Fortification buff effect (medium)	blue outward aura
4712	Magic Fortification buff effect (large)	blue outward aura
4720	Flame Fortification buff effect (small)	orange outward aura
4721	Flame Fortification buff effect (medium)	orange outward aura
4722	Flame Fortification buff effect (large)	orange outward aura
4730	Lightning Fortification buff effect (small)	gold lightning outward aura
4731	Lightning Fortification buff effect (medium)	gold lightning outward aura
4732	Lightning Fortification buff effect (large)	gold lightning outward aura
4740	Divine Fortification buff effect (small)	pale gold outward aura
4741	Divine Fortification buff effect (medium)	pale gold outward aura
4742	Divine Fortification buff effect (large)	pale gold outward aura
4750	Uplifting Aromatic shield effect (small)	gold shield bubble
4751	Uplifting Aromatic shield effect (medium)	gold shield bubble
4752	Uplifting Aromatic shield effect (large)	gold shield bubble
4790	physical defense buff effect (small)	white outward aura
4791	physical defense buff effect (medium)	white outward aura
4792	physical defense buff effect (large)	white outward aura
4800	Black Flame Protection buff effect (small)	black-white outward aura
4810	Barrier of Gold buff effect (small)	cyan strong outward aura
4811	Barrier of Gold buff effect (medium)	blue strong outward aura
4812	Barrier of Gold buff effect (large)	blue strong outward aura
4820	Flame, Protect Me buff effect (small)	red-orange strong outward aura
4821	Flame, Protect Me buff effect (medium)	red-orange strong outward aura
4822	Flame, Protect Me buff effect (large)	red-orange strong outward aura
4830	Golden Lightning Fortification buff effect (small)	gold lightning strong outward aura

	ID	SOURCE	DESCRIPTION
	4831	Golden Lightning Fortification buff effect (medium)	gold lightning strong outward aura
	4832	Golden Lightning Fortification buff effect (large)	gold lightning strong outward aura
	4840	Lord's Divine Fortification buff effect (small)	pale gold strong outward aura
	4841	Lord's Divine Fortification buff effect (medium)	pale gold strong outward aura
	4842	Lord's Divine Fortification buff effect (large)	pale gold strong outward aura
	4850	Protection of the Erdtree buff effect (small)	gold strong outward aura
	4851	Protection of the Erdtree buff effect (medium)	gold strong outward aura
	4852	Protection of the Erdtree buff effect (large)	gold strong outward aura
	4860	Cursed-Blood Pot buff effect (small)	red flame aura
	4861	Cursed-Blood Pot buff effect (medium)	red flame aura
	4862	Cursed-Blood Pot buff effect (large)	red flame aura
	4865	Cursed-Blood Pot red eye	small red glowing orb with trail
	4890	unused physical defense buff effect (small)	white strong outward aura
	4891	unused physical defense buff effect (medium)	white strong outward aura
	4892	unused physical defense buff effect (large)	white strong outward aura
	4900	Phantom Great Rune buff effect (small)	red sparkles and flame aura
	4901	Phantom Great Rune buff effect (medium)	red sparkles and flame aura
	4902	Phantom Great Rune buff effect (large)	red sparkles and flame aura
	4910	Phantom Great Rune attack buff effect (small)	red sparkles and upward aura
	4911	Phantom Great Rune attack buff effect (medium)	red sparkles and upward aura
	4912	Phantom Great Rune attack buff effect (large)	red sparkles and upward aura
	5001	?	purple aura and floating rocks
	5002	?	bright gold aura and floating rocks
	5003	?	pale blue lightning strike
Item Pickup Point FXR	6100	Item pickup (small)	small glowing pale orb with rising white energy
	6101	Item pickup (common)	glowing pale orb with rising white energy
	6102	Item pickup (rare)	glowing pale orb with rising purple energy
	6103	Item pickup (legendary)	glowing pale orb with rising gold energy
	6109	Item pickup (?)	glowing orange orb with rising orange energy
	6110	Item pickup (?)	large glowing pale orb with rising white energy
	6150	Painting pickup?	pale blue rays of light shining left, right and down
	6200	Item pickup (small)	small glowing pale orb with rising white energy
	6201	Item pickup (common)	glowing pale orb with rising white energy
	6202	Item pickup (rare)	glowing pale orb with rising purple energy
	6203	Item pickup (legendary)	glowing pale orb with rising gold energy
	6210	Item drop confirmation	dispersing flows of pale energy
	6300	Item pickup (small)	small glowing pale orb with rising white energy
	6301	Item pickup (common)	glowing pale orb with rising white energy
	6302	Item pickup (rare)	glowing pale orb with rising purple energy
	6303	Item pickup (legendary)	glowing pale orb with rising gold energy
Great Rune pickup FXR?	6400	?	nothing
	6401	?	soft sparkles and crystal crackling sounds
	6410	?	soft glow and crystal crackling sounds
	6411	?	soft glow
	6420	?	soft crystal crackling sounds
	6421	?	nothing
	6450	Item pickup (?)	glowing orange orb with rising orange energy
	6451	Item pickup (?)	glowing orange energy absorbed onto dummy
	6500	?	dim gold flames, glitter and upward energy flow
	7000	?	smoky burning flame
	7101	?	smoky blur
	7111	?	nothing
Elemental Hit FXR (M)	13020	enemy Fire hit (medium)	flame puff
	13030	enemy Lightning hit (medium)	lightning spark
	13040	enemy Lightning hit (medium)	lightning spark
	13050	enemy Magic hit (medium)	purple-blue magic flame
	13060	enemy Magic hit (medium)	purple-blue magic flame
	13070	enemy Ghostflame hit (medium)	ghostflame puff
	13080	enemy Ghostflame hit (medium)	ghostflame puff
	13100	?	nothing
	13120	?	nothing
	13140	?	nothing

	ID	SOURCE	DESCRIPTION
Elemental Hit FXR (L)	13160	?	nothing
	13180	?	nothing
	13200	?	nothing
	13220	?	nothing
	23020	enemy Fire hit (large)	flame puff
	23030	enemy Lightning hit (large)	lightning spark
	23040	enemy Lightning hit (large)	lightning spark
	23050	enemy Magic hit (large)	purple-blue magic flame
	23060	enemy Magic hit (large)	purple-blue magic flame
	23070	enemy Ghostflame hit (large)	ghostflame puff
	23080	enemy Ghostflame hit (large)	ghostflame puff
	23100	?	nothing
	23120	?	nothing
	23140	?	nothing
	23160	?	nothing
	23180	?	nothing
23200	?	nothing	
23220	?	nothing	
Phantom FXR	30000	Phantom summon	glowing gold summon sign
	30001	Phantom summon	gold summon sign
	30002	Phantom summon	gold summon sign
	30003	Group Password Phantom summon	gold ringed gold summon sign
	30010	Duelist summon	glowing red summon sign
	30011	Duelist summon	red summon sign
	30012	Duelist summon	red summon sign
	30013	Group Password Duelist summon	red ringed red summon sign
	30070	Ranni summon?	glowing blue summon sign
	30080	NPC Phantom summon?	glowing gold summon sign
	30090	NPC Duelist summon?	glowing red summon sign
	30200	Flask of Crimson Tears restore	red gold sparkly energy descends
	30201	Flask of Crimson Tears restore	red gold sparkly energy burst
	30300	Flask of Cerulean Tears restore	blue gold sparkly energy descends
	30301	Flask of Cerulean Tears restore	blue gold sparkly energy burst
	30320	Phantom spawn (small)	gold pool and rising energy
	30321	Phantom spawn (large)	gold pool and rising energy
	30330	Invader/Duelist spawn	red pool and rising energy
	30340	Hunter spawn	deep blue pool and rising energy
	30500	Phantom death	orange-gold sparkly flames
	30510	Invader death	pink-red sparkly flames
	30511	Phantom/Invader death	absorption sound
	30560	Hunter death	deep blue sparkly flames
30580	Duelist death	pink-red sparkly flames	
30581	Hunter/Duelist death	absorption sound	
Ground Impact FXR	100001	?	nothing
	100131	? (mini)	bright orange sparking
	100132	? (small)	bright orange sparking
	100133	? (medium)	bright orange sparking
	100134	? (large)	bright orange sparking
Gray Dust Splash	101001	? (mini)	gray dust puff
	101002	? (small)	gray dust puff
	101003	? (medium)	gray dirt puff
	101004	? (large)	gray dirt puff
	101005	? (huge)	gray dirt puff
	101011	? (small)	gray dust puff
	101012	? (medium)	gray dirt puff
	101013	? (large)	gray dirt puff
	101014	? (huge)	gray dirt puff
	101111	? (small)	gray dirt and rocks puff
	101112	? (medium)	gray dirt and rocks puff
	101113	? (large)	gray dirt and rocks puff
	101114	? (huge)	gray dirt and rocks puff
		101121	

i'm not gonna do all of these because there's way too fucking many



	ID	SOURCE	DESCRIPTION
	101122		
	101123		
	101124		
	101131		
	101132		
	101133		
	101134		
	101140		
	101141		
	101142		
	101143		
	101144		
Tan Dust Splash	102001		
	102002		
	102003		
	102004		
	102005		
	102011		
	102012		
	102013		
	102014		
	102111		
	102112		
	102113		
	102114		
	102121		
	102122		
	102123		
	102124		
	102131		
	102132		
	102133		
	102134		
	102140		
	102141		
	102142		
	102143		
	102144		
Tan Dust Splash	103001		
	103002		
	103003		
	103004		
	103005		
	103011		
	103012		
	103013		
	103014		
	103111		
	103112		
	103113		
	103114		
	103121		
	103122		
	103123		
	103124		
	103131		
	103132		
	103133		
	103134		
	103140		
	103141		
	103142		

	ID	SOURCE	DESCRIPTION
Tan Dust Splash	103143		
	103144		
	104001		
	104002		
	104003		
	104004		
	104005		
	104011		
	104012		
	104013		
	104014		
	104111		
	104112		
	104113		
	104114		
	104121		
	104122		
	104123		
	104124		
	104140		
Tan Dust Splash	104141		
	104142		
	104143		
	104144		
	105001		
	105002		
	105003		
	105004		
	105005		
	105011		
	105012		
	105013		
	105014		
	105111		
	105112		
	105113		
	105114		
	105121		
	105122		
	105123		
105124			
105131			
105132			
105133			
105134			
105140			
105141			
105142			
105143			
105144			
Magma Splash FXR	107000		
	107001		
	107002		
	107003		
	107004		
	107005		
	107011		
	107012		
	107013		
	107014		
	107111		
	107112		

	ID	SOURCE	DESCRIPTION
	107113		
	107114		
	107121		
	107122		
	107123		
	107124		
	107140		
	107141		
	107142		
	107143		
	107144		
Gray Dust Puff FXR	114000		
	114001		
	114002		
Gray Dust Splash FXR	115000		
	115001		
	115002		
	115003		
	115004		
	115005		
	115011		
	115012		
	115013		
	115014		
	115111		
	115112		
	115113		
	115114		
	115121		
	115122		
	115123		
	115124		
	115131		
	115132		
	115133		
	115134		
	115140		
	115141		
	115142		
	115143		
	115144		
	116001		
	116011		
	116111		
	116121		
	116141		
	117001		
	117011		
	117111		
	117121		
	117141		
Tan Dust Splash FXR	118001		
	118002		
	118003		
	118004		
	118005		
	118011		
	118012		
	118013		
	118014		
	118111		
	118112		

	ID	SOURCE	DESCRIPTION
	118113		
	118114		
	118121		
	118122		
	118123		
	118124		
	118131		
	118132		
	118133		
	118134		
	118140		
	118141		
	118142		
	118143		
	118144		
Icy Water Splash FXR	120000		
	120001		
	120002		
	120003		
	120004		
	120005		
	120011		
	120012		
	120013		
	120014		
	120111		
	120112		
	120113		
	120114		
	120121		
	120122		
	120123		
	120124		
	120140		
	120141		
	120142		
	120143		
	120144		
Icy Water Splash FXR	121000		
	121001		
	121002		
	121003		
	121004		
	121005		
	121011		
	121012		
	121013		
	121014		
	121111		
	121112		
	121113		
	121114		
	121121		
	121122		
	121123		
	121124		
	121140		
	121141		
	121142		
	121143		
	121144		
Poison Splash FXR	123000		

	ID	SOURCE	DESCRIPTION
	123001		
	123002		
	123003		
	123004		
	123005		
	123011		
	123012		
	123013		
	123014		
	123111		
	123112		
	123113		
	123114		
	123121		
	123122		
	123123		
	123124		
	123140		
	123141		
	123142		
	123143		
	123144		
Poison Splash FXR	124000		
	124001		
	124002		
	124011		
	124111		
	124121		
	124141		
Poison Splash FXR	125000		
	125001		
	125002		
	125011		
	125111		
	125121		
	125141		
Poison Splash FXR	126000		
	126001		
	126002		
	126011		
	126111		
	126121		
	126141		
Icy Water Splash FXR	127000		
	127001		
	127002		
	127011		
	127012		
	127111		
	127112		
	127121		
	127122		
	127141		
	127142		
Gray Dust Puff FXR	128001		
	128011		
	128111		
	128121		
	128141		
Poison Splash FXR	130001		
	130011		
	130111		

	ID	SOURCE	DESCRIPTION
	130121		
	130141		
Ice/Snow Splash FXR	143001		
	143002		
	143003		
	143004		
	143005		
	143011		
	143012		
	143013		
	143014		
	143111		
	143112		
	143113		
	143114		
	143121		
	143122		
	143123		
	143124		
	143140		
	143141		
	143142		
	143143		
	143144		
Dirt Splash FXR	144001		
	144002		
	144003		
	144004		
	144005		
	144011		
	144012		
	144013		
	144014		
	144111		
	144112		
	144113		
	144114		
	144121		
	144122		
	144123		
	144124		
	144140		
	144141		
	144142		
	144143		
	144144		
Ice/Snow Splash FXR	145001		
	145002		
	145003		
	145004		
	145005		
	145011		
	145012		
	145013		
	145014		
	145111		
	145112		
	145113		
	145114		
	145121		
	145122		
	145123		

	ID	SOURCE	DESCRIPTION
	145124		
	145140		
	145141		
	145142		
	145143		
	145144		ice splash
Amber? Splash FXR	146000		amber splash (size 1)
	146001		amber splash (size 2)
	146002		amber splash (size 3)
	146003		amber splash (size 4)
	146004		amber splash (size 5)
	146005		amber splash (size 6)
	146011		amber splash (size 1)
	146012		amber splash (size 2)
	146013		amber splash (size 3)
	146014		amber splash (size 4)
	146111		amber splash (size 1)
	146112		amber splash (size 2)
	146113		amber splash (size 3)
	146114		amber splash (size 4)
	146121		nothing
	146122		nothing
	146123		nothing
	146124		nothing
	146140		amber splash (size 1)
	146141		amber splash (size 2)
	146142		amber splash (size 3)
	146143		amber splash (size 4)
	146144		amber splash (size 5)
Amber? Splash FXR	147000		amber splash (size 1)
	147001		amber splash (size 2)
	147002		amber splash (size 3)
	147011		amber splash (size 1)
	147111		amber splash (size 1)
	147121		nothing
	147141		amber splash with sound (size 1)
Dark Blood Splash FXR	148000		dark blood splash (size 1)
	148001		dark blood splash (size 2)
	148002		dark blood splash (size 3)
	148003		dark blood splash (size 4)
	148004		dark blood splash (size 5)
	148005		dark blood splash with sound (size 6)
	148011		dark blood splash (size 1)
	148012		dark blood splash (size 2)
	148013		dark blood splash (size 3)
	148014		dark blood splash (size 4)
	148111		dark wide blood splash (size 1)
	148112		dark wide blood splash (size 2)
	148113		dark wide blood splash (size 3)
	148114		dark wide blood splash (size 4)
	148121		nothing
	148122		nothing
	148123		nothing
	148124		nothing
	148140		dark blood splash with sound (size 1)
	148141		dark blood splash with sound (size 2)
	148142		dark blood splash with sound (size 3)
	148143		dark blood splash with sound (size 4)
	148144		dark blood splash with sound (size 5)
Blood Splash FXR	149000		blood splash (size 1)
	149001		blood splash (size 2)
	149002		blood splash (size 3)

	ID	SOURCE	DESCRIPTION
	149003		blood splash (size 4)
	149004		blood splash (size 5)
	149005		blood splash with sound (size 6)
	149011		blood splash (size 1)
	149012		blood splash (size 2)
	149013		blood splash (size 3)
	149014		blood splash (size 4)
	149111		wide blood splash (size 1)
	149112		wide blood splash (size 2)
	149113		wide blood splash (size 3)
	149114		wide blood splash (size 4)
	149121		nothing
	149122		nothing
	149123		nothing
	149124		nothing
	149140		blood splash with sound (size 1)
	149141		blood splash with sound (size 2)
	149142		blood splash with sound (size 3)
	149143		blood splash with sound (size 4)
	149144		blood splash with sound (size 5)
<b>Ground Hit FXR</b>	200000	hit effect (size 1)	bright red spark
i am not going to do	200001	hit effect (size 2)	bright red spark
all of these because they	200002	hit effect (size 3)	bright red spark
are samey and annoying	200003	hit effect (size 4)	bright red spark
	200004	hit effect (size 5)	bright red spark
	201000	hit effect (size 1)	bright orange spark
	201001	hit effect (size 2)	bright orange spark
	201002	hit effect (size 3)	bright orange spark
	201003	hit effect (size 4)	bright orange spark
	201004	hit effect (size 5)	bright orange spark
	202000	hit effect (size 1)	green-brown dirt puff
	202001	hit effect (size 2)	green-brown dirt puff
	202002	hit effect (size 3)	green-brown dirt puff
	202003	hit effect (size 4)	green-brown dirt puff
	202004	hit effect (size 5)	green-brown dirt puff
	203000	hit effect (size 1)	brown dirt puff
	203001	hit effect (size 2)	brown dirt puff
	203002	hit effect (size 3)	brown dirt puff
	203003	hit effect (size 4)	brown dirt puff
	203004	hit effect (size 5)	brown dirt puff
	204000	hit effect (size 1)	dark brown dirt puff
	204001	hit effect (size 2)	dark brown dirt puff
	204002	hit effect (size 3)	dark brown dirt puff
	204003	hit effect (size 4)	dark brown dirt puff
	204004	hit effect (size 5)	dark brown dirt puff
	205000	hit effect (size 1)	dark brown dirt puff
	205001	hit effect (size 2)	dark brown dirt puff
	205002	hit effect (size 3)	dark brown dirt puff
	205003	hit effect (size 4)	dark brown dirt puff
	205004	hit effect (size 5)	dark brown dirt puff
<b>Gray Dust FXR</b>	206000		
	206001		
	206002		
	206003		
	206004		
<b>Magma Splash FXR</b>	207000		
	207001		
	207002		
	207003		
	207004		
<b>Wood Chip Splash FXR</b>	208000		
	208001		



	ID	SOURCE	DESCRIPTION
	208002		
	208003		
	208004		
Gray Rock Splash FXR	209000		
	209001		
	209002		
	209003		
	209004		
Pale Dust Splash FXR	210000		
	210001		
	210002		
	210100		
	210101		
	210102		
	210200		
	210201		
	210202		
	210300		
	210301		
	210302		
	210400		
	210401		
	210402		
	210501		
	210502		
	210511		
	210512		
	210521		
	210522		
	210531		
	210532		
	210533		
	210534		
	210535		
Blue Crystal Splash FXR	211000		
	211001		
	211002		
	211100		
	211101		
	211102		
	211200		
	211201		
	211202		
	211300		
	211301		
	211302		
	211400		
	211401		
	211402		
	211501		
	211502		
	211511		
	211512		
	211521		
	211522		
	211531		
	211532		
	211533		
	211534		
	211535		
Grass Splash FXR	212000		
	212001		

	ID	SOURCE	DESCRIPTION
	212002		
	212003		
	212004		
Blood Splash FXR	213000		
	213001		
	213002		
	213003		
	213004		
?	214000		
	214001		
	214002		
	214003		
	214004		
Gravel Splash FXR	215000		
	215001		
	215002		
	215100		
	215101		
	215102		
	215200		
	215201		
	215202		
	215300		
	215301		
	215302		
	215400		
	215401		
	215402		
	215501		
	215502		
	215511		
	215512		
	215521		
	215522		
	215531		
	215532		
	215533		
	215534		
	215535		
Poison Splash FXR	216000		
	216001		
	216002		
	216003		
	216004		
	218000		
	218001		
	218002		
	218003		
	218004		
Blood Splash FXR	220000		
	220001		
	220002		
	220100		
	220101		
	220102		
	220103		
	220104		
	220200		
	220201		
	220202		
	220300		
	220301		

ID	SOURCE	DESCRIPTION
220302		
220400		
220401		
220402		
220501		
220502		
220511		
220512		
220521		
220522		
220531		
220532		
220533		
220534		
220535		
220701		
220706		
220711		
220712		
220716		
220721		
220730		
220731		
221101		
221102		
222000		
222001		
222002		
222100		
222101		
222102		
222200		
222201		
222202		
222300		
222301		
222302		
222400		
222401		
222402		
224000		
224001		
224002		
224100		
224101		
224102		
224200		
224201		
224202		
224300		
224301		
224302		
224400		
224401		
224402		
224500		
224501		
224502		
224511		
224512		
224521		
224522		

Pale Splash FXR

	ID	SOURCE	DESCRIPTION
	224531		
	224532		
	224533		
	224534		
	224535		
Smoky Magma Splash	234000		
FXR	234001		
	234002		
	234100		
	234101		
	234102		
	234200		
	234201		
	234202		
	234300		
	234301		
	234302		
	234400		
	234401		
	234402		
	234501		
	234502		
	234511		
	234512		
	234521		
	234522		
	234531		
	234532		
	234533		
	234534		
	234535		
Snow Splash FXR	243000		
	243001		
	243002		
	243003		
	243004		
Dust Splash FXR	244000		
	244001		
	244002		
	244003		
	244004		
Ice Splash FXR	245000		
	245001		
	245002		
	245003		
	245004		
Dark Blood Splash FXR	246000		
	246001		
	246002		
	246003		
	246004		
Blood Splash FXR	248000		
	248001		
	248002		
	248100		
	248101		
	248102		
	248200		
	248201		
	248202		
	248300		
	248301		

	ID	SOURCE	DESCRIPTION
	248302		
	248400		
	248401		
	248402		
Muddy Splash FXR	249000		
	249001		
	249002		
	249100		
	249101		
	249102		
	249200		
	249201		
	249202		
	249300		
	249301		
	249302		
	249400		
	249401		
	249402		
Bright Gold Crystal Splash FXR	250000		
	250001		
	250002		
	250100		
	250101		
	250102		
	250200		
	250201		
	250202		
	250300		
	250301		
	250302		
	250400		
	250401		
	250402		
	250501		
	250502		
	250511		
	250512		
	250521		
	250522		
	250531		
	250532		
	250533		
	250534		
	250535		
Bright Gold Crystal Splash FXR	251000		
	251001		
	251002		
	251100		
	251101		
	251102		
	251200		
	251201		
	251202		
	251300		
	251301		
	251302		
	251400		
	251401		
	251402		
Gray-Gold Crystal Splash FXR	252000		
	252001		

	ID	SOURCE	DESCRIPTION
	252002		
	252100		
	252101		
	252102		
	252200		
	252201		
	252202		
	252300		
	252301		
	252302		
	252400		
	252401		
	252402		
	252501		
	252502		
	252511		
	252512		
	252521		
	252522		
	252531		
	252532		
	252533		
	252534		
	252535		
Pale Gold Crystal	253000		
Splash FXR	253001		
	253002		
	253100		
	253101		
	253102		
	253200		
	253201		
	253202		
	253300		
	253301		
	253302		
	253400		
	253401		
	253402		
Inky Black Splash FXR	254000		
	254001		
	254002		
	254100		
	254101		
	254102		
	254200		
	254201		
	254202		
	254300		
	254301		
	254302		
	254400		
	254401		
	254402		
	254501		
	254502		
	254511		
	254512		
	254521		
	254522		
	254531		
	254532		

	ID	SOURCE	DESCRIPTION
	254533		
	254534		
	254535		
Water Splash FXR	255000		
	255001		
	255002		
	255100		
	255101		
	255102		
	255200		
	255201		
	255202		
	255300		
	255301		
	255302		
	255400		
	255401		
	255402		
	256000		
	256001		
	256002		
	256003		
	256004		
Gold Crystal Splash FXR (maybe Morgott's?)	257000		
	257001		
	257002		
	257100		
	257101		
	257102		
	257200		
	257201		
	257202		
	257300		
	257301		
	257302		
	257400		
	257401		
	257402		
	257501		
	257502		
	257511		
	257512		
	257521		
	257522		
	257531		
	257532		
	257533		
	257534		
	257535		
Questionable White Fluid Splash FXR	258000		
	258001		
	258002		
	258100		
	258101		
	258102		
	258200		
	258201		
	258202		
	258300		
	258301		
	258302		
	258400		

	ID	SOURCE	DESCRIPTION
	258401		
	258402		
	258501		
	258502		
	258511		
	258512		
	258521		
	258522		
	258531		
	258532		
	258533		
	258534		
	258535		
Rot Splash FXR	259000		
	259001		
	259002		
	259100		
	259101		
	259102		
	259200		
	259201		
	259202		
	259300		
	259301		
	259302		
	259400		
	259401		
	259402		
	259501		
	259502		
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	259512		
	259521		
	259522		
	259531		
	259532		
	259533		
	259534		
	259535		
Rot Splash FXR	260000		
	260001		
	260002		
	260100		
	260101		
	260102		
	260200		
	260201		
	260202		
	260300		
	260301		
	260302		
	260400		
	260401		
	260402		
Dark Blood Splash FXR	261000		
	261001		
	261002		
	261100		
	261101		
	261102		
	261200		
	261201		



	ID	SOURCE	DESCRIPTION
	261202		
	261300		
	261301		
	261302		
	261400		
	261401		
	261402		
	261501		
	261502		
	261511		
	261512		
	261521		
	261522		
	261531		
	261532		
	261533		
	261534		
	261535		
Gray Splash FXR	262000		
	262001		
	262002		
	262100		
	262101		
	262102		
	262200		
	262201		
	262202		
	262300		
	262301		
	262302		
	262400		
	262401		
	262402		
	262501		
	262502		
	262511		
	262512		
	262521		
	262522		
	262531		
	262532		
	262533		
	262534		
	262535		
Salmon Pink Crystal Splash FXR	263000		
	263001		
	263002		
	263100		
	263101		
	263102		
	263200		
	263201		
	263202		
	263300		
	263301		
	263302		
	263400		
	263401		
	263402		
	263501		
	263502		
	263511		

	ID	SOURCE	DESCRIPTION
	263512		
	263521		
	263522		
	263531		
	263532		
	263533		
	263534		
	263535		
White Crystal and Blood	264000		
Splash FXR	264001		
	264002		
	264004		
	264100		
	264101		
	264102		
	264104		
	264200		
	264201		
	264202		
	264204		
	264300		
	264301		
	264302		
	264304		
	264400		
	264401		
	264402		
	264404		
	264501		
	264502		
	264511		
	264512		
	264521		
	264522		
	264531		
	264532		
	264533		
	264534		
	264535		
White Crystal and Blood	265000		
Splash FXR	265001		
	265002		
	265004		
	265100		
	265101		
	265102		
	265104		
	265200		
	265201		
	265202		
	265204		
	265300		
	265301		
	265302		
	265304		
	265400		
	265401		
	265402		
	265404		
White Crystal and Blood	266000		
Splash FXR	266001		
	266002		

	ID	SOURCE	DESCRIPTION
	266100		
	266101		
	266102		
	266200		
	266201		
	266202		
	266300		
	266301		
	266302		
	266400		
	266401		
	266402		
Gray Dust Splash FXR	267000		
	267001		
	267002		
	267100		
	267101		
	267102		
	267200		
	267201		
	267202		
	267300		
	267301		
	267302		
	267400		
	267401		
	267402		
	267501		
	267502		
	267511		
	267512		
	267521		
	267522		
	267531		
	267532		
	267533		
	267534		
	267535		
Questionable White Fluid Splash FXR	268000		
	268001		
	268002		
	268100		
	268101		
	268102		
	268200		
	268201		
	268202		
	268300		
	268301		
	268302		
	268400		
	268401		
	268402		
Smoky Magma Splash FXR	269000		
	269001		
	269002		
	269100		
	269101		
	269102		
	269200		
	269201		
	269202		

	ID	SOURCE	DESCRIPTION
	269300		
	269301		
	269302		
	269400		
	269401		
	269402		
Gray-Gold Crystal Splash FXR	270000		
	270001		
	270002		
	270100		
	270101		
	270102		
	270200		
	270201		
	270202		
	270300		
	270301		
	270302		
	270400		
	270401		
	270402		
	270501		
	270502		
	270511		
	270512		
	270521		
270522			
270531			
270532			
270533			
270534			
270535			
Smoky Gray-Gold Crystal Splash FXR	271000		
	271001		
	271002		
	271100		
	271101		
	271102		
	271200		
	271201		
	271202		
	271300		
	271301		
	271302		
	271400		
	271401		
	271402		
	271501		
	271502		
	271511		
	271512		
	271521		
271522			
271531			
271532			
271533			
271534			
271535			
Consumable item FXR	300000	Throwing Knife (held)	
	300001	Throwing Knife (projectile)	
	300002	Throwing Knife (stuck)	
	300003	Throwing Knife (deflected)	

ID	SOURCE	DESCRIPTION
300060	Crystal Dart (held)	
300061	Crystal Dart (projectile)	
300062	Crystal Dart (stuck)	
300063	Crystal Dart (deflected)	
300070	Bone Dart (held)	
300071	Bone Dart (projectile)	
300072	Bone Dart (stuck)	
300073	Bone Dart (deflected)	
300080	Kukri (held)	
300081	Kukri (projectile)	
300082	Kukri (stuck)	
300083	Kukri (deflected)	
300090	Fan Daggers (held)	
300091	Fan Daggers (projectile)	
300092	Fan Daggers (stuck)	
300093	Fan Daggers (deflected)	
300110	Redmane Fire Pot (held)	
300111	Redmane Fire Pot (projectile)	
300112	Redmane Fire Pot (burst)	
300113	Redmane Fire Pot (lingering fire)	
300115	Giantsflame Fire Pot (held)	
300116	Giantsflame Fire Pot (projectile)	
300117	Giantsflame Fire Pot (burst)	
300118	Giantsflame Fire Pot (lingering fire)	
300120	Fire Pot (held)	
300121	Fire Pot (projectile)	
300122	Fire Pot (burst)	
300123	Fire Pot (lingering fire)	
300130	Volcano Pot (held)	
300131	Volcano Pot (projectile)	
300132	Volcano Pot (burst and lingering fire)	
300140	Oil Pot (held)	
300141	Oil Pot (projectile)	
300142	Oil Pot (burst)	
300150	? Fire Pot (held)	
300151	? Fire Pot (projectile)	
300152	? Fire Pot (burst)	
300153	? Fire Pot (lingering fire)	
300160	Freezing Pot (held)	
300161	Freezing Pot (projectile)	
300162	Freezing Pot (burst)	
300170	Lightning Pot (held)	
300171	Lightning Pot (projectile)	
300172	Lightning Pot (burst)	
300173	Lightning Pot (lingering sparks)	
300175	Ancient Dragonbolt Pot (held)	
300176	Ancient Dragonbolt Pot (projectile)	
300177	Ancient Dragonbolt Pot (burst)	
300180	Holy Water Pot (held)	
300181	Holy Water Pot (projectile)	
300182	Holy Water Pot (burst)	
300183	Holy Water Pot (lingering smoke)	
300185	Sacred Order Pot (held)	
300186	Sacred Order Pot (projectile)	
300187	Sacred Order Pot (burst)	
300190	Fetid Pot (held)	
300191	Fetid Pot (projectile)	
300192	Fetid Pot (burst)	
300200	Swarm Pot (held)	
300201	Swarm Pot (projectile)	
300202	Swarm Pot (burst)	
300210	Sleep Pot (held)	

ID	SOURCE	DESCRIPTION
300211	Sleep Pot (projectile)	
300212	Sleep Pot (burst)	
300220	Rancor Pot (held)	
300221	Rancor Pot (projectile)	
300222	Rancor Pot (burst)	
300223	Rancor Pot (skull projectile)	
300224	Rancor Pot (skull burst)	
300230	Magic Pot (held)	
300231	Magic Pot (projectile)	
300232	Magic Pot (burst)	
300235	Academy Magic Pot (held)	
300236	Academy Magic Pot (projectile)	
300237	Academy Magic Pot (burst)	
300240	Poison Pot (held)	
300241	Poison Pot (projectile)	
300242	Poison Pot (burst)	
300250	Roped Fire Pot (held)	
300251	Roped Fire Pot (projectile)	
300252	Roped Fire Pot (burst)	
300253	Roped Fire Pot (lingering fire)	
300260	Roped Lightning Pot (held)	
300261	Roped Lightning Pot (projectile)	
300262	Roped Lightning Pot (burst)	
300263	Roped Lightning Pot (lingering sparks)	
300270	Roped Fetid Pot (held)	
300271	Roped Fetid Pot (projectile)	
300272	Roped Fetid Pot (burst)	
300280	Roped Poison Pot (held)	
300281	Roped Poison Pot (projectile)	
300282	Roped Poison Pot (burst)	
300290	Roped Oil Pot (held)	
300291	Roped Oil Pot (projectile)	
300292	Roped Oil Pot (burst)	
300300	Roped Magic Pot (held)	
300301	Roped Magic Pot (projectile)	
300302	Roped Magic Pot (burst)	
300310	Roped Swarm Pot (held)	
300311	Roped Swarm Pot (projectile)	
300312	Roped Swarm Pot (burst)	
300330	Roped Volcano Pot (held)	
300331	Roped Volcano Pot (projectile)	
300332	Roped Volcano Pot (burst)	
300340	Roped Holy Water Pot (held)	
300341	Roped Holy Water Pot (projectile)	
300342	Roped Holy Water Pot (burst)	
300343	Roped Holy Water Pot (lingering smoke)	
300350	Alluring Pot (held)	
300351	Alluring Pot (projectile)	
300352	Alluring Pot (burst)	
300355	Beastlure Pot (held)	
300356	Beastlure Pot (projectile)	
300357	Beastlure Pot (burst)	
300360	Albinauric Pot (held)	
300361	Albinauric Pot (projectile)	
300362	Albinauric Pot (burst)	
300363	Albinauric Pot (Tears Flask block effect)	
300370	Cursed-Blood Pot (held)	
300371	Cursed-Blood Pot (projectile)	
300372	Cursed-Blood Pot (burst)	
300373	Cursed-Blood Pot (Mohgwyn sigil)	
300380	? unused dark purple Pot (held)	
300381	? unused dark purple Pot (projectile)	

ID	SOURCE	DESCRIPTION
300382	? unused dark purple Pot (burst)	
300400	Morgott's holy Erdsteel Dagger	
300401	Morgott's holy Treespear (angled)	
300402	Morgott's holy Erdsteel Dagger (angled)	
300403	Morgott's holy Carian Knight's Sword (angled)	
300404	Morgott's holy Giant-Crusher (angled)	
300405	Morgott's holy Treespear (angled)	
300412	Morgott's holy Erdsteel Dagger desummon (angled)	
300413	Morgott's holy Carian Knight's Sword desummon(angled)	
300414	Morgott's holy Giant-Crusher desummon (angled)	
300415	Morgott's holy Treespear desummon (angled)	
300500		sparkly fire and expanding rings of gold
300510		big bright sparkly frost smoke
300520	Spark Aromatic (Perfume Bottle)	
300521	Spark Aromatic (projectile sparkle trail)	
300522	Spark Aromatic (projectile burn)	
300523	Spark Aromatic (projectile burst)	
300531	Acid Spraymist (spray and cloud)	
300540	Uplifting Aromatic (Perfume Bottle)	
300541	Uplifting Aromatic (energy absorption)	
300542	Uplifting Aromatic (sparkle AoE)	
300551	Ironjar Aromatic (energy absorption)	
300552	Ironjar Aromatic (dripping)	
300561	Bloodboil Aromatic (energy absorption)	
300571	Poison Spraymist (spray and cloud)	
300600	Explosive Stone (held)	
300601	Explosive Stone (projectile)	
300602	Explosive Stone (burst)	
300610	Poisoned Stone (held)	
300611	Poisoned Stone (projectile)	
300612	Poisoned Stone (burst)	
300613	Poisoned Stone (deflected)	
300620	Poisonbone Dart (held)	
300621	Poisonbone Dart (projectile)	
300622	Poisonbone Dart (stuck)	
300623	Poisonbone Dart (deflected)	
300640	Soap (held)	
300641	Soap (bubble splash)	
300642	Soap (body bubbles)	
300650	Explosive Stone Clump (held)	
300660	Poisoned Stone Clump (held)	
300670	Ancestral Infant's Head (held)	
300671	Ancestral Infant's Head (breath)	
300672	Ancestral Infant's Head (projectile)	
300673	Ancestral Infant's Head (splash pool)	
300680	Omen Bairn (body flame)	
300681	Omen Bairn (body flame burst)	
300685	Omen Bairn (projectile)	
300686	Omen Bairn (projectile burst)	
300690	Miranda's Prayer (glitter)	
300691	Miranda's Prayer (light burst)	
300700	? cut Glintstone Scrap (held)	
300701	? cut Glintstone Scrap (projectile)	
300702	? cut Glintstone Scrap (burst)	
300703	? cut Glintstone Scrap (secondary projectile forms)	
300704	? cut Glintstone Scrap (secondary projectile)	
300705	? cut Glintstone Scrap (secondary projectile burst)	
300710	Glintstone Scrap (held)	
300711	Glintstone Scrap (projectile)	
300712	Glintstone Scrap (burst)	
300713	Glintstone Scrap (secondary projectile forms)	
300714	Glintstone Scrap (secondary projectile)	

ID	SOURCE	DESCRIPTION
300715	Glintstone Scrap (secondary projectile burst)	
300720	Gravity Stone Chunk (held)	
300721	Gravity Stone Chunk (Gravity sigil)	
300722	Gravity Stone Chunk (projectile)	
300723	Gravity Stone Chunk (ground impact)	
300724	Gravity Stone Chunk (gravity field)	
300725	Gravity Stone Chunk (rock burst)	
300730	Frenzyflame Stone (held)	
300731	Frenzyflame Stone (projectile)	
300732	Frenzyflame Stone (lingering aura)	
300740	Regal Omen Bairn (body flame)	
300741	Regal Omen Bairn (body flame burst)	
300745	Regal Omen Bairn (projectile)	
300746	Regal Omen Bairn (projectile burst)	
300750	Large Glintstone Scrap (held)	
300751	Large Glintstone Scrap (projectile)	
300752	Large Glintstone Scrap (burst)	
300753	Large Glintstone Scrap (secondary projectile forms)	
300754	Large Glintstone Scrap (secondary projectile)	
300755	Large Glintstone Scrap (secondary projectile burst)	
301000	Flask of Crimson Tears (full)	
301001	Flask of Crimson Tears (empty)	
301002	Flask of Crimson Tears (heal)	
301010	?	nothing
301011	? Red Scarab Flask restore?	bright yellow sparkly release
301031	Stanching Boluses (use)	red sparkly release
301033	Neutralizing Boluses (use)	green sparkly release
301035	Preserving Boluses (use)	orange sparkly release
301037	Stimulating Boluses (use)	purple sparkly release
301039	Thawfrost Boluses (use)	pale blue sparkly release
301041	Rejuvenating Boluses (use)	black and pale gold sparkly release
301043	Clarifying Boluses (use)	gold flaming sparkly release
301050	Flask of Cerulean Tears (full)	
301051	Flask of Cerulean Tears (empty)	
301052	Flask of Cerulean Tears (heal)	
301090	? Blue Scarab Flask restore?	bright blue sparkly release
301100	?	pale gold slow downward flame
301200	Pickled Turtle Neck (held)	
301201	Pickled Turtle Neck (use)	
301202	Pickled Turtle Neck (effect)	
301210	Immunizing White Cured Meat (held)	
301211	Immunizing White Cured Meat (use)	
301212	Immunizing White Cured Meat (effect)	
301220	Invigorating White Cured Meat (held)	
301221	Invigorating White Cured Meat (use)	
301222	Invigorating White Cured Meat (effect)	
301230	Clarifying White Cured Meat (held)	
301231	Clarifying White Cured Meat (use)	
301232	Clarifying White Cured Meat (effect)	
301240	Dappled White Cured Meat (held)	
301241	Dappled White Cured Meat (use)	
301242	Dappled White Cured Meat (effect)	
301250	Silver-Pickled Fowl Foot (held)	
301251	Silver-Pickled Fowl Foot (use)	
301252	Silver-Pickled Fowl Foot (effect)	
301260	Gold-Pickled Fowl Foot (held)	
301261	Gold-Pickled Fowl Foot (use)	
301262	Gold-Pickled Fowl Foot (effect)	
301270	Exalted Flesh (held)	
301271	Exalted Flesh (use)	
301272	Exalted Flesh (effect)	
301281	Spellproof Dried Liver (use)	



ID	SOURCE	DESCRIPTION
301291	Lightningproof Dried Liver (use)	
301311	Holyproof Dried Liver (use)	
301340	?	red sparkly energy release
301350	Boiled Crab (held)	
301351	Boiled Crab (use)	
301352	Boiled Crab (effect)	
301360	Boiled Prawn (held)	
301361	Boiled Prawn (use)	
301362	Boiled Prawn (effect)	
301371	Radiant Baldachin's Blessing (use)	
301372	Radiant Baldachin's Blessing (effect)	
301500	Spirit Summon (held)	
301501	Spirit Summon (bell)	
301502	Spirit Summon (sparkles)	
301503	Spirit Summon (summon pulse)	
301505	Spirit Summon (spawn pulse)	
301512	Spirit Summon (sparkles)	
302000	? some kind of roped poison meat block (held)	
302001	? some kind of roped poison meat block (projectile)	
302002	? some kind of roped poison meat block (burst)	
302005	? some kind of roped poison meat block (small, held)	
302006	? some kind of roped poison meat block (small, projectile)	
302007	? some kind of roped poison meat block (small, burst)	
302008	? some kind of roped poison meat block (effect)	
302020	Rainbow Stone (held)	
302021	Rainbow Stone (projectile)	
302022	Rainbow Stone (lingering colored stone)	
302023	Rainbow Stone (burst)	
302030	Glowstone (held)	
302031	Glowstone (lingering glowing stone)	
302041	?	windy whirl of red-orange petals
302050	Telescope	
302060	Memory of Grace (activation)	glittering pale gold flame
302061	Memory of Grace (body effect)	glittering pale gold release
302120	?	small silver pot
302121	?	rising pillar of dense azure smoke and magic sparkles
302130	Warming Stone (held)	
302131	Warming Stone (projectile)	
302132	Warming Stone (lingering aura)	
302133	Warming Stone (heal effect)	
302140	Ruin Fragment (held)	
302141	Ruin Fragment (projectile)	
302142	Ruin Fragment (burst)	
302151	Baldachin's Blessing (use)	
302152	Baldachin's Blessing (effect)	
302160	Lucent Baldachin's Blessing (held)	
302161	Lucent Baldachin's Blessing (use)	
302170	Wraith Calling Bell (bell)	
302171	Wraith Calling Bell (projectile)	
302172	Wraith Calling Bell (burst)	
302181	Blasphemous Claw (use)	
302190	Miquella's Needle (held)	
302191	Miquella's Needle (frenzyflame absorption)	
302192	Miquella's Needle (Miquella sigil)	
302200	Pureblood Knight's Medal (Mohgwyn sigil)	
302210	Soft Cotton (held)	
302211	Soft Cotton (use)	
302212	Soft Cotton (effect)	
302213	Soft Cotton (effect start)	
302220	Starlight Shard (held)	
302221	Starlight Shard (use)	
302222	Starlight Shard (effect)	

ID	SOURCE	DESCRIPTION
302301		orange sparkly release
302401		green-gold spiraling glitter release
302402		pale red spiraling glitter release
302403		cyan spiraling glitter release
302404		purple spiraling glitter release
302405		pale salmon red sparkly release
302406		pale blue sparkly release
302410		pale blue sparkly echo pulse
302420	Lantern (model)	
302421	Lantern (glow)	
302440		small sparkling white gem
302450		medium bright sparkling white gem
302460	Gravity Stone Fan (held)	
302461	Gravity Stone Fan (Gravity sigil)	
302462	Gravity Stone Fan (projectile)	
302463	Gravity Stone Fan (ground impact)	
302464	Gravity Stone Fan (small rock burst)	
302465	Gravity Stone Fan (medium rock burst)	
302466	Gravity Stone Fan (large rock burst)	
302470	Margit's Shackle (held)	
302471	Margit's Shackle (use)	
302472	Margit's Shackle (giant Erdtree sigil)	
302473	Margit's Shackle (giant Erdtree sigil burst)	
302490	Bewitching Branch (held)	
302491	Bewitching Branch (Miquella sigil)	
302493	Bewitching Branch (smoke spray)	
302494	Bewitching Branch (smoke puff)	
302500	Prattling Pate "Hello" (held)	
302501	Prattling Pate "Hello" (voice)	
302502	Prattling Pate "Hello" (?)	nothing
302510	Prattling Pate "Thank You" (held)	
302511	Prattling Pate "Thank You" (voice)	
302520	Prattling Pate "Apologies" (held)	
302521	Prattling Pate "Apologies" (voice)	
302530	Prattling Pate "Wonderful" (held)	
302531	Prattling Pate "Wonderful" (voice)	
302540	Prattling Pate "Please Help" (held)	
302541	Prattling Pate "Please Help" (voice)	
302550	Prattling Pate "My Beloved" (held)	
302551	Prattling Pate "My Beloved" (voice)	
302560	Prattling Pate "Let's Get To It" (held)	
302561	Prattling Pate "Let's Get To It" (voice)	
302570	Prattling Pate "You're Beautiful" (held)	
302571	Prattling Pate "You're Beautiful" (voice)	
302600	Mimic's Veil (held)	
302602	Mimic's Veil (start effect)	
302603	Mimic's Veil (dispel effect)	
302604	Mimic's Veil (form 1)	
302605	Mimic's Veil (form 2)	
302606	Mimic's Veil (form 3)	
302700	Scriptstone (held)	white sparkly concentrated energy
302702	Scriptstone (use)	white sparkly burst
302710	Grace Mimic (held)	
302711	Grace Mimic (use)	
302712	Grace Mimic (Grace spawn and projectile)	
302713	Grace Mimic (Grace sound)	
302800	Twinsage Glintstone Crown (Erudition glow)	lavender and green sparkly energy orbs
302810	Olivinus Glintstone Crown (Erudition glow)	green sparkly energy orb
302820	Lazuli Glintstone Crown (Erudition glow)	lavender sparkly energy orb
302830	Karolos Glintstone Crown (Erudition glow)	pale green energy orb
302840	Witch's Glintstone Crown (Erudition glow)	acid green energy orb
302900	Rowa Raisin (held)	

ID	SOURCE	DESCRIPTION
302901	Rowa Raisin (heal)	
302910	Sweet Raisin (held)	
302911	Sweet Raisin (heal)	
302920	Frozen Raisin (held)	
302921	Frozen Raisin (heal)	
302991		cyan-blue sparkly magic energy
303000	Fire weapon buff (use sound)	
303001	Fire weapon buff (size 0)	
303002	Fire weapon buff (size 1)	
303003	Fire weapon buff (size 2)	
303004	Fire weapon buff (size 3)	
303005	Fire weapon buff (size 4)	
303006	Fire weapon buff (size 5)	
303007	Fire weapon buff (size 6)	
303008	Fire weapon buff (size 7)	
303009	Fire weapon buff (size 8)	
303010	Lightning weapon buff (use sound)	
303011	Lightning weapon buff (size 0)	
303012	Lightning weapon buff (size 1)	
303013	Lightning weapon buff (size 2)	
303014	Lightning weapon buff (size 3)	
303015	Lightning weapon buff (size 4)	
303016	Lightning weapon buff (size 5)	
303017	Lightning weapon buff (size 6)	
303018	Lightning weapon buff (size 7)	
303019	Lightning weapon buff (size 8)	
303020		nothing
303030		falling bright white sparkles
303031		sparkly white foggy release
303040		nothing
303050		nothing
303060	Poison weapon buff (activation sound)	
303061	Poison weapon buff (size 0)	
303062	Poison weapon buff (size 1)	
303063	Poison weapon buff (size 2)	
303064	Poison weapon buff (size 3)	
303065	Poison weapon buff (size 4)	
303066	Poison weapon buff (size 5)	
303067	Poison weapon buff (size 6)	
303068	Poison weapon buff (size 7)	
303069	Poison weapon buff (size 8)	
303070	Magic weapon buff (activation sound)	
303071	Magic weapon buff (size 0)	
303072	Magic weapon buff (size 1)	
303073	Magic weapon buff (size 2)	
303074	Magic weapon buff (size 3)	
303075	Magic weapon buff (size 4)	
303076	Magic weapon buff (size 5)	
303077	Magic weapon buff (size 6)	
303078	Magic weapon buff (size 7)	
303079	Magic weapon buff (size 8)	
303090	Blood weapon buff (activation sound)	
303091	Blood weapon buff (size 0)	
303092	Blood weapon buff (size 1)	
303093	Blood weapon buff (size 2)	
303094	Blood weapon buff (size 3)	
303095	Blood weapon buff (size 4)	
303096	Blood weapon buff (size 5)	
303097	Blood weapon buff (size 6)	
303098	Blood weapon buff (size 7)	
303099	Blood weapon buff (size 8)	
303100	Soporific weapon buff (activation sound)	

ID	SOURCE	DESCRIPTION
303101	Soporific weapon buff (size 0)	
303102	Soporific weapon buff (size 1)	
303103	Soporific weapon buff (size 2)	
303104	Soporific weapon buff (size 3)	
303105	Soporific weapon buff (size 4)	
303106	Soporific weapon buff (size 5)	
303107	Soporific weapon buff (size 6)	
303108	Soporific weapon buff (size 7)	
303109	Soporific weapon buff (size 8)	
303110	Freezing weapon buff (activation sound)	
303111	Freezing weapon buff (size 0)	
303112	Freezing weapon buff (size 1)	
303113	Freezing weapon buff (size 2)	
303114	Freezing weapon buff (size 3)	
303115	Freezing weapon buff (size 4)	
303116	Freezing weapon buff (size 5)	
303117	Freezing weapon buff (size 6)	
303118	Freezing weapon buff (size 7)	
303119	Freezing weapon buff (size 8)	
303120	Ghostflame weapon buff (activation sound)	
303121	Ghostflame weapon buff (size 0)	
303122	Ghostflame weapon buff (size 1)	
303123	Ghostflame weapon buff (size 2)	
303124	Ghostflame weapon buff (size 3)	
303125	Ghostflame weapon buff (size 4)	
303126	Ghostflame weapon buff (size 5)	
303127	Ghostflame weapon buff (size 6)	
303128	Ghostflame weapon buff (size 7)	
303129	Ghostflame weapon buff (size 8)	
303130	Holy weapon buff (activation sound)	
303131	Holy weapon buff (size 0)	
303132	Holy weapon buff (size 1)	
303133	Holy weapon buff (size 2)	
303134	Holy weapon buff (size 3)	
303135	Holy weapon buff (size 4)	
303136	Holy weapon buff (size 5)	
303137	Holy weapon buff (size 6)	
303138	Holy weapon buff (size 7)	
303139	Holy weapon buff (size 8)	
303140	Cragblade weapon buff (activation sound)	
303141	Cragblade weapon buff (size 0)	
303142	Cragblade weapon buff (size 1)	
303143	Cragblade weapon buff (size 2)	
303144	Cragblade weapon buff (size 3)	
303145	Cragblade weapon buff (size 4)	
303146	Cragblade weapon buff (size 5)	
303147	Cragblade weapon buff (size 6)	
303148	Cragblade weapon buff (size 7)	
303149	Cragblade weapon buff (size 8)	
303150	Ancient Lightning weapon buff (activation sound)	
303151	Ancient Lightning weapon buff (size 0)	
303152	Ancient Lightning weapon buff (size 1)	
303153	Ancient Lightning weapon buff (size 2)	
303154	Ancient Lightning weapon buff (size 3)	
303155	Ancient Lightning weapon buff (size 4)	
303156	Ancient Lightning weapon buff (size 5)	
303157	Ancient Lightning weapon buff (size 6)	
303158	Ancient Lightning weapon buff (size 7)	
303159	Ancient Lightning weapon buff (size 8)	
303160	Blackflame weapon buff (activation sound)	
303161	Blackflame weapon buff (size 0)	
303162	Blackflame weapon buff (size 1)	

ID	SOURCE	DESCRIPTION
303163	Blackflame weapon buff (size 2)	
303164	Blackflame weapon buff (size 3)	
303165	Blackflame weapon buff (size 4)	
303166	Blackflame weapon buff (size 5)	
303167	Blackflame weapon buff (size 6)	
303168	Blackflame weapon buff (size 7)	
303169	Blackflame weapon buff (size 8)	
303170	Bloodflame weapon buff (activation sound)	
303171	Bloodflame weapon buff (size 0)	
303172	Bloodflame weapon buff (size 1)	
303173	Bloodflame weapon buff (size 2)	
303174	Bloodflame weapon buff (size 3)	
303175	Bloodflame weapon buff (size 4)	
303176	Bloodflame weapon buff (size 5)	
303177	Bloodflame weapon buff (size 6)	
303178	Bloodflame weapon buff (size 7)	
303179	Bloodflame weapon buff (size 8)	
303180	Dragonwound weapon buff (activation sound)	
303181	Dragonwound weapon buff (size 0)	
303182	Dragonwound weapon buff (size 1)	
303183	Dragonwound weapon buff (size 2)	
303184	Dragonwound weapon buff (size 3)	
303185	Dragonwound weapon buff (size 4)	
303186	Dragonwound weapon buff (size 5)	
303187	Dragonwound weapon buff (size 6)	
303188	Dragonwound weapon buff (size 7)	
303189	Dragonwound weapon buff (size 8)	
303190	Rot weapon buff (activation sound)	
303191	Rot weapon buff (size 0)	
303192	Rot weapon buff (size 1)	
303193	Rot weapon buff (size 2)	
303194	Rot weapon buff (size 3)	
303195	Rot weapon buff (size 4)	
303196	Rot weapon buff (size 5)	
303197	Rot weapon buff (size 6)	
303198	Rot weapon buff (size 7)	
303199	Rot weapon buff (size 8)	
303200	Golden Tempering weapon buff (activation sound)	
303201	Golden Tempering weapon buff (size 0)	
303202	Golden Tempering weapon buff (size 1)	
303203	Golden Tempering weapon buff (size 2)	
303204	Golden Tempering weapon buff (size 3)	
303205	Golden Tempering weapon buff (size 4)	
303206	Golden Tempering weapon buff (size 5)	
303207	Golden Tempering weapon buff (size 6)	
303208	Golden Tempering weapon buff (size 7)	
303209	Golden Tempering weapon buff (size 8)	
303300	Loretta's Slash weapon buff (activation sound)	
303301	Loretta's Slash weapon buff (size 0)	
303302	Loretta's Slash weapon buff (size 1)	
303303	Loretta's Slash weapon buff (size 2)	
303304	Loretta's Slash weapon buff (size 3)	
303305	Loretta's Slash weapon buff (size 4)	
303306	Loretta's Slash weapon buff (size 5)	
303307	Loretta's Slash weapon buff (size 6)	
303308	Loretta's Slash weapon buff (size 7)	
303309	Loretta's Slash weapon buff (size 8)	
304000	Golden Rune (held) [1]	
304001	Golden Rune (use) [1]	
304002	Golden Rune (Rune absorption) [1]	
304005	Golden Rune (descending Rune orb) [1]	
304006	Golden Rune (descending Rune orb) [1]	

ID	SOURCE	DESCRIPTION
304010	Golden Rune (held) [2-5]	
304011	Golden Rune (use) [2-5]	
304012	Golden Rune (Rune absorption) [2-5]	
304020	Golden Rune (held) [6-10]	
304021	Golden Rune (use) [6-10]	
304022	Golden Rune (Rune absorption) [6-10]	
304030	Golden Rune (held) [11-13]	
304031	Golden Rune (use) [11-13]	
304032	Golden Rune (Rune absorption) [11-13]	
304040	Numen/Hero's Rune (held) [1-3]	
304041	Numen/Hero's Rune (use) [1-3]	
304042	Numen/Hero's Rune (Rune absorption) [1-3]	
304050	Lord's/Hero's Rune (held) [4-5]	
304051	Lord's/Hero's Rune (use) [4-5]	
304052	Lord's/Hero's Rune (Rune absorption) [4-5]	
304070	Remembrance (held)	
304071	Remembrance (use)	
304072	Remembrance (Rune absorption)	
304073	Remembrance (descending Rune orb)	
304511	Godrick's Great Rune (Rune absorption)	
304512	Godrick's Great Rune (descending Rune orb)	
304521	Rykard's Great Rune (Rune absorption)	
304522	Rykard's Great Rune (descending Rune orb)	
304531	Malenia's Great Rune (Rune absorption)	
304532	Malenia's Great Rune (descending Rune orb)	
304541	Radahn's Great Rune (Rune absorption)	
304542	Radahn's Great Rune (descending Rune orb)	
304551	Morgott's Great Rune (Rune absorption)	
304552	Morgott's Great Rune (descending Rune orb)	
304561	Mohg's Great Rune (Rune absorption)	
304562	Mohg's Great Rune (descending Rune orb)	
304570	Rune Arc (use)	
304571	Rune Arc (Rune absorption)	
304572	Rune Arc (descending Rune orb)	
304573	Rune Arc (held)	
304620	Phantom Great Rune (health regen?)	red restore/regain energy
304621	Phantom Great Rune (health regen?)	nothing
304660	Phantom Great Rune (held)	
304661	Phantom Great Rune (use)	
304665	Phantom Great Rune (health regen)	
304675	Phantom Great Rune (health regen?)	
305000	Finger Severer (held)	
305001	Finger Severer (cut)	
305010	Bloody/Recusant Finger (held)	
305011	Bloody/Recusant Finger (activation)	
305015	? Bloody/Recusant Finger (held)	
305016	? Bloody/Recusant Finger (deactivation)	
305020	Taunter's Tongue (held)	
305021	Taunter's Tongue (activation)	
305025	Taunter's Tongue (held)	
305026	Taunter's Tongue (deactivation)	
305030	Furcalling Finger Remedy (held dish)	
305031	Furcalling Finger Remedy (held energy)	
305032	Furcalling Finger Remedy (?)	nothing
305033	Furcalling Finger Remedy (activation)	
305034	Furcalling Finger Remedy (deactivation)	
305040	Phantom Bloody/Recusant Finger (held)	
305041	Phantom Bloody/Recusant Finger (use)	
305100	Tarnished's Wized Finger (held)	
305101	Tarnished's Wized Finger (activation)	nothing
305110	Tarnished's Furred Finger (held)	
305111	Tarnished's Furred Finger (activation)	nothing

ID	SOURCE	DESCRIPTION
305120	Duelist's Furled Finger (held)	
305121	Duelist's Furled Finger (activation)	
305200	Small Golden Effigy (held)	
305201	Small Golden Effigy (activation)	
305205	Small Golden Effigy (held)	
305206	Small Golden Effigy (deactivation)	
305210	Small Red Effigy (held)	
305211	Small Red Effigy (activation)	
305215	Small Red Effigy (held)	
305216	Small Red Effigy (deactivation)	
305300	White Cipher Ring (held)	
305301	White Cipher Ring (activation)	
305305	White Cipher Ring (held)	
305306	White Cipher Ring (deactivation)	
305310	Blue Cipher Ring (held)	
305311	Blue Cipher Ring (activation)	
305315	Blue Cipher Ring (held)	
305316	Blue Cipher Ring (deactivation)	
320000	? Invader Rune gain?	red energy absorption
320160	Conditional HP restore	
320170	Conditional FP restore	
330000	Crimson Crystal Tear (use)	
330100	Cerulean Crystal/Hidden Tear (use)	
330111	Cerulean Hidden Tear (effect)	
330200	Speckled Hardtear (use)	
330301	Crimson Bubbletear (effect)	
330400	Crimsonburst Crystal Tear (use)	
330401	Crimsonburst Crystal Tear (effect)	
331000	Crimsonspill Crystal Tear (use)	
331020	Greenspill/Greenburst Crystal Tear (use)	
331100	?	gold heal with buff sound
331200	Twiggy/Winged/Windy Crystal Tear (use)	
331211	Twiggy/Winged/Windy Crystal Tear (effect)	
331300	Crimson Bubbletear (use)	
331400	Crimsonwhorl Bubbletear/Opaline Bubbletear (use)	
331401	Crimsonwhorl Bubbletear (effect)	
331411	Opaline Bubbletear (effect)	
331500	Leaden Hardtear/Crystal Tear (use)	
331501	Leaden Hardtear (effect)	
331600	Purifying Crystal Tear (use)	
331601	Purifying Crystal Tear (effect)	
331610	Purifying Crystal Tear (bubble crack 1)	
331611	Purifying Crystal Tear (bubble crack 2)	
331612	Purifying Crystal Tear (bubble crack 3)	
331700	Strength-Knot/Dexterity-Knot/Thorny/Spiky Cracked Tear (use)	
331701		small ghostly white circle
331800	Stonebarb Cracked Tear (use)	
331801	Stonebarb Cracked Tear (effect)	
331900	Intelligence-Knot Crystal/Magic-Shrouding Cracked Tear (use)	
331901	Intelligence-Knot Crystal/Magic-Shrouding Cracked Tear (effect)	
332000	Ruptured Crystal Tear (use)	
332100	Ruptured Crystal Tear (burst)	
332101	?	nothing
332200	Ruptured Crystal Tear (use)	
332201	Ruptured Crystal Tear (bigger burst)	
332202	Ruptured Crystal Tear (effect)	
333000	Lightning-Shrouding Cracked Tear (use)	
333001	Lightning-Shrouding Cracked Tear (effect)	
333100	Faith-Knot Crystal/ Holy-Shrouding Cracked Tear (use)	
333101	Faith-Knot Crystal/ Holy-Shrouding Cracked Tear (effect)	
333200	Flame-Shrouding Cracked Tear (use)	
333201	Flame-Shrouding Cracked Tear (effect)	

	ID	SOURCE	DESCRIPTION
Skill / Weapon FXR	335000	Flask of Wondrous Physick (full)	
	335001	Flask of Wondrous Physick (empty)	
	335002	Flask of Wondrous Physick (use)	
	400001	Arrow (projectile)	
	400002	Arrow (stuck)	
	400003	Arrow (deflected)	
	400410		nothing
	401000	Weapon trail (white line)	
	401001	Weapon trail (white line)	
	401002	Weapon trail (white line)	
	401004	Weapon trail (white line)	
	401005	Weapon trail (white line)	
	401006	Weapon trail (white line)	
	401010	Weapon trail (white dot)	
	401011	Weapon trail (white dot)	
	401012	Weapon trail (white dot)	
	401020	Weapon trail (white dot)	
	401021	Weapon trail (white dot)	
	402000	Torch flame	
	402001	Torch glow	
	402010	Beast-Repellent Torch flame	
	402011	Beast-Repellent Torch glow	
	402020	St. Trina's Torch flame	
	402021	St. Trina's Torch glow	
	402030	Ghostflame Torch flame	
	402031	Ghostflame Torch glow	
	402040	Torchpole flame	
	402050	Inquisitor's Girandole flame	
	405000	Torch Guard Counter weapon trail (orange line)	
	405001	Torch Guard Counter weapon trail (orange embers)	
	405010	Shield/Small Shield Guard Counter (release)	force/power release
	405020	unused Guard Counter (release)	force/power release
	405030	Guard Counter (release)	force/power release
	411000	Magic weapon trail (cyan line)	
	411001	Magic weapon trail (cyan line)	
	411002	Magic weapon trail (cyan line)	
	412000	Fire weapon trail (orange line)	
	412001	Fire weapon trail (orange line)	
	412002	Fire weapon trail (orange line)	
	413000	Lightning weapon trail (yellow line)	
	413001	Lightning weapon trail (yellow line)	
	413002	Lightning weapon trail (yellow line)	
	415000	Poison weapon trail (green line)	
	415001	Poison weapon trail (green line)	
	415002	Poison weapon trail (green line)	
	416000	? Magic weapon trail ? (pale blue line)	
	416001	? Magic weapon trail ? (pale blue line)	
	416002	? Magic weapon trail ? (pale blue line)	
	417000	Weapon trail (white line)	
	417001	Weapon trail (white line)	
	417002	Weapon trail (white line)	
	419000	? Fire weapon trail ? (bright orange-red line)	
419001	? Fire weapon trail ? (bright orange-red line)		
419002	? Fire weapon trail ? (bright orange-red line)		
420000	Holy weapon trail (pale gold line)		
420001	Holy weapon trail (pale gold line)		
420002	Holy weapon trail (pale gold line)		
421000	Blood weapon trail (bright red line)		
421001	Blood weapon trail (bright red line)		
421002	Blood weapon trail (bright red line)		
422000	Sleep weapon trail (lavender line)		
422001	Sleep weapon trail (lavender line)		



ID	SOURCE	DESCRIPTION
422002	Sleep weapon trail (lavender line)	
424000	Rot weapon trail (pale brown line)	
424001	Rot weapon trail (pale brown line)	
424002	Rot weapon trail (pale brown line)	
425000	Cursed fire weapon trail (black-gold line)	
425001	Cursed fire weapon trail (black-gold line)	
425002	Cursed fire weapon trail (black-gold line)	
426000	Dragonwound weapon trail (pale pink line)	
426001	Dragonwound weapon trail (pale pink line)	
426002	Dragonwound weapon trail (pale pink line)	
427000	Blackflame weapon trail (black-white line)	
427001	Blackflame weapon trail (black-white line)	
427002	Blackflame weapon trail (black-white line)	
428000	Bloodflame weapon trail (bright fiery red line)	
428001	Bloodflame weapon trail (bright fiery red line)	
428002	Bloodflame weapon trail (bright fiery red line)	
429000	Ghostflame weapon trail (black and pale blue line)	
429001	Ghostflame weapon trail (black and pale blue line)	
429002	Ghostflame weapon trail (black and pale blue line)	
430000	? Magic weapon trail ? (bright blue line)	
430001	? Magic weapon trail ? (bright blue line)	
430002	? Magic weapon trail ? (bright blue line)	
431000	? Ghostflame weapon trail ? (pale blue line)	
431001	? Ghostflame weapon trail ? (pale blue line)	
431002	? Ghostflame weapon trail ? (pale blue line)	
434000	? Holy weapon trail ? (bright yellow line)	
434001	? Holy weapon trail ? (bright yellow line)	
434002	? Holy weapon trail ? (bright yellow line)	
435000	? Carian Magic weapon trail ? (bright blue line)	
435001	? Carian Magic weapon trail ? (bright blue line)	
435002	? Carian Magic weapon trail ? (bright blue line)	
440000		nothing
440001	Barricade Shield (activation)	
440010		nothing
440011	Determination (activation)	
440012	? Determination ? (activation)	has sound, unlike the above
440020	Vow of the Indomitable (activation)	
440021	Vow of the Indomitable (body glow)	
440025	Charge Forth (charged thrust force)	wind drill
440026	Charge Forth (uncharged thrust force)	smaller wind drill
440027	Charge Forth (continuous thrust force)	wind current
440030	Impaling Thrust (thrust force)	wind drill
440035	Piercing Fang (thrust force)	strong wind drill
440040	Spinning Slash (small weapon whirlwind)	
440041	Spinning Slash (heavy/long weapon whirlwind)	
440050	Mighty Shot (release)	
440055	? Unused bow FXR (release)	
440060	Quickstep forward (?)	nothing
440061	Quickstep backward (?)	nothing
440062	Quickstep left (?)	nothing
440063	Quickstep right (?)	nothing
440070	Gravitas (impact)	
440071	Gravitas (pull)	
440080	Storm Blade (weapon wind)	
440081	Storm Blade (Stormveil sigil)	
440082	Storm Blade (projectile)	
440083	Storm Blade (burst)	
440084	Storm Blade (trail?)	
440090	Holy Ground (charging)	
440091	Holy Ground (release)	
440092	Holy Ground (giant Erdtree sigil)	
440093	Holy Ground (heal effect)	

ID	SOURCE	DESCRIPTION
440100	Earthshaker (trail?)	
440101	Earthshaker (groundquake)	
440110	Stamp/Endure/Oath of Vengeance (poise activation)	
440111	Endure (poise effect)	
440115	? unused Endure ? (poise activation)	
440116	? unused Endure ? (poise effect)	
440117	? unused Endure ? (poise effect)	
440120	Kick (force)	
440130	Lion's Claw (launch force)	
440140	? Unused bow Storm skill FXR (continuous arrow whirlwind)	
440141	? Unused bow Storm skill FXR (storm projectile)	
440142	? Unused bow Storm skill FXR (storm projectile burst)	
440143	? Unused bow Storm skill FXR (short trail)	
440144	? Unused bow Storm skill FXR (weaker storm projectile)	
440145	? Unused bow Storm skill FXR (weaker storm projectile burst)	
440146	? Unused bow Storm skill FXR (storm shot launch)	
440147	? Unused bow Storm skill FXR (uncharged storm shot launch?)	
440148	? Unused bow Storm skill FXR (Stormveil sigil)	
440150	Barbaric Roar/Regal Roar (force)	
440160	Giant Hunt (thrust force)	
440170	Flame of the Redmanes (charging)	
440171	Flame of the Redmanes (flame wave)	
440172	Flame of the Redmanes (flame burst)	
440180	Storm Assault (launch whirlwind)	
440181	Storm Assault (landing whirlwind)	
440182	Storm Assault (storm weapon trail)	
440190	Sacred Ring of Light (charging)	
440191	Sacred Ring of Light (projectile, tilted left)	
440192	Sacred Ring of Light (projectile, tilted right)	
440193	Sacred Ring of Light (projectile burst)	
440201	Firebreather (flame spray)	
440202	Firebreather (lingering flames)	
440210	Shield Bash/Shield Crash (force)	
440220	Blood Blade (hand cut blood spray)	
440221	Blood Blade (dripping blood)	
440222	Blood Blade (projectile, tilted left)	
440223	Blood Blade (projectile, tilted right)	
440224	Blood Blade (projectile burst)	
440300	Loretta's Slash (Loretta's War Sickle magic energy blade)	
440301	Loretta's Slash (Loretta's War Sickle large magic energy blade)	
440302	Loretta's Slash (Loretta's War Sickle magic weapon trail)	
440310	Bloodhound Step (forward launch dust)	
440311	Bloodhound Step (backward launch dust)	
440312	Bloodhound Step (left launch dust)	
440313	Bloodhound Step (right launch dust)	
440315	Bloodhound Step (forward landing dust)	
440316	Bloodhound Step (backward landing dust)	
440317	Bloodhound Step (left landing dust)	
440318	Bloodhound Step (right landing dust)	
440320	Lifesteal Fist (weapon effect)	
440321	Lifesteal Fist (riposte burst)	
440322	Lifesteal Fist (heal)	
440400	Phantom Slash (night's cavalry appears, starts slash 1)	
440401	Phantom Slash (night's cavalry finishes slash 1, disappears)	
440402	Phantom Slash (night's cavalry appears, slash 2, disappears)	
440410	Warcry (force)	
440420	Beast's Roar (force)	
440421	Beast's Roar (unused continuous roar)	
440422	Beast's Roar (projectile)	
440423	Beast's Roar (projectile burst)	
440424	Beast's Roar (force?)	
440430	Troll's Roar (force)	

ID	SOURCE	DESCRIPTION
440431	Troll's Roar (force, no FP)	
440440	Braggart's Roar (force)	
440441	Braggart's Roar (unused?)	small red radiating energy
440450	? (white weapon trail)	
440460	Lightning Ram (lightning aura)	
440470	Ground Slam (impact)	
440480	Golden Slam (body effect)	
440481	Golden Slam (impact)	
440490	Sacred Order (holy light)	
440491	Sacred Order (Golden Order sigil)	
440500	Shared Order (holy light)	
440501	Shared Order (body effect)	
440502	Shared Order (Golden Order sigil)	
440512	?	Raya Lucaria sigil and azure energy burst (bullet 2785, beh 3000)
440520	Seppuku (stab 1 blood spray)	
440521	Seppuku (stab 2 blood spray)	
440522	Seppuku (pull out blood spray)	
440530	Ice Spear (frost energy gathers)	
440531	Ice Spear (projectile)	
440532	Ice Spear (projectile burst)	
440533	Ice Spear (Carian sigil)	
440540	Bloody Slash (hand cut blood spray)	
440541	Bloody Slash (extended blood weapon trail)	
440542	Bloody Slash (ending blood splash)	
440550	Golden Parry (Erdtree sigil and golden wave)	
440560	Vacuum Slash (gathering wind force)	
440561	Vacuum Slash (weapon wind effect)	
440562	Vacuum Slash (weapon wind trail)	
440563	Vacuum Slash (projectile)	
440564	Vacuum Slash (projectile burst)	
440565	Corpse Wax Cutter (gathering Death flame)	
440566	Corpse Wax Cutter (weapon Death Flame effect)	
440567	Corpse Wax Cutter (weapon Death Flame trail)	
440568	Corpse Wax Cutter (projectile)	
440569	Corpse Wax Cutter (projectile burst)	
440570	Assassin's Gambit (blood dripping)	
440571	Assassin's Gambit (?)	gold whirling energy circle
440572	Assassin's Gambit (body effect activation)	blue sparkly mist
440573	Assassin's Gambit (?)	gold smoky energy orb
440580	Blood Tax (effect)	pale red glow
440581	Blood Tax (heal)	
440590	Prelate's Charge (weapon fire effect)	
440591	Prelate's Charge (lingering fire)	
440592	Prelate's Charge (uppercut explosion)	
440600	Poison Moth Flight (dripping poison)	
440601	Poison Moth Flight (weapon poison trail)	
440602	Poison Moth Flight (poison burst small)	
440603	Poison Moth Flight (poison burst medium)	
440604	Poison Moth Flight (poison burst large)	
440605	Poison Moth Flight (poison spray small)	
440606	Poison Moth Flight (poison spray medium)	
440607	Poison Moth Flight (poison spray large)	
440610	White Shadow's Lure (hand smoke)	
440611	White Shadow's Lure (projectile)	
440612	White Shadow's Lure (lure shadow)	
440620	Golden Land (?)	nothing
440621	Golden Land (holy burst)	
440622	Golden Land (projectile forms)	
440623	Golden Land (projectile)	
440624	Golden Land (projectile burst)	
440625	Golden Land (giant Erdtree sigil)	
440630	Waves of Darkness (weapon gravity core)	

ID	SOURCE	DESCRIPTION
440631	Waves of Darkness (darkness wave 1)	
440632	Waves of Darkness (darkness wave 2)	
440633	Waves of Darkness (darkness wave 3)	
440640	Sacred Blade (projectile)	gold left-tilted holy slash projectile
440641	Sacred Blade (projectile burst)	gold holy burst
440650	?	frost slash projectile
440651	?	lingering frost mist
440660	?	poison slash projectile
440661	?	lingering poison mist
440670	Flaming Strike (?)	nothing
440671	Flaming Strike (flame in hand)	
440672	Flaming Strike (flame trail)	
440673	Flaming Strike (follow-up slash flame trail)	
440681	Black Flame Tornado (initial continuous tornado)	
440682	Black Flame Tornado (final burst tornado)	
440683	Black Flame Tornado (short blackflame weapon trail)	
440690	Lightning Slash (weapon lightning strike)	
440692	Lightning Slash (weapon lightning trail)	
440693	Lightning Slash (lightning burst)	
440700	Raptor of the Mists (activation)	
440701	Raptor of the Mists (body teleport trail)	
440705	Raptor of the Mists (teleport end)	
440710	Hoarah Loux's Earthshaker (quake 1)	
440711	Hoarah Loux's Earthshaker (quake 2)	
440720	Royal Knight's Resolve (activation)	
440730	Through and Through (shot force)	
440740	Barrage (shot force)	
440750	Enchanted Shot (shot force)	
440760	Sky Shot (shot force)	
440770	Rain of Arrows (shot force)	
440771	Rain of Arrows (greatbow shot force)	
440775	Radahn's Rain (shot force)	
440776	Radahn's Rain (gravity energy gathers)	
440780	Spectral Lance (held)	
440781	Spectral Lance (projectile)	
440782	Spectral Lance (burst)	
440783	Spectral Lance (deflected)	
440790	Glintstone Pebble (projectile)	
440791	Glintstone Pebble (projectile burst)	
440792	Glintstone Pebble (energy orb)	
440793	Glintstone Pebble/Glintblade Phalanx (magic weapon trail)	
440794	Glintstone Pebble/Glintblade Phalanx (magic thrust force)	
440800	Storm Wall (whirlwind)	
440810	Cragblade (gravity field)	
449990	Storm Stomp (whirlwind)	
450001	unused Crucible Knight/Godfrey stomp rock upburst	(bullet 2050 for unused stomp, 2053 for low FP version)
450005	Hoarfrost Stomp (crystal projectiles form)	
450006	Hoarfrost Stomp (crystal projectiles burst)	
450010	Eruption (weapon flame effect)	
450011	Eruption (explosion)	
450012	Eruption (lingering magma)	
450013	Eruption (?)	dripping lava (cut splash projectile maybe?)
450020	Carian Greatsword/Grandeur (charging)	
450021	Carian Greatsword/Grandeur (sword lv1)	
450022	Carian Greatsword/Grandeur (sword lv2)	
450023	Carian Grandeur (sword lv3)	
450024	Carian Greatsword/Grandeur (sword lv1 trail)	
450025	Carian Greatsword/Grandeur (sword lv2 trail)	
450026	Carian Grandeur (sword lv3 trail)	
450027	Carian Greatsword/Grandeur (sword lv1 burst)	
450028	Carian Greatsword/Grandeur (sword lv2 burst)	
450029	Carian Grandeur (sword lv3 burst)	

ID	SOURCE	DESCRIPTION
450030	Carian Greatsword/Grandeur (sword lv1 energy charging)	
450031	Carian Greatsword/Grandeur (sword lv2 energy charging)	
450032	Carian Grandeur (sword lv3 energy charging)	
450041	Thunderbolt (weapon lightning strike)	
450042	Thunderbolt (lightning strike)	
450050	?	unused blue-purple magic blade glitter
450051	Glintblade Phalanx (cast)	blue-purple Carian sigil
450052	?	green-blue magic glitter weapon trail
450053	?	green-blue magic thrust force
450055	?	unused Glintblade floating sword
450056	?	unused Glintblade floating sword projectile
450057	?	unused Glintblade floating sword projectile burst
450058	?	unused blue-purple magic burst
450060	Moonlight Greatsword (frost blade)	
450062	Moonlight Greatsword (frost projectile)	
450063	Moonlight Greatsword (frost projectile burst)	
450066	Moonlight Greatsword (frost blade activation)	
450068	Moonlight Greatsword (frost blade charging)	no model center, only blade edges
450070	Wing of Astel (R2 cosmic sparkly glow)	
450071	Wing of Astel (R2 blue weapon trail)	
450072	Wing of Astel (R2 projectile 1)	
450073	Wing of Astel (R2 projectile 1 burst)	
450074	Wing of Astel (R2 projectile 2)	
450075	Wing of Astel (R2 projectile 2 burst)	
450082	?	upburst of trembling rocks and wind cut, looks like a projectile
450090	Golden Vow/Sacred Order (gold energy orb)	
450100	Prayerful Strike (weapon holy orb effect)	golden orb that also produces a lot of wind
450101	Prayerful Strike (Two Fingers rings sigil)	
450110	Ruins Greatsword (R2 purple lightning and gravity field pillar)	
450111	Ruins Greatsword (R2 gravity rock upburst)	
450115	Wave of Destruction (weapon gravity charge)	
450116	Wave of Destruction (rock burst wave projectile)	
450120	Destined Death (black-red weapon flame)	
450121	Destined Death (black-red weapon trail)	
450122	Destined Death (black-red multislash orb)	
450130	Spearcall Ritual (upward flying spears)	
450131	Spearcall Ritual (falling spear projectile)	
450132	Spearcall Ritual (lingering spear projectile)	
450133	Spearcall Ritual (ghostflame weapon glow)	
450134	Spearcall Ritual (ghostflame weapon spotlight)	
450140	Bastard's Stars Nebula (gravity orb forms)	
450141	Bastard's Stars Nebula (purple cosmic sparkle trail)	
450142	Bastard's Stars Nebula (star projectile)	
450143	Bastard's Stars Nebula (star projectile burst)	
450150	Thundercloud Form (red lightning storm forms)	
450151	Thundercloud Form (red lightning storm moves)	
450152	Thundercloud Form (red lightning storm ends, glow)	
450153	Thundercloud Form (red lightning burst)	
450160	Tongues of Fire (flamethrower fire)	
450161	Tongues of Fire (flamethrower spray)	
450162	Tongues of Fire (flamethrower steam and embers)	
450163	Tongues of Fire (flamethrower spray flickering glow)	
450170	Bubble Shower (three bubbles form)	
450172	Bubble Shower (bubble projectile)	
450173	Bubble Shower (bubble projectile burst)	
450181	Rallying Standard (buff AoE red pulse)	
450190	Glintstone Dart (weapon magic glitter)	
450191	?	unused blue-green magic burst
450192	?	unused blue-green sparkly magic projectile
450193	Glintstone Dart (weapon magic thrust force)	
450200	Blade of Gold (gold fire weapon effect)	
450201	Blade of Gold (projectile)	

ID	SOURCE	DESCRIPTION
450202	Blade of Gold (projectile burst)	
450203	Blade of Gold (gold weapon trail)	
450204	Blade of Gold (gold energy blade)	
450210	Sea of Magma (weapon dripping lava effect)	
450211	Sea of Magma (weapon dripping lava trail)	
450212	Sea of Magma (lava projectile)	
450213	Sea of Magma (lingering lava)	
450220	Viper Bite (dripping poison)	
450221	Viper Bite (bite force)	
450231	Reduvia Blood Blade (dripping blood)	
450232	Reduvia Blood Blade (projectile, tilted left)	
450233	Reduvia Blood Blade (projectile, tilted right)	
450234	Reduvia Blood Blade (projectile burst)	
450240	Flame Dance (giantsflame weapon trail)	
450241	Flame Dance (giantsflame weapon effect)	
450250	Flame Spit (cannon unfold spark)	
450251	Flame Spit (cannon barrel glow)	
450252	Flame Spit (projectile)	
450253	Flame Spit (projectile burst)	
450254	Flame Spit (cannon barrel smoke and embers)	
450260	Great Oracular Bubble (bubble forms)	
450261	Great Oracular Bubble (bubble projectile)	
450262	Great Oracular Bubble (bubble projectile burst)	
450270	Blade of Death (pale Death fire weapon effect)	
450271	Blade of Death (projectile)	
450272	Blade of Death (projectile burst)	
450273	Blade of Death (pale Death fire weapon trail)	
450274	Blade of Death (pale Death fire blade)	
450280	Frenzyflame Thrust (frenzyflame weapon effect)	
450281	Frenzyflame Thrust (frenzyflame weapon trail)	
450282	Frenzyflame Thrust (explosion)	
450283	Frenzyflame Thrust (Three Fingers sigil-shaped lingering flames)	
450284	Frenzyflame Thrust (frenzyflame weapon effect)	
450285	Frenzyflame Thrust (lingering frenzyflame)	
450290	Ruinous Ghostflame (ghostflame weapon effect)	
450291	Ruinous Ghostflame (ghostflame weapon trail)	
450292	Ruinous Ghostflame (ghostflame weapon flare)	
450301	Mists of Slumber (sleep feathers weapon trail)	
450302	Mists of Slumber (sleep mist)	
450310	Ice Lightning Sword (ice lightning weapon strike)	
450311	Ice Lightning Sword (ice lightning weapon effect)	
450312	Ice Lightning Sword (pale blue weapon trail)	
450313	Ice Lightning Sword (ice lightning strike)	
450314	Ice Lightning Sword (ice lightning zap?)	enemy hit FXR maybe? but it's only one size
450320	Ordovis' Vortex (holy light trail and crystals form on weapon)	
450322	Ordovis' Vortex (charged holy crystal burst)	
450327	Ordovis' Vortex (uncharged holy burst)	
450330	Rosus' Summons (single skeleton appears, slashes down)	unused, triple version is used one.
450331	Rosus' Summons (three skeletons appears, slash down in turns)	
450335	Rosus' Summons (summoning pulse)	
450340	Taker's Flames (blasphemous flame gathers on weapon)	
450341	Taker's Flames (blasphemous flame slash projectile)	
450342	Taker's Flames (lava splash wave projectile)	
450343	Taker's Flames (orange-pink weapon trail)	
450344	Taker's Flames (heal)	
450350	Bear Witness! (dragon mouth flame)	
450351	Bear Witness! (?)	nothing
450352	Bear Witness! (lingering flames)	
450353	Bear Witness! (ground flame spray)	
450354	Bear Witness! (flame burst)	
450355	Bear Witness! (fireball projectile)	
450356	Bear Witness! (fireball projectile burst)	

ID	SOURCE	DESCRIPTION
450360	Fires of Slumber (purple flame spray)	
450361	Fires of Slumber (lingering purple flames)	
450370	I Command Thee, Kneel! (groundquake 1 and 2)	
450371	Regal Roar (groundquake)	
450372	I Command Thee, Kneel! (groundquake 3)	
450380	Siluria's Woe (holy drill weapon effect)	
450381	Siluria's Woe (projectile)	
450382	Siluria's Woe (holy crystal weapon trail)	unused?
450383	Siluria's Woe (projectile burst)	
450384	Siluria's Woe (projectile burst)	unused?
450385	Siluria's Woe (holy crystal weapon trail)	unused?
450386	Siluria's Woe (uncharged holy whirlwind burst)	
450387	Siluria's Woe (holy crystal weapon trail)	unused?
450390	Oracular Bubble (bubble forms)	
450391	Oracular Bubble (bubble projectile)	
450392	Oracular Bubble (bubble projectile burst)	
450400	Surge of Faith (giantsflame ignites)	
450401	Surge of Faith (giantsflame flares)	
450402	Surge of Faith (explosion)	
450403	Surge of Faith (fireball projectile)	
450404	Surge of Faith (fireball projectile burst)	
450410	Carian Regal Scepter Spinning Weapon (magic energy orb)	
450411	Carian Regal Scepter Spinning Weapon (magic weapon trail)	
450412	Carian Regal Scepter Spinning Weapon (magic spinning energy)	
450420	Miquella's Ring of Light (projectile, tilted right)	
450421	Miquella's Ring of Light (projectile, tilted left)	
450422	Miquella's Ring of Light (projectile burst)	
450423	Miquella's Ring of Light (glowing holy halo)	
450424	Miquella's Ring of Light (holy weapon trail)	
450430	I Command Thee, Kneel! (quake 1 and 2 force )	
450431	I Command Thee, Kneel! (quake 1 and 2 rock burst)	
450432	I Command Thee, Kneel! (quake 3 force)	
450433	I Command Thee, Kneel! (quake 3 rock burst)	
450440	Golden Retaliation (Erdtree sigil)	
450441	Golden Retaliation (retaliation trigger Erdtree sigil)	
450442	Golden Retaliation (retaliation projectile)	
450443	Golden Retaliation (retaliation projectile burst)	
450450	Gravity Bolt (gravity energy weapon effect)	
450451	Gravity Bolt (rock upburst)	
450452	Gravity Bolt (purple lightning strike on weapon)	
450460	Night-and-Flame Stance (flame weapon effect)	
450461	Night-and-Flame Stance (flame weapon trail)	
450462	Night-and-Flame Stance (flame spray)	
450470	Night-and-Flame Stance (gathering azure magic energy)	
450471	Night-and-Flame Stance (Comet Azur core)	
450472	Night-and-Flame Stance (Comet Azur beam)	
450473	Night-and-Flame Stance (Comet Azur beam burst)	
450474	Night-and-Flame Stance (Comet Azur beam launch pulse)	
450475	Night-and-Flame Stance (Comet Azur sideways blowing dust)	
450480	Soul Stifler (blue-black pulsing cloud)	
450481	Soul Stifler (blue-black floating orbs)	
450490	Bloodboon Ritual (red glowing AoE forms)	
450491	Bloodboon Ritual (red splashing pool portal)	
450492	Bloodboon Ritual (Mohgwyn's Sacred Spear bloodflame head)	
450500	Wing of Astel Nebula (blurry cosmic energy on weapon)	
450501	Wing of Astel Nebula (cosmic sparkle weapon trail)	
450502	Wing of Astel Nebula (star projectile)	
450503	Wing of Astel Nebula (star projectile burst)	
450510	Establish Order (holy sparkle weapon effect)	
450511	Establish Order (Golden Order sigil)	
450512	Establish Order (holy explosion)	
450513	Establish Order (holy sparkle weapon flare)	

ID	SOURCE	DESCRIPTION
450514	Establish Order (bright gold weapon trail)	
450515	Establish Order (bright gold projectile)	
450516	Establish Order (bright gold projectile burst)	
450520	Wolf's Assault (frost sparkle weapon effect)	
450521	Wolf's Assault (frost weapon trail)	
450522	Wolf's Assault (frost explosion)	
450523	Wolf's Assault (groundstab frost smoke)	
450530	Contagious Fury (red glow and dripping blood spray)	
450540	Bloodblade Dance (blood flow weapon effect)	
450542	Bloodblade Dance (startup blood spray)	
450543	Bloodblade Dance (end blood spray)	
450544	Bloodblade Dance (swing blood spray)	
450550	Starcaller Cry (gravity glow)	
450551	Starcaller Cry (gravity pull)	
450552	Starcaller Cry (gravity lightning weapon effect)	
450553	Starcaller Cry (gravity burst)	
450560	Cipher Pata Unblockable Blade (charging)	
450561	Cipher Pata Unblockable Blade (holy sparkle weapon effect)	
450562	Cipher Pata Unblockable Blade (holy drill thrust force)	
450570	Gold Breaker (glowing sparkling weapon effect)	
450571	Gold Breaker (golden ground cracks)	
450572	Gold Breaker (golden weapon trail)	
450573	Gold Breaker (golden light flash)	
450580	Thunderstorm (lightning strike on weapon)	
450581	Thunderstorm (lightning and storm whirlwind)	
450582	Thunderstorm (?)	gold lightning crackle
450590	Spinning Wheel (sparks flying in four directions)	
450591	Spinning Wheel (soft spark spray)	
450592	Spinning Wheel (?)	nothing
450593	Spinning Wheel (?)	nothing
450600	Angel's Wings (second swing feathers burst)	
450601	Angel's Wings (holy white glow weapon effect)	
450610	Familial Rancor (large skull projectile)	
450611	Familial Rancor (medium skull projectile)	
450612	Familial Rancor (small skull projectile)	
450613	Familial Rancor (large skull projectile burst)	
450614	Familial Rancor (medium skull projectile burst)	
450615	Familial Rancor (small skull projectile burst)	
450616	Familial Rancor (ghostflame weapon effect)	
450620	Death Flare (blight flame weapon effect)	
450621	Death Flare (blight flame weapon flare)	
450622	Death Flare (explosion)	
450630	Devourer of Worlds (fiery magic energy orb)	
450631	Devourer of Worlds (outward pulse)	
450632	Devourer of Worlds (Gelmir sigil)	
450633	Devourer of Worlds (inward pulse)	
450640	Knowledge Above All (All-Knowing sigil)	
450641	Knowledge Above All (pale red magic energy orb)	
450642	Knowledge Above All (effect AoE pulse)	
450660	Waterfowl Dance (random circular slashes)	
450661	Waterfowl Dance (finisher orb of slashes)	
450662	Waterfowl Dance (finisher orb delayed burst)	
450670	Last Rites (gold holy energy orb)	
450671	Last Rites (Miquella sigil)	
450672	Last Rites (holy sparkly flash)	
450680	Claw Flick (force)	
450690	?	nothing
450700	Bloodhound's Finesse (teleport launch dust blowing)	
450701	Bloodhound's Finesse (teleport landing dust blowing)	
450702	Bloodhound's Finesse (?)	nothing
450710	Sacred Phalanx (holy glow weapon effect)	
450711	Sacred Phalanx (holy ground glow)	



ID	SOURCE	DESCRIPTION
450712	Sacred Phalanx (holy spear upburst)	
450720	Storm Kick (whirlwind weapon effect)	
450721	Storm Kick (whirlwind burst)	
450722	Storm Kick (frost weapon trail)	seems to be unused, hinting at a frost variant maybe?
450723	Storm Kick (launch windblast)	
450724	Storm Kick (weapon lightning strike)	
450725	Storm Kick (weapon gold trail)	
450726	Storm Kick (lightning burst)	
450730	Sorcery of the Crozier (?)	nothing
450731	Sorcery of the Crozier (magic flare weapon effect)	
450732	Sorcery of the Crozier (magic projectile floating)	
450733	Sorcery of the Crozier (magic projectile)	
450734	Sorcery of the Crozier (magic projectile burst)	
450735	Sorcery of the Crozier (?)	nothing
450740	Eochaid's Dancing Blade (red hazy energy weapon effect)	
450741	Eochaid's Dancing Blade (red weapon trail)	
450742	Eochaid's Dancing Blade (uncharged red drill)	
450743	Eochaid's Dancing Blade (red dark energy hand effect)	
450744	Eochaid's Dancing Blade (brighter red dark energy hand effect)	
450747	Eochaid's Dancing Blade (charged red drill)	
450750	The Queen's Black Flame (blackflame weapon buff effect)	unused? sound is used though
450751	The Queen's Black Flame (blackflame weapon flare)	
450752	The Queen's Black Flame (blackflame weapon trail)	
450753	The Queen's Black Flame (blackflame weapon effect)	
450762	Mama Guillotine (landing explosion)	
450763	Mama Guillotine (magma weapon trail)	
450764	Mama Guillotine (follow-up explosion)	
450765	Mama Guillotine (blazing smoke weapon effect)	
450770	?	unused? gold flaring small projectile
450771	?	unused? gold holy small burst
450780	Wave of Gold (glittering gold weapon effect)	
450781	Wave of Gold (gold weapon trail)	
450782	Wave of Gold (wave rising gold energy)	
450783	Wave of Gold (gold crystal burst)	
450784	Wave of Gold (giant Radagon sigil)	
450790	Cursed-Blood Slice (bloodflame burst)	
450792	Cursed-Blood Slice (bloodflame weapon trail)	
450800	Frozen Needle (R2 projectile)	
450801	Frozen Needle (R2 projectile burst)	
450802	Frozen Needle (R2 glow)	
450803	Frozen Needle (R2 frost sparkle)	
450810	Oath of Vengeance (effect activation)	
450811	Oath of Vengeance (effect)	
450820	Ghostflame Ignition (gathering ghostflame)	
450821	Ghostflame Ignition (initial projectile burst)	
450822	Ghostflame Ignition (lingering ghostflame wave)	
450823	Ghostflame Ignition (heavy ghostflame burst)	
450830	Ancient Lightning Spear (red lightning spear forms)	
450831	Ancient Lightning Spear (red lightning spear grows)	
450832	Ancient Lightning Spear (red lightning spear projectile)	
450833	Ancient Lightning Spear (red lightning spear charged projectile)	
450834	Ancient Lightning Spear (red lightning spear burst)	
450835	Ancient Lightning Spear (red lightning spear charged burst)	
450836	Ancient Lightning Spear (red lightning spear disappears)	
450837	Ancient Lightning Spear (?)	nothing
450838	Ancient Lightning Spear (red lightning strike)	
450840	Golden Tempering (Erdtree sigil)	
450841	Golden Tempering (weapon buff effect)	
450842	Golden Tempering (gold energy orb)	
450843	Golden Tempering (?)	nothing
450850	Coded Sword Unblockable Blade (extended holy energy blade)	
450851	Coded Sword Unblockable Blade (extended holy weapon trail)	

ID	SOURCE	DESCRIPTION
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450852	Coded Sword Unblockable Blade (extended holy energy dissolves)	
450861	Corpse Piler (extended blood weapon trail)	
450862	Corpse Piler (dripping blood)	
450870	Transient Moonlight (cobalt magic energy orb)	
450871	Transient Moonlight (cobalt magic weapon trail)	
450872	Transient Moonlight (horizontal projectile)	
450873	Transient Moonlight (vertical projectile)	
450874	Transient Moonlight (projectile burst)	
450880	Shriek of Milos (body burn effect)	
450881	Shriek of Milos (roar force)	
450890	Regal Beastclaw (nail projectile)	
450891	Regal Beastclaw (smoke weapon effect)	
450900	Magma Shower (magma projectile)	
450901	Magma Shower (lingering magma)	
450902	Magma Shower (dripping magma)	
450903	Magma Shower (magma weapon trail)	
450910	Alabaster Lord's Pull (gravity energy weapon effect)	
450911	Alabaster Lord's Pull (gravity pull)	
450912	Alabaster Lord's Pull (gravity pulse)	
450920	Onyx Lord's Repulsion (gravity energy weapon effect)	
450921	Onyx Lord's Repulsion (gravity push)	
450922	Onyx Lord's Repulsion (gravity pulse)	
450930	Jar Cannon (barrel flare and smoke)	
480000	?	fire (small)
480001	?	fire (medium)
480010	?	fire projectile (small)
480011	?	fire projectile (medium)
480020	?	fire projectile burst (small)
480021	?	fire projectile burst (medium)
480100	?	poison (small)
480101	?	poison (medium)
480110	?	poison projectile (small)
480111	?	poison projectile (medium)
480120	?	poison projectile burst (small)
480121	?	poison projectile burst (medium)
480200	?	sleep (small)
480201	?	sleep (medium)
480210	?	sleep projectile (small)
480211	?	sleep projectile (medium)
480220	?	sleep projectile burst (small)
480221	?	sleep projectile burst (medium)
480300	?	lightning (small)
480301	?	lightning (medium)
480310	?	lightning projectile (small)
480311	?	lightning projectile (medium)
480320	?	lightning projectile burst (small)
480321	?	lightning projectile burst (medium)
480400	?	frost (small)
480401	?	frost (medium)
480410	?	frost projectile (small)
480411	?	frost projectile (medium)
480420	?	frost projectile burst (small)
480421	?	frost projectile burst (medium)
480500	?	magic (small)
480501	?	magic (medium)
480510	?	magic projectile (small)
480511	?	magic projectile (medium)
480520	?	magic projectile burst (small)
480521	?	magic projectile burst (medium)
480530	?	magic projectile burst (small)
480531	?	magic projectile burst (medium)
480600	?	sparkly holy (small)

	ID	SOURCE	DESCRIPTION
	480601	?	sparkly holy (medium)
	480610	?	sparkly holy projectile (small)
	480611	?	sparkly holy projectile (medium)
	480620	?	sparkly holy projectile burst (small)
	480621	?	sparkly holy projectile burst (medium)
	480700	?	blood (small)
	480701	?	blood (medium)
	480710	?	blood projectile (small)
	480711	?	blood projectile (medium)
	480720	?	blood projectile burst (small)
	480721	?	blood projectile burst (medium)
	480800	?	rot (small)
	480801	?	rot (medium)
	480810	?	rot projectile (small)
	480811	?	rot projectile (medium)
	480820	?	rot projectile burst (small)
	480821	?	rot projectile burst (medium)
	480900	?	holy (small)
	480901	?	holy (medium)
	480910	?	holy projectile (small)
	480911	?	holy projectile (medium)
	480920	?	holy projectile burst (small)
	480921	?	holy projectile burst (medium)
	481000	?	storm (small)
	481001	?	storm (medium)
	481002	?	storm (large)
	481010	?	storm projectile (small)
	481011	?	storm projectile (medium)
	481012	?	storm projectile (large)
	481020	?	storm projectile burst (small)
	481021	?	storm projectile burst (medium)
	481022	?	storm projectile burst (large)
	490000	Sacred Seals (holy glow in hand)	tiny gold glow orb
	490010	?	tiny white glow orb
	490020	Dragon Communion Seal (red glow in hand)	tiny blood orb
	490030	Frenzied Flame Seal (madness glow in hand)	tiny madness orb
Magic FXR	500011		glintstone pebble cast sound?
	500061		glintstone pebble cast sound?
	510000		Raya Lucaria sigil (size 0)
	510010	Glintstone Arc/Crystal Barrage/Shatter Earth (Raya Lucaria sigil)	Raya Lucaria sigil (size 1)
	510011		Raya Lucaria sigil (size 1) (faces forward, not camera)
	510012		Raya Lucaria sigil (size 1)
	510020		Raya Lucaria sigil (size 2)
	510021		Raya Lucaria sigil (size 2) (faces forward, not camera)
	510022		Raya Lucaria sigil (size 2)
	510030		Raya Lucaria sigil (size 3)
	510040		Raya Lucaria sigil (size 3) (faces forward, not camera)
	510041		Raya Lucaria sigil (size 3)
	510042		Raya Lucaria sigil (size 4)
	510050		Raya Lucaria sigil (size 5)
	510052		Raya Lucaria sigil (size 5)
	510100		Carian sigil (size 0)
	510110		Carian sigil (size 1)
	510120		Carian sigil (size 2)
	510130	Loretta's Greatbow/Mastery/Crystal Release (Carian sigil)	Carian sigil (size 3)
	510140		Carian sigil (size 4)
	510150		Carian sigil (size 5)
	510160		Carian sigil (size 6)
	510200		Ice Carian sigil (size 0)
	510210		Ice Carian sigil (size 1)
	510220		Ice Carian sigil (size 2)
510221		Ice Carian sigil (size 2) (faces forward, not camera)	

ID	SOURCE	DESCRIPTION
510230		Ice Carian sigil (size 3)
510300		Sellian sigil (size 0)
510310	Ambush Shard (Sellian sigil)	Sellian sigil (size 1)
510311		Sellian sigil (size 1) (faces forward, not camera)
510320		Sellian sigil (size 2)
510321		Sellian sigil (size 2) (faces forward, not camera)
510330		Sellian sigil (size 3)
510410		Gravity sigil (size 1)
510411		Gravity sigil (size 1) (faces forward, not camera)
510420		Gravity sigil (size 2)
510421		Gravity sigil (size 2) (faces forward, not camera)
510430		Gravity sigil (size 3)
510431		Gravity sigil (size 3) (faces forward, not camera)
510511		Gelmir sigil (size 1) (faces forward, not camera)
510520	Magma Shot/Roiling Magma (Gelmir sigil)	Gelmir sigil (size 2)
510521		Gelmir sigil (size 2) (faces forward, not camera)
510530		Gelmir sigil (size 3)
510600		Death sigil (size 0)
510610		Death sigil (size 1)
510620		Death sigil (size 2)
510630		Death sigil (size 3)
515000		Giantsflame sigil (size 0)
515001		Giantsflame sigil (size 0) (faces forward, not camera)
515010		Giantsflame sigil (size 1)
515011		Giantsflame sigil (size 1) (faces forward, not camera)
515020		Giantsflame sigil (size 2)
515030		Giantsflame sigil (size 3)
515060		Giantsflame sigil (size 6)
515100		Godslayer sigil (size 0)
515110		Godslayer sigil (size 1)
515120		Godslayer sigil (size 2)
515130		Godslayer sigil (size 3)
515150		Godslayer sigil (size 5)
515210	Lightning Spear (Dragon Cult sigil)	Dragon Cult sigil (size 1) (gold)
515220	Lightning Spear/Honed Bolt (Dragon Cult sigil)	Dragon Cult sigil (size 2) (gold)
515230		Dragon Cult sigil (size 3) (gold)
515310		Dragon Cult sigil (size 1) (red)
515330	Ancient Dragon's Lightning Spear/Lansseax's Glaive (Dragon Cult sigil)	Dragon Cult sigil (size 3) (red)
515420		Rot sigil (size 2)
515440		Rot sigil (size 4)
515510		Golden Order sigil (size 1)
515520		Golden Order sigil (size 2)
515530		Golden Order sigil (size 3)
515610		Erdtree sigil (size 1)
515612		Erdtree sigil (size 1)
515710		Crucible sigil (size 1)
515740		Crucible sigil (size 4)
515820		Flame of Frenzy sigil (size 2)
515830	Bestial Sling (Bestial sigil)	Bestial sigil (size 3)
515831		Bestial sigil (size 3) (faces forward, not camera)
515910	Bloodboon/Bloodflame Talons (Mohgwyn sigil)	Mohgwyn sigil (size 1)
516010		Rot sigil (size 1) (poison green)
522000	Swift Glintstone Shard (cast charge magic orb)	
522001	Swift Glintstone Shard (?)	nothing
522002	Swift Glintstone Shard (projectile)	
522003	Swift Glintstone Shard (projectile burst)	
523000	Glintstone Pebble (cast charge magic orb)	
523001	Glintstone Pebble (cast sound)	
523002	Glintstone Pebble (projectile)	
523003	Glintstone Pebble (projectile burst)	
523020	Great Glintstone Shard (cast charge magic orb)	
523021	Great Glintstone Shard (cast sound)	

ID	SOURCE	DESCRIPTION
523022	Great Glintstone Shard (projectile)	
523023	Great Glintstone Shard (projectile burst)	
523030	Glintstone Icecrag (cast charge magic orb)	
523031	Glintstone Icecrag (cast sound)	
523032	Glintstone Icecrag (projectile)	
523033	Glintstone Icecrag (projectile burst)	
523040	Glintblade Phalanx (cast charge magic orb)	
523041	Glintblade Phalanx (Carian sigil)	
523042	Glintblade Phalanx (floating projectile)	
523043	Glintblade Phalanx (projectile)	
523044	Glintblade Phalanx (projectile burst)	
523045	Glintblade Phalanx (floating projectile burst)	
523046	Glintblade Phalanx (?)	green glow, used by tied-up Witchbane Sellen to create her pro
523050	Greatblade Phalanx (cast charge magic orb)	
523051	Greatblade Phalanx (Carian sigil)	
523052	Greatblade Phalanx (floating projectile)	
523053	Greatblade Phalanx (projectile)	
523054	Greatblade Phalanx (projectile burst)	
523055	Greatblade Phalanx (floating projectile burst)	
523060	Glintstone Cometshard (cast charge magic orb)	
523061	Glintstone Cometshard (Raya Lucaria sigil)	
523062	Glintstone Cometshard (charged projectile)	
523063	Glintstone Cometshard (charged projectile burst)	
523064	Glintstone Cometshard (charge gathering energy)	
523067	Glintstone Cometshard (projectile)	
523068	Glintstone Cometshard (projectile burst)	
523070	Comet (cast charge magic orb)	
523071	Comet (Raya Lucaria sigil)	
523072	Comet (charged projectile)	
523073	Comet (charged projectile burst)	
523077	Comet (projectile)	
523078	Comet (projectile burst)	
523080	Shard Spiral (cast charge magic orb)	
523081	Shard Spiral (Raya Lucaria sigil)	
523082	Shard Spiral (charged projectile)	
523083	Shard Spiral (charged projectile burst)	
523087	Shard Spiral (projectile)	
523088	Shard Spiral (projectile burst)	
523090	Magic Glintblade (cast charge magic orb)	
523091	Magic Glintblade (charge gathering energy)	
523092	Magic Glintblade (projectile forms)	
523093	Magic Glintblade (projectile)	
523094	Magic Glintblade (projectile burst)	
523095	Magic Glintblade (projectile launch pulse)	
523096	Magic Glintblade (charged projectile forms)	
523097	Magic Glintblade (charged projectile)	
523098	Magic Glintblade (charged projectile burst)	
523099	Magic Glintblade (charged projectile launch pulse)	
523100	Scholar's Armament (cast charge magic orb)	
523101	Scholar's Armament (weapon effect application energy)	
523130	Frozen Armament (cast charge magic orb)	
523131	Frozen Armament (weapon effect application energy)	
523150	Lucidity (cast charge magic orb)	
523151	Lucidity (?)	nothing
523152	Lucidity (body effect activation)	
523153	Lucidity (Carian sigil on ground)	
523190	Shattering Crystal (cast charge crystal orb and Carian sigil)	
523191	Shattering Crystal (?)	nothing
523192	Shattering Crystal (charged projectile)	
523193	Shattering Crystal (charged projectile burst)	
523194	Shattering Crystal (charge gathering energy))	
523195	Shattering Crystal (charged projectile burst shrapnel)	

ID	SOURCE	DESCRIPTION
523197	Shattering Crystal (projectile)	
523198	Shattering Crystal (projectile burst)	
523199	Shattering Crystal (projectile burst shrapnel)	
523200	Night Comet (cast charge magic orb)	
523201	Night Comet (Raya Lucaria sigil)	
523202	Night Comet (charged projectile)	
523203	Night Comet (charged projectile burst)	
523204	Night Comet (charge gathering energy)	
523207	Night Comet (projectile)	
523208	Night Comet (projectile burst)	
523210	Thops' Barrier (cast charge magic orb)	
523211	Thops' Barrier (Raya Lucaria sigil)	
523212	Thops' Barrier (barrier wave)	
523220	Oracle Bubbles (cast charge magic orb)	
523221	Oracle Bubbles (?)	nothing
523222	Oracle Bubbles (projectile)	
523223	Oracle Bubbles (projectile burst)	
523224	Oracle Bubbles (charge gathering energy)	
523225	Oracle Bubbles (Claymen's Sellian sigil)	
523230	Great Oracular Bubble (cast charge magic orb)	
523231	Great Oracular Bubble (?)	
523232	Great Oracular Bubble (projectile)	
523233	Great Oracular Bubble (projectile burst)	
523234	Great Oracular Bubble (charge gathering energy)	
523235	Great Oracular Bubble (Claymen's Sellian sigil)	
523237	Great Oracular Bubble (charged projectile)	
523238	Great Oracular Bubble (charged projectile burst)	
523240	Night Shard (cast charge magic orb)	
523241	Night Shard (?)	nothing
523242	Night Shard (projectile)	
523243	Night Shard (projectile burst)	
523250	Eternal Darkness (cast charge magic orb and Sellian sigil)	
523251	Eternal Darkness (?)	
523252	Eternal Darkness (projectile)	
523260	Carian Retaliation (cast charge magic orb and Carian sigil)	
523262	Carian Retaliation (shield pulse)	
523263	Carian Retaliation (trigger pulse)	
523272	Carian Retaliation (floating projectile)	
523273	Carian Retaliation (projectile)	
523274	Carian Retaliation (projectile burst)	
523275	Carian Retaliation (floating projectile burst)	
523300	Scholar's Shield (cast charge magic orb)	
523301	Scholar's Shield (shield effect application energy)	
523350	Fia's Mist (cast charge blight orb and Death sigil)	
523351	Fia's Mist (cast sound)	
523352	Fia's Mist (charged mist)	
523354	Fia's Mist (charge gathering energy)	
523357	Fia's Mist (mist)	
523360	Rancorcall (cast charge ghostflame orb and Death sigil)	
523361	Rancorcall (cast sound)	
523362	Rancorcall (charged projectile)	
523363	Rancorcall (charged projectile burst)	
523364	Rancorcall (charge gathering energy)	
523367	Rancorcall (projectile)	
523368	Rancorcall (projectile burst)	
523370	Ancient Death Rancor (cast charge ghostflame orb and Death sigil)	
523371	Ancient Death Rancor (cast sound)	
523372	Ancient Death Rancor (charged projectile)	
523373	Ancient Death Rancor (charged projectile burst)	
523374	Ancient Death Rancor (charge gathering energy)	
523377	Ancient Death Rancor (projectile)	
523378	Ancient Death Rancor (projectile burst)	

ID	SOURCE	DESCRIPTION
523380	Explosive Ghostflame (cast charge ghostflame flare)	
523381	Explosive Ghostflame (Death sigil)	
523382	Explosive Ghostflame (explosion)	
523383	Explosive Ghostflame (lingering ghostflame)	
523390	Tibia's Summons (cast charge ghostflame flare)	
523391	Tibia's Summons (summon pulse)	
523400	Unseen Blade (cast charge magic orb and Sellian sigil)	
523401	Unseen Blade (?)	nothing
523402	Unseen Blade (effect activation sparkles)	
523410	Unseen Form (cast charge magic orb and Sellian sigil)	
523411	Unseen Form (?)	
523412	Unseen Form (effect start sparkles)	
523413	Unseen Form (effect end sparkles)	
523500	Starlight (cast charge magic orb and Raya Lucaria sigil)	
523501	Starlight (cast sparkles)	
523502	Starlight (glowing orb)	
523520	Shadow Bait (cast charge holy orb)	
523521	Shadow Bait (?)	nothing
523522	Shadow Bait (smoke projectile)	
523523	Shadow Bait (floating grace)	
523540	Shadow Bait (cast charge holy orb)	
523541	Shadow Bait (cast release energy whirl on ground)	
523542	Shadow Bait (player foot smoky effect)	
523543	Shadow Bait (Torrent hoof smoky effect)	
523570	Darkness (cast charge holy orb)	
523571	Darkness (?)	nothing
523572	Darkness (pitch-black mist spray)	
523573	Darkness (pitch-black mist cloud)	
523580	Fia's Mist (cast charge magic orb and Sellian sigil)	
523582	Fia's Mist (spray)	
523583	Fia's Mist (mist)	
523587	Fia's Mist (charged spray)	
523588	Fia's Mist (charged mist)	
523590	Ambush Shard (cast charge magic orb)	
523591	Ambush Shard (?)	nothing
523592	Ambush Shard (projectile teleports)	
523593	Ambush Shard (projectile )	
523594	Ambush Shard (projectile burst)	
523720	Crystal Barrage (cast charge magic orb)	
523721	Crystal Barrage (casting glow)	
523722	Crystal Barrage (projectile )	
523723	Crystal Barrage (projectile burst)	
523730	Magic Downpour (cast charge magic orb)	
523731	Magic Downpour (charge gathering energy)	
523732	Magic Downpour (projectile emitter)	
523733	Magic Downpour (projectile)	
523734	Magic Downpour (projectile burst)	
523735	Magic Downpour (projectile emitter burst)	
523737	Magic Downpour (charged projectile emitter)	
523739	Magic Downpour (Carian sigil)	
523740	Carian Greatsword (cast charge magic orb)	
523741	Carian Greatsword (Carian sigil)	
523742	Carian Greatsword (magic greatsword)	
523743	Carian Greatsword (magic greatsword trail)	
523750	Carian Slicer (cast charge magic orb)	
523751	Carian Slicer (Carian sigil)	
523752	Carian Slicer (magic sword)	
523753	Carian Slicer (magic sword trail)	
523760	Carian Piercer (cast charge magic orb)	
523761	Carian Piercer (Carian sigil)	
523762	Carian Piercer (charged magic greatsword)	
523763	Carian Piercer (charged magic thrust force)	

ID	SOURCE	DESCRIPTION
523767	Carian Piercer (magic greatsword)	
523768	Carian Piercer (magic thrust force)	
523770	Gavel of Haima (cast charge magic orb)	
523771	Gavel of Haima (Raya Lucaria sigil)	
523772	Gavel of Haima (hammer forms)	
523773	Gavel of Haima (hammer trail)	
523774	Gavel of Haima (explosion)	
523780	Crystal Release (crystal projectile emitter forms)	
523781	Crystal Release (crystal projectile emitter)	
523782	Crystal Release (crystal projectile)	
523783	Crystal Release (crystal projectile burst)	
523784	Crystal Release (cast charge magic orb)	
523785	Crystal Release (crystal body sparkle)	
523790	Cannon of Haima (cast charge magic orb and projectile forms)	
523791	Cannon of Haima (?)	nothing
523792	Cannon of Haima (charged projectile )	
523793	Cannon of Haima (charged projectile burst)	
523797	Cannon of Haima (projectile )	
523798	Cannon of Haima (projectile burst)	
523800	Rennala's Full Moon (cast charge magic orb and Carian sigil)	
523801	Rennala's Full Moon (moon forms, right-hand cast)	
523802	Rennala's Full Moon (moon launch pulse)	
523803	Rennala's Full Moon (moon projectile)	
523804	Rennala's Full Moon (moon projectile burst)	
523805	Rennala's Full Moon (Carian sigil)	only used as sound event?
523806	Rennala's Full Moon (moon forms, left-hand cast)	
523810	Terra Magica (cast charge magic orb)	
523811	Terra Magica (Raya Lucaria sigil)	
523812	Terra Magica (giant Raya Lucaria sigil)	
523813	Terra Magica (azure blue body effect)	unused
523820	Founding Rain of Stars (cast charge magic orb)	
523821	Founding Rain of Stars (charge gathering energy)	
523822	Founding Rain of Stars (starry clouds)	
523823	Founding Rain of Stars (star projectiles)	
523824	Founding Rain of Stars (star projectile bursts)	
523825	Founding Rain of Stars (cast completion rising stars)	
523830	Shatter Earth (drill)	
523831	Shatter Earth (drilling sparks)	
523832	Shatter Earth (groundquake 1)	
523833	Shatter Earth (groundquake 2)	
523840	Rock Blaster (drill)	
523841	Rock Blaster (groundquake)	
523850	Glintstone Stars/Star Shower (cast charge magic orb)	
523851	Glintstone Stars/Star Shower (charge gathering energy)	
523852	Glintstone Stars/Star Shower (charged projectile)	
523853	Glintstone Stars/Star Shower (charged projectile burst)	
523856	Glintstone Stars/Star Shower (charged Raya Lucaria sigil)	
523857	Glintstone Stars/Star Shower (projectile)	
523858	Glintstone Stars/Star Shower (projectile burst)	
523859	Glintstone Stars/Star Shower (Raya Lucaria sigil)	
523860	Ranni's Dark Moon (cast charge magic orb and Ice Carian sigil)	
523861	Ranni's Dark Moon (moon forms, right-hand cast)	
523862	Ranni's Dark Moon (moon launch pulse)	
523863	Ranni's Dark Moon (moon projectile)	
523864	Ranni's Dark Moon (moon projectile burst)	
523865	Ranni's Dark Moon (Ice Carian sigil)	
523866	Ranni's Dark Moon (moon forms, left-hand cast)	
523870	Zamor Ice Storm (cast charge frost orb)	
523871	Zamor Ice Storm (Ice Carian sigil)	
523872	Zamor Ice Storm (charged frost whirlwind burst)	
523873	Zamor Ice Storm (charged frost whirlwind)	
523874	Zamor Ice Storm (?)	nothing



ID	SOURCE	DESCRIPTION
523875	Zamor Ice Storm (charge gathering energy)	
523877	Zamor Ice Storm (frost whirlwind burst)	
523878	Zamor Ice Storm (frost whirlwind)	
523879	Zamor Ice Storm (?)	nothing
523880	Freezing Mist (cast charge frost orb)	
523881	Freezing Mist (cast sound)	
523882	Freezing Mist (charged frost mist)	
523887	Freezing Mist (frost mist)	
523890	Adula's Moonblade (cast charge magic orb)	
523891	Adula's Moonblade (Carian sigil)	
523892	Adula's Moonblade (magic greatsword)	
523893	Adula's Moonblade (magic greatsword trail)	
523894	Adula's Moonblade (frost projectile)	
523895	Adula's Moonblade (frost projectile, tilted left)	
523896	Adula's Moonblade (frost projectile, tilted right)	
523897	Adula's Moonblade (frost projectile, tilted far right)	
523900	Stars of Ruin (cast charge cosmic orb)	
523901	Stars of Ruin (charge gathering energy)	
523902	Stars of Ruin (charged projectile)	
523903	Stars of Ruin (charged projectile burst)	
523907	Stars of Ruin (projectile)	
523908	Stars of Ruin (projectile burst)	
523910	Briars of Sin (staff thorns)	
523911	Briars of Sin (stab blood spray)	
523912	Briars of Sin (thorn spiral 1)	
523913	Briars of Sin (thorn spiral 2)	
523914	Briars of Sin (thorn spiral 3)	
523915	Briars of Sin (blood pool at feet)	
523916	Briars of Sin (blood thorn in right hand cast)	
523917	Briars of Sin (blood thorn in left hand cast)	
523920	Briars of Punishment (staff thorns)	
523921	Briars of Punishment (stab blood spray)	
523922	Briars of Punishment (leaping thorns projectile)	
523923	Briars of Punishment (leaping thorns projectile burst)	
523924	Briars of Punishment (leaping thorns projectile upburst)	
523930	Crystal Burst (cast charge magic orb and Raya Lucaria sigil)	
523931	Crystal Burst (?)	nothing
523932	Crystal Burst (charged projectile)	
523933	Crystal Burst (charged projectile burst)	
523934	Crystal Burst (charge gathering energy)	
523937	Crystal Burst (projectile)	
523938	Crystal Burst (projectile burst)	
524000	Flame Sling (Giantsflame sigil)	
524001	Flame Sling (flame in hand)	
524002	Flame Sling (projectile)	
524003	Flame Sling (projectile burst)	
524005	Flame Sling (charge flare)	
524006	Flame Sling (charged flame in hand)	
524007	Flame Sling (charged projectile)	
524008	Flame Sling (charged projectile burst)	
524009	Flame Sling (flame in hand)	used for sound right before throwing?
524020	Giantsflame Take Thee (Giantsflame sigil)	
524021	Giantsflame Take Thee (flame in hand)	
524022	Giantsflame Take Thee (projectile)	
524023	Giantsflame Take Thee (projectile burst)	
524025	Giantsflame Take Thee (charge flare)	
524026	Giantsflame Take Thee (charged flame in hand)	
524027	Giantsflame Take Thee (charged projectile)	
524028	Giantsflame Take Thee (charged projectile burst)	
524030	Burn, O Flame! (flame in hand)	
524031	Burn, O Flame! (Giantsflame sigil)	
524032	Burn, O Flame! (ground flame burst)	

ID	SOURCE	DESCRIPTION
524034	Burn, O Flame! (ground flame burst base)	
524035	Burn, O Flame! (charge flare)	
524050	Surge, O Flame! (Giantsflame sigil)	
524051	Surge, O Flame! (bright glow)	
524052	Surge, O Flame! (flame spray)	
524060	Scouring Black Flame (flame forms in hand)	
524061	Scouring Black Flame (flame in hand)	unused?
524062	Scouring Black Flame (flame wave)	
524063	Scouring Black Flame (flickering glow)	
524064	Scouring Black Flame (Godslayer sigil)	
524065	Scouring Black Flame (charge flare)	
524066	Scouring Black Flame (charged flame in hand)	
524067	Scouring Black Flame (charged flame wave)	
524068	Scouring Black Flame (charged flickering glow)	
524070	Black Flame Ritual (flame in hand and Godslayer sigil)	
524071	Black Flame Ritual (flame in hand)	
524072	Black Flame Ritual (flame wall)	
524073	Black Flame Ritual (flame wall flare)	
524075	Black Flame Ritual (charge flare)	
524076	Black Flame Ritual (charged flame in hand)	
524077	Black Flame Ritual (charged flame wall)	
524078	Black Flame Ritual (charged flame wall flare)	
524080	Flame of the Fell God (flame in hand and Giantsflame sigil)	
524081	Flame of the Fell God (giant fireball projectile)	
524082	Flame of the Fell God (giant fireball projectile proximity triggers)	
524083	Flame of the Fell God (giant fireball projectile burst)	
524084	Flame of the Fell God (lingering flames)	
524090	Black Flame Blade (flame in hand and Godslayer sigil)	
524091	Black Flame Blade (weapon effect application flare)	
524100	Catch Flame (cast spark in hand)	
524101	Catch Flame (Giantsflame sigil)	
524102	Catch Flame (flame burst)	
524110	Catch Flame (cast spark in hand)	
524112	Catch Flame (charged flame burst)	
524114	Catch Flame (charge flare)	
524115	Catch Flame (Giantsflame sigil)	
524117	Catch Flame (flame burst)	
524120	Bloodflame Talons (claw trail)	
524121	Bloodflame Talons (bloodflame burst)	
524130	Bloodboon (blood pool portal, right hand cast)	
524131	Bloodboon (bloodflame in hand)	
524132	Bloodboon (bloodflame projectile)	
524133	Bloodboon (bloodflame projectile splash)	
524134	Bloodboon (lingering bloodflame)	
524135	Bloodboon (blood pool portal, left hand cast)	
524140	Bloodflame Blade (flame in hand and Mohgwyn sigil)	
524141	Bloodflame Blade (weapon effect application flare)	
524200	? (cast charge magic orb)	
524201	? (cast sound)	
524202	? (mist projectile)	dim blueish-gray smoke
524203	? (mist projectile puff)	dim blueish-gray smoke
524320	Flame, Cleanse Me (flame in hand and Giantsflame sigil)	
524321	Flame, Cleanse Me (body-purging flame burst)	
524322	Flame, Cleanse Me (embers)	
524400	Flame, Grant Me Strength (flame in hand and Giantsflame sigil)	
524401	Flame, Grant Me Strength (body-buffing flame burst)	
524402	Flame, Grant Me Strength (body effect)	
524490	Rykard's Rancor (lingering flame trail)	
524491	Rykard's Rancor (lingering flame trail ignites)	
524492	Rykard's Rancor (lingering flame trail burst)	
524494	Rykard's Rancor (flaming skull projectile)	
524495	Rykard's Rancor (cast charge flame orb and Gelmir sigil)	

ID	SOURCE	DESCRIPTION
524500	Magma Shot (cast charge flame orb)	
524501	Magma Shot (cast sound)	
524502	Magma Shot (magma projectile)	
524503	Magma Shot (magma projectile burst)	
524504	Magma Shot (?)	nothing
524505	Magma Shot (lingering magma)	
524506	Magma Shot (charged magma projectile)	
524507	Magma Shot (charged magma projectile splash)	
524508	Magma Shot (?)	
524509	Magma Shot (charged lingering magma)	
524510	Gelmir's Fury (cast charge flame orb)	
524511	Gelmir's Fury (Gelmir sigil)	
524512	Gelmir's Fury (lingering magma)	
524513	Gelmir's Fury (magma projectile)	
524514	Gelmir's Fury (magma projectile splash)	
524515	Gelmir's Fury (charge gathering energy)	
524516	Gelmir's Fury (cast flash)	
524520	Whirl, O Flame! (flame forms in hand and Giantsflame sigil)	
524521	Whirl, O Flame! (flame in hand)	
524522	Whirl, O Flame! (flame spray)	
524523	Whirl, O Flame! (bright glow)	
524525	Whirl, O Flame! (charge flare)	
524526	Whirl, O Flame! (charged flame in hand)	
524540	Black Flame (flame forms in hand and Godslayer sigil)	
524541	Black Flame (flame in hand)	
524542	Black Flame (projectile)	
524543	Black Flame (projectile burst)	
524545	Black Flame (charge flare)	
524546	Black Flame (charged flame in hand)	
524547	Black Flame (charged projectile)	
524548	Black Flame (charged projectile burst)	
524790	Black Flame's Protection (flame forms in hand and Godslayer sigil)	
524791	Black Flame's Protection (body-buffing flame burst)	
524800	Magic Fortification (cast charge holy orb)	
524801	Magic Fortification (Two Fingers sigil and magic energy on ground)	
524810	Fire Fortification (cast charge holy orb)	
524811	Fire Fortification (Two Fingers sigil and fire energy on ground)	
524820	Lightning Fortification (cast charge holy orb)	
524821	Lightning Fortification (Two Fingers sigil and lightning energy on ground)	
524830	Holy Fortification (cast charge holy orb)	
524831	Holy Fortification (Two Fingers sigil and holy energy on ground)	
524840	Barrier of Gold (cast charge holy orb)	
524841	Barrier of Gold (inward pulse)	
524842	Barrier of Gold (magic energy and giant Erdtree sigil)	
524844	Barrier of Gold (cast charge sound)	
524850	Flame, Protect Me (flame in hand and Giantsflame sigil)	
524851	Flame, Protect Me (body-buffing flame burst)	
524860	Golden Lightning Fortification (cast charge holy orb)	
524861	Golden Lightning Fortification (inward pulse)	
524862	Golden Lightning Fortification (gold energy and giant Erdtree sigil)	
524870	Barrier of Gold (cast charge holy orb)	
524871	Barrier of Gold (inward pulse)	
524872	Barrier of Gold (holy energy and giant Two Fingers sigil)	
524874	Barrier of Gold (cast charge sound)	
524880	Protection of the Erdtree (cast charge holy orb)	
524881	Protection of the Erdtree (inward pulse)	
524882	Protection of the Erdtree (holy energy and giant Erdtree sigil)	
524884	Protection of the Erdtree (cast charge sound)	
524900	Urgent Heal (cast charge holy orb)	
524902	Urgent Heal (holy pulse and Two Fingers sigil)	
524903	Urgent Heal (heal)	
525000	Heal (cast charge holy orb)	

ID	SOURCE	DESCRIPTION
525001	Heal (inward pulse)	
525002	Heal (holy pulse and Two Fingers sigil)	
525003	Heal (heal)	
525004	Heal (hold AoE indicator)	
525010	Great Heal (cast charge holy orb)	
525011	Great Heal (inward pulse)	
525012	Great Heal (holy pulse and Two Fingers sigil)	
525013	Great Heal (heal)	
525020	Lord's Heal (cast charge holy orb)	
525021	Lord's Heal (inward pulse)	
525022	Lord's Heal (holy pulse and Two Fingers sigil)	
525023	Lord's Heal (heal)	
525030	Erdtree Heal (cast charge holy orb)	
525031	Erdtree Heal (inward pulse)	
525032	Erdtree Heal (holy pulse and Two Fingers sigil)	
525033	Erdtree Heal (heal)	
525034	Erdtree Heal (cast charge sound)	
525040	Bestial Vitality (cast charge holy orb)	
525041	Bestial Vitality (body-buffing holy burst)	
525050	Blessing of the Erdtree (cast charge holy orb)	
525051	Blessing of the Erdtree (inward pulse)	
525052	Blessing of the Erdtree (holy pulse and Erdtree sigil)	
525070	Blessing's Boon (cast charge holy orb)	
525071	Blessing's Boon (inward pulse)	
525072	Blessing's Boon (holy pulse and Erdtree sigil)	
525080	Cure Poison (cast charge holy orb)	
525082	Cure Poison (Two Fingers sigil and green energy on ground)	
525083	Cure Poison (body purge effect)	
525090	Lord's Aid (cast charge holy orb)	
525091	Lord's Aid (inward pulse)	
525092	Lord's Aid (Two Fingers sigil and green energy on ground)	
525094	Lord's Aid (cast charge sound)	
525300	Rejection (Two Fingers sigil)	
525302	Rejection (burst)	
525303	Rejection (burst aftershock)	
525305	Rejection (charge gathering energy)	
525306	Rejection (charged burst)	
525307	Rejection (charged burst aftershock)	
525310	Wrath of Gold (Erdtree sigil)	
525312	Wrath of Gold (burst)	
525313	Wrath of Gold (burst aftershock)	
525315	Wrath of Gold (charge gathering energy)	cool windy gold whirlwind
525316	Wrath of Gold (charged burst)	
525317	Wrath of Gold (charged burst aftershock)	
525330	Noble Presence (?)	nothing
525332	Noble Presence (burst)	
525333	Noble Presence (burst aftershock)	
525335	Noble Presence (charge gathering energy)	
525336	Noble Presence (charged burst)	
525337	Noble Presence (charged burst aftershock)	
525400	Elden Stars (cast charge holy flare)	
525401	Elden Stars (Crucible sigil)	
525402	Elden Stars (emitter projectile)	
525403	Elden Stars (emitted projectile)	
525404	Elden Stars (emitted projectile burst)	
525405	Elden Stars (emitter projectile burst)	
525410	Fire's Deadly Sin (flame in hand)	
525412	Fire's Deadly Sin (explosion)	
525413	Fire's Deadly Sin (body flame effect)	
525415	Fire's Deadly Sin (charge flare)	
525417	Fire's Deadly Sin (charged explosion)	
525420	Black Blade (blade appears)	

ID	SOURCE	DESCRIPTION
525421	Black Blade (?)	nothing
525422	Black Blade (slash projectile, heavily tilted left)	
525423	Black Blade (slash projectile burst)	
525424	Black Blade (slash projectile, tilted left)	
525425	Black Blade (slash projectile, heavily tilted right)	
525426	Black Blade (slash projectile, tilted right)	
525500	Lightning Spear (lightning spear forms)	
525501	Lightning Spear (?)	nothing
525502	Lightning Spear (projectile)	
525503	Lightning Spear (projectile burst)	
525504	Lightning Spear (charge gathering energy)	
525505	Lightning Spear (charged spear)	
525507	Lightning Spear (charged projectile)	
525508	Lightning Spear (charged projectile burst)	
525509	Lightning Spear (charged projectile lightning strike)	
525510	Ancient Dragons' Lightning Spear (lightning spear for right hand)	
525511	Ancient Dragons' Lightning Spear (spear lands in right hand)	
525512	Ancient Dragons' Lightning Spear (spear projectile)	
525513	Ancient Dragons' Lightning Spear (spear projectile burst)	
525514	Ancient Dragons' Lightning Spear (lightning crackle projectile)	
525516	Ancient Dragons' Lightning Spear (spear lands in left hand)	
525518	Ancient Dragons' Lightning Spear (charge gathering energy)	unused?
525519	Ancient Dragons' Lightning Spear (spear lands on dummy)	unused?
525520	Ancient Dragons' Lightning Spear (lightning spear for left hand)	
525521	Fortissax's Lightning Spear (spear lands in right hand)	
525522	Fortissax's Lightning Spear (spear projectile)	
525523	Fortissax's Lightning Spear (spear projectile burst)	
525524	Fortissax's Lightning Spear (lightning crackle projectile)	
525526	Fortissax's Lightning Spear (spear lands in left hand)	
525529	Fortissax's Lightning Spear (Dragon Cult sigil)	
525530	Ancient Dragons' Lightning Strike (cast charge orb and Dragon Cult sigil)	
525532	Ancient Dragons' Lightning Strike (lightning strike)	
525533	Ancient Dragons' Lightning Strike (lightning crackle)	
525534	Ancient Dragons' Lightning Strike (charge gathering energy)	
525536	Ancient Dragons' Lightning Strike (cast lightning strike)	
525537	Ancient Dragons' Lightning Strike (charged lightning strike)	
525540	Swarm of Flies (cast charge fly swarm orb and Mohgwyn sigil)	
525542	Swarm of Flies (fly swarm projectile)	
525543	Swarm of Flies (fly swarm cloud)	
525560	Honed Bolt (cast charge lightning orb and Dragon Cult sigil)	
525561	Honed Bolt (cast lightning strike)	
525562	Honed Bolt (lightning strike)	
525570	Lightning Strike (cast charge lightning orb and Dragon Cult sigil)	
525571	Lightning Strike (cast lightning strike)	
525572	Lightning Strike (lightning strike static energy)	
525573	Lightning Strike (lightning strike)	
525580	Lansseax's Glaive (spear lands in right hand)	
525581	Lansseax's Glaive (lightning glaive in right hand)	
525582	Lansseax's Glaive (intense lightning glaive with trail in right hand)	
525583	Lansseax's Glaive (lightning crackle projectile)	
525585	Lansseax's Glaive (spear lands in left hand)	
525586	Lansseax's Glaive (lightning glaive in left hand)	
525587	Lansseax's Glaive (intense lightning glaive with trail in left hand)	
525588	Lansseax's Glaive (spear catch lightning strike)	
525589	Lansseax's Glaive (spear lands on dummy)	unused?
525590	Frozen Lightning Spear (lightning spear forms)	
525591	Frozen Lightning Spear (Dragon Cult sigil)	
525592	Frozen Lightning Spear (lightning spear projectile)	
525593	Frozen Lightning Spear (lightning spear burst)	
525594	Frozen Lightning Spear (lightning wave static)	
525595	Frozen Lightning Spear (lightning wave burst)	
525630	Golden Vow (cast charge holy orb)	

ID	SOURCE	DESCRIPTION
525631	Golden Vow (holy release and Erdtree Sigil)	
525633	Golden Vow (holy energy body effect)	unused
525640	Vyke's Dragonbolt (cast charge lightning orb and Dragon Cult sigil)	
525641	Vyke's Dragonbolt (cast lightning strike)	
525642	Vyke's Dragonbolt (lightning crackle body effect)	
525650	Dragonbolt Blessing (cast charge lightning orb and Dragon Cult sigil)	
525651	Dragonbolt Blessing (cast lightning strike)	
525652	Dragonbolt Blessing (lightning crackle body effect)	
525660	Electrify Armament (cast charge lightning orb and Dragon Cult sigil)	
525661	Electrify Armament (cast lightning strike)	
525670	Death Lightning (cast charge lightning orb and Dragon Cult sigil)	
525672	Death Lightning (lightning strike)	
525673	Death Lightning (lightning crackle)	
525674	Death Lightning (charge gathering energy)	
525675	Death Lightning (death mist)	
525676	Death Lightning (cast lightning strike)	
525677	Death Lightning (charged lightning strike)	
525678	Death Lightning (charged death mist)	
526202	Flame, Fall Upon Them (launch flare)	
526204	Flame, Fall Upon Them (projectile)	
526205	Flame, Fall Upon Them (projectile burst)	
526206	Flame, Fall Upon Them (charged launch flare)	
526208	Flame, Fall Upon Them (charged projectile)	
526209	Flame, Fall Upon Them (charged projectile burst)	
526240	Crystal Torrent (cast charge crystal orb and Raya Lucaria sigil)	
526241	Crystal Torrent (projectile emitter)	
526242	Crystal Torrent (projectile)	
526243	Crystal Torrent (projectile burst)	
526250	Comet Azur (cast charge orb gathering energy)	
526251	Comet Azur (Comet Azur core)	
526252	Comet Azur (Comet Azur beam)	
526253	Comet Azur (Comet Azur beam burst)	
526254	Comet Azur (Comet Azur beam launch pulse)	
526255	Comet Azur (Comet Azur sideways blowing dust)	
526260	Loretta's Greatbow (right hand greatbow grows to lv2)	
526262	Loretta's Greatbow (charged projectile)	
526263	Loretta's Greatbow (?)	nothing? burst sound
526264	Loretta's Greatbow (charged magic greatarrow)	
526265	Loretta's Greatbow (right hand greatbow forms)	
526267	Loretta's Greatbow (projectile)	
526268	Loretta's Greatbow (?)	nothing? burst sound
526269	Loretta's Greatbow (magic greatarrow)	
526270	Loretta's Greatbow (right hand greatbow grows to lv3)	
526271	Loretta's Greatbow (charge gathering energy)	
526273	Loretta's Greatbow (charged projectile burst)	
526275	Loretta's Greatbow (left hand greatbow forms)	
526278	Loretta's Greatbow (projectile burst)	
526282	Loretta's Mastery (charged projectile)	
526284	Loretta's Mastery (charged magic greatarrow)	
526287	Loretta's Mastery (projectile)	
526289	Loretta's Mastery (magic greatarrow)	
526300	Pest Threads (flowing threads and Rot sigil)	
526301	Pest Threads (splash)	
526302	Pest Threads (thread projectile)	
526303	Pest Threads (thread projectile burst)	
526310	Poison Armament (Rot sigil)	
526311	Poison Armament (weapon effect application splash)	
526320	Poison Mist (cast charge poison cloud and Rot sigil)	
526322	Poison Mist (poison spray and cloud)	
527010	Frenzy Incantations (eye burn)	
527011	Unendurable Frenzy (eye glow)	
527012	The Flame of Frenzy/Unendurable Frenzy (projectile variation 1)	

ID	SOURCE	DESCRIPTION
527013	The Flame of Frenzy/Unendurable Frenzy (projectile burst)	
527014	Frenzied Burst (charge flare)	
527015	The Flame of Frenzy/Unendurable Frenzy (projectile variation 2)	
527019	Frenzy Incantations (Frenzyflame sigil)	
527020	Inescapable Frenzy (eye burn)	
527021	Inescapable Frenzy (Frenzyflame sigil)	
527022	Inescapable Frenzy (grab body burn)	
527023	Inescapable Frenzy (grab Madness proc body burn)	
527030	Howl of Shabriri (eye burn)	
527032	Frenzied Burst (projectile)	
527033	Frenzied Burst (projectile burst)	
527035	Frenzied Burst (charged eye burn)	
527037	Frenzied Burst (charged projectile)	
527038	Frenzied Burst (charged projectile burst)	
527041	Unendurable Frenzy (overload eye burn)	
527051	Howl of Shabriri (howl force)	
527052	Howl of Shabriri (howl effect)	
528110	Triple Rings of Light (floating discus in right hand)	
528111	Triple Rings of Light (Golden Order sigil)	
528112	Triple Rings of Light (projectile)	
528113	Triple Rings of Light (projectile burst)	
528114	Triple Rings of Light (projectile hovering)	
528115	Triple Rings of Light (floating discus in left hand)	
528120	Discus of Light (floating discus in right hand)	
528121	Discus of Light (Golden Order sigil)	
528122	Discus of Light (projectile)	
528123	Discus of Light (projectile burst)	
528124	Discus of Light (projectile hovering)	
528125	Discus of Light (floating discus in left hand)	
528130	Discus of Light (floating discus)	
528131	Discus of Light (ring descends)	
528132	Discus of Light (ring burst)	
528133	Discus of Light (projectile burst)	
528135	Discus of Light (ring grows)	
528136	Discus of Light (charged ring descends)	
528137	Discus of Light (charged ring burst)	
528138	Discus of Light (charged ring burst)	
528139	Discus of Light (Golden Order sigil)	
528140	Litany of Proper Death (holy light ray)	
528141	Litany of Proper Death (Golden Order sigil)	
528142	Litany of Proper Death (giant Radagon sigil)	
528143	Litany of Proper Death (holy wave of rising light)	
528144	Litany of Proper Death (wave holy burst)	unused?
528150	Order Healing (holy light ray)	
528151	Order Healing (Golden Order sigil on ground)	
528152	Order Healing (body purge effect)	
528160	Law of Regression (holy light ray)	
528161	Law of Regression (giant Golden Order sigil)	
528170	Law of Causality (holy light ray and Golden Order sigil)	
528171	Law of Causality (effect activation)	
528172	Law of Causality (body ring effect)	
528173	Law of Causality (body ring effect cracks)	
528175	Law of Causality (holy burst)	
528176	Law of Causality (holy burst?)	smaller, unused?
528177	Law of Causality (holy burst delay body flare)	
528180	Immutable Shield (holy light ray)	
528181	Immutable Shield (effect application holy flash)	
528182	Immutable Shield (Golden Order sigil)	
528190	Order's Blade (holy light ray and Golden Order sigil)	
528191	Order's Blade (effect application holy flash)	
529100	Roiling Magma (cast charge fire orb)	
529101	Roiling Magma (cast sound)	

ID	SOURCE	DESCRIPTION
529102	Roiling Magma (projectile)	
529103	Roiling Magma (projectile burst)	
529104	Roiling Magma (projectile charges and implodes)	
529105	Roiling Magma (projectile charging up sound)	
529106	Roiling Magma (projectile explosion)	
529108	Roiling Magma (magma projectile)	
529109	Roiling Magma (lingering magma)	
529110	Roiling Magma (charge gathering energy)	
529112	Roiling Magma (charged projectile)	
529113	Roiling Magma (charged projectile burst)	
529114	Roiling Magma (charged projectile charges and implodes)	
529115	Roiling Magma (charged projectile charging up sound)	
529116	Roiling Magma (charged projectile explosion)	
529118	Roiling Magma (charged magma projectile)	
529119	Roiling Magma (charged lingering magma)	
529500	Stone of Gurrano (stone forms)	
529502	Stone of Gurrano (projectile)	
529503	Stone of Gurrano (projectile burst)	
529510	Bestial Constitution (cast charge holy orb)	
529511	Bestial Constitution (body-buffing holy burst)	
529520	Bestial Sling (rocks and dust in hand)	
529522	Bestial Sling (projectile)	
529523	Bestial Sling (projectile burst)	
529970	Collapsing Stars (cast charge gravity orb)	
529971	Collapsing Stars (Gravity sigil)	
529972	Collapsing Stars (projectile)	
529973	Collapsing Stars (projectile burst)	
529974	Collapsing Stars (charge gathering energy)	
529980	Gravity Well (cast charge gravity orb)	
529981	Gravity Well (Gravity sigil)	
529982	Gravity Well (projectile)	
529983	Gravity Well (projectile burst)	
529984	Gravity Well (charge gathering energy)	
529990	Meteorite of Astel (cast charge gravity orb)	
529991	Meteorite of Astel (Gravity sigil)	
529992	Meteorite of Astel (projectile)	
529993	Meteorite of Astel (projectile burst)	
529994	Meteorite of Astel (projectile portal)	
530000	Aspects of the Crucible: Tail (Crucible sigil)	
530001	Aspects of the Crucible: Tail (tail base sparkle)	
530002	Aspects of the Crucible: Tail (tail trail, right cast)	
530003	Aspects of the Crucible: Tail (tail trail, left cast)	
530004	Aspects of the Crucible: Tail (charged tail swings, right cast)	
530005	Aspects of the Crucible: Tail (tail swings, right cast)	
530007	Aspects of the Crucible: Tail (charged tail swings, left cast)	
530008	Aspects of the Crucible: Tail (tail swings, left cast)	
530011	Aspects of the Crucible: Horns (Crucible sigil)	
530012	Aspects of the Crucible: Horns (horns form, right cast, left shoulder)	
530013	Aspects of the Crucible: Horns (thrust whirlwind trail, right cast)	
530017	Aspects of the Crucible: Horns (horns form, left cast, right shoulder)	
530018	Aspects of the Crucible: Horns (thrust whirlwind trail, left cast)	
530020	Aspects of the Crucible: Breath (throat pouch forms and Crucible sigil)	
530021	Aspects of the Crucible: Breath (throat pouch shrinks and flame breath)	
530022	Aspects of the Crucible: Breath (flame breath wave projectile)	
530100	?	unused Gravitax? cast charge gravity orb
530101	?	unused Gravitax? Malenia sigil
530102	?	unused Gravitax? gravity pull
530110	?	unused Gravitax? cast charge gravity orb
530111	?	unused Gravitax? Malenia sigil
530112	?	unused Gravitax? gravity push
530120	Meteorite (cast charge gravity orb)	
530121	Meteorite (Gravity sigil)	



ID	SOURCE	DESCRIPTION
530122	Meteorite (projectile)	
530123	Meteorite (projectile burst)	
530124	Meteorite (?)	some kind of weird little crackle sound
530125	Meteorite (cast gravity field)	
530130	Rock Sling (cast charge gravity orb)	
530131	Rock Sling (Gravity sigil)	
530132	Rock Sling (projectile)	
530133	Rock Sling (projectile burst)	
530142	?	unused Death Rancor skull?
530143	?	unused Death Rancor skull burst?
530150	Glintstone Arc (cast charge magic orb)	
530151	Glintstone Arc (cast sound)	
530152	Glintstone Arc (projectile)	
530153	Glintstone Arc (projectile burst)	
530160	Dragon Communion Incantations (Dragon Communion sigil)	
530161	Dragon Communion Incantations (head smoke)	
530162	Dragon Communion Incantations (?)	nothing
530170	Beast Claw (claw forms and Bestial sigil)	
530171	Beast Claw (claw trail)	
530172	Beast Claw (claw projectile and rock upbursts)	
530174	Beast Claw (charge gathering energy)	
530177	Beast Claw (charged claw projectile and rock upbursts)	
530181	Dragonmaw (dragon head forms, bites)	
530182	Dragonmaw (dragon head mouth smoke)	
530183	Dragonmaw (dragon head bite flash)	
530190	Dragonclaw (claw forms, right hand)	
530191	Dragonclaw (claw slam 1, right hand)	
530192	Dragonclaw (claw trail)	
530193	Dragonclaw (claw slam 2, right hand)	
530195	Dragonclaw (Dragon Communion sigil)	
530196	Dragonclaw (dragon smoke?)	unused?
530200	Dragonclaw (claw forms, left hand)	
530201	Dragonclaw (claw slam 1, left hand)	
530203	Dragonclaw (claw slam 2, left hand)	
530205	Dragonclaw (slam quake 1)	
530206	Dragonclaw (slam quake 2)	
530210	Gurranq's Beast Claw (claw forms and Bestial sigil)	
530211	Gurranq's Beast Claw (claw projectile and rock upbursts)	
530212	Gurranq's Beast Claw (claw trail)	
530213	Gurranq's Beast Claw (rock upburst)	
530350	Greyoll's Roar (Dragon Communion sigil)	
530351	Greyoll's Roar (Greyoll head forms)	
530352	Greyoll's Roar (Greyoll head roars)	
530353	Greyoll's Roar (roar flash)	
530355	Greyoll's Roar (body effect dragon smoke)	
530360	Placidusax's Ruin (holy flame spray)	
530362	Placidusax's Ruin (Placidusax head - ground cast)	
530364	Placidusax's Ruin (Placidusax head - air cast)	
530365	Placidusax's Ruin (red lightning burst)	
530366	Placidusax's Ruin (beam shine)	
530367	Placidusax's Ruin (beam)	
530368	Placidusax's Ruin (beam burst)	
530369	Placidusax's Ruin (beam uppercut trail and end)	
530401	Dragonfire (dragon head and breath)	
530405	Dragonfire (breath wave)	
530406	Dragonfire (breath wave end)	
530431	Agheel's Flame (Agheel head and breath 1)	
530440	Agheel's Flame (Agheel head and breath 2)	
530501	Magma Breath (wyrms head and breath 1)	
530502	Magma Breath (wyrms head and breath 2)	
530505	Magma Breath (magma projectile)	
530506	Magma Breath (magma projectile burst)	

	ID	SOURCE	DESCRIPTION
	530507	Magma Breath (lingering magma)	
	530511	Theodorix's Magma (Theodorix head and breath 1)	
	530512	Theodorix's Magma (Theodorix head and breath 2)	
	530515	Theodorix's Magma (magma projectile)	
	530516	Theodorix's Magma (magma projectile burst)	
	530517	Theodorix's Magma (lingering magma)	
	530551	Dragonice (dragon head and breath)	
	530555	Dragonice (breath wave)	
	530556	Dragonice (breath wave end)	
	530581	Borealis' Mist (Borealis head and breath 1)	
	530590	Borealis' Mist (Borealis head and breath 2)	
	530601	Rotten Breath (dragon head and breath)	
	530605	Rotten Breath (breath wave)	
	530606	Rotten Breath (breath wave end)	
	530631	Ekzykes' Decay (Ekzykes head and breath 1)	
	530640	Ekzykes' Decay (Ekzykes head and breath 2)	
	530651	Glintstone Breath (dragon head and breath)	
	530655	Glintstone Breath (breath wave)	
	530656	Glintstone Breath (breath wave end)	
	530681	Smarag's Glintstone Breath (Smarag head and breath 1)	
	530690	Smarag's Glintstone Breath (Smarag head and breath 2)	
	530701	Scarlet Aeonian (aeonian forms on player back, strikes down, bursts)	
	530702	Scarlet Aeonian (aeonian on back pollen and energy)	
	530703	Scarlet Aeonian (landing energy)	
	530704	Scarlet Aeonian (explosion and falling petals)	
	530705	Scarlet Aeonian (rising energy flow and petals)	
	530706	Scarlet Aeonian (Rot sigil)	
	530707	Scarlet Aeonian (pollen AoE)	
Enemy FXR	600000		
	600001		
	600002		
	600003		
	600010		
	600011		
	600012		
	600013		
	600020		
	600021		
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	600031		
	600040		
	600041		
	600042		
	600043		
	600044		
	600200		
	600201		
	600202		
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680000	Torrent spawn (ghostly lavender smoke)	
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Environmental FXR	800000		
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806740	Frenzy-Flaming Tower chaos flame	giant purple-yellow flame with black center
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	ID	SOURCE	DESCRIPTION
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	870001		
?	1003090		XYZ axis lines with bright center
	1003091		XYZ axis lines with bright center (big)
	1003092		XYZ axis lines with bright center (huge)
	1004010		
Elemental Hit FXR	2001000	Fire hit effect (small)	orange flame
	2001001	Fire hit effect (medium)	orange flame
	2001002	Fire hit effect (large)	orange flame
	2001010		
	2001011		
	2001012		
	2002000	Lightning hit effect (small)	yellow lightning
	2002001	Lightning hit effect (medium)	yellow lightning
	2002002	Lightning hit effect (large)	yellow lightning
	2003000	Magic hit effect (small)	blue glitter burst
	2003001	Magic hit effect (medium)	blue glitter burst
	2003002	Magic hit effect (large)	blue glitter burst
	2004000	Holy hit effect (small)	gold glitter burst
	2004001	Holy hit effect (medium)	gold glitter burst
	2004002	Holy hit effect (large)	gold glitter burst
	2005000	Poison hit effect (small)	green smoke puff
	2005001	Poison hit effect (medium)	green smoke puff
	2005002	Poison hit effect (large)	green smoke puff
	2006000	Rot hit effect (small)	scarlet smoke puff
	2006001	Rot hit effect (medium)	scarlet smoke puff
	2006002	Rot hit effect (large)	scarlet smoke puff
	2007000	Bloodflame hit effect (small)	crimson flame
	2007001	Bloodflame hit effect (medium)	crimson flame
	2007002	Bloodflame hit effect (large)	crimson flame
	2008000	Frostbite hit effect (small)	frost smoke puff
	2008001	Frostbite hit effect (medium)	frost smoke puff
	2008002	Frostbite hit effect (large)	frost smoke puff
	2009000	Sleep hit effect (small)	lavender smoke puff
	2009001	Sleep hit effect (medium)	lavender smoke puff
	2009002	Sleep hit effect (large)	lavender smoke puff
	2010000	Madness hit effect (small)	yellow-purple flame
	2010001	Madness hit effect (medium)	yellow-purple flame
	2010002	Madness hit effect (large)	yellow-purple flame
	2011000	Death hit effect (small)	yellow-black flame
	2011001	Death hit effect (medium)	yellow-black flame
	2011002	Death hit effect (large)	yellow-black flame
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700000000		spotlight
700000001		flashlight-like short ranged light cone

	ID	SOURCE	DESCRIPTION
?	731	? (medium)	sparkling pale blue lavender flames with more glitter
	741	? (large)	sparkling pale blue lavender flames with more glitter
Status Effect FXR	4420	? (small)	interwoven ring of Rings of Spectral Light
	4421	? (medium)	interwoven ring of Rings of Spectral Light
	4422	? (large)	interwoven ring of Rings of Spectral Light
	4431	?	1 feather-like pink flower petal (flower pattern)
	4432	?	2 feather-like pink flower petals (flower pattern)
	4433	?	3 feather-like pink flower petals (flower pattern)
	4434	?	4 feather-like pink flower petals (flower pattern)
	4435	?	5 feather-like pink flower petals (flower pattern)
	4440	Painful Strike stamina regen debuff (small)	green downward-flowing debuff streaks
	4441	Painful Strike stamina regen debuff (medium)	green downward-flowing debuff streaks
	4442	Painful Strike stamina regen debuff (large)	green downward-flowing debuff streaks
	4450	Eternal Sleep proc and effect (small)	deep purple smoke and feathers
	4451	Eternal Sleep proc and effect (medium)	deep purple smoke and feathers
	4452	Eternal Sleep proc and effect (large)	deep purple smoke and feathers
	4460	Darkness holy defense debuff (small)	black downward-flowing debuff streaks
	4461	Darkness holy defense debuff (medium)	black downward-flowing debuff streaks
	4462	Darkness holy defense debuff (large)	black downward-flowing debuff streaks
	4470	Flower Dragonbolt lightning damage debuff (small)	flashing red lightning in random placements around center
	4471	Flower Dragonbolt lightning damage debuff (medium)	flashing red lightning in random placements around center
	4472	Flower Dragonbolt lightning damage debuff (large)	flashing red lightning in random placements around center
	4866	? (speffect 20090050 / 20090051)	red eye glow
	4870	Dragonbolt of Florissax (small)	
	4871	Dragonbolt of Florissax (medium)	
	4872	Dragonbolt of Florissax (large)	
	4940	?	pale lavender upward-flowing buff streaks and sparkles
Item Pickup Point FXR	6120	?	faint yellow glow
	6121	?	faint fiery orange glow
Great Rune pickup FXR?	7001	?	flames (at origin + rising from origin)
Phantom FXR	30100	?	gold summon sign
	30101	?	gold summon sign (white streaks)
	30410	invader spawn of some kind?	large pink sparkly pool and rising energy
Ground Impact FXR	109000		
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ID	SOURCE	DESCRIPTION
542101		
542102		
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ID	SOURCE	DESCRIPTION
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551015		
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	ID	SOURCE	DESCRIPTION
Enemy FXR	553506		
	553507		
	553508		
	553510		
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ID	SOURCE	DESCRIPTION
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655011		
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ID	SOURCE	DESCRIPTION
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658229		
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ID	SOURCE	DESCRIPTION
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690010		
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803189		
803225		

Environmental FXR

ID	SOURCE	DESCRIPTION
803441		
803442		
806845		
820010		
820020		
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820685		
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5350000		
5350001		
5350002		
5350003		

?

SpEffect Attribute ID	Attack Special Attribute ID	Base Element	Variation ID	Variation Element
0	10	Magic	0	Magic
			1	Ghostflame
			2	Death
			3	Carian
			4	Gravity
1	11	Fire	0	Fire
			1	Blackflame
			2	Gold Flame
			3	Bloodflame
			4	Blasphemous Flame
			5	Giantsflame
			6	Frenzyflame
			7	Messmerflame
			8	Bayle's Flame Lightning
2	12	Lightning	0	Lightning
			1	Ice Lightning
			3	Ancient Lightning
3	13	Holy	0	Holy
			1	Destined Death
			2	Destined Death (Unused)
10	20	Poison	0	Poison
11	21	Rot	0	Rot
12	22	Bleed	0	Bleed
13	23	Frost	0	Frost
14	24	Sleep	0	Sleep
15	25	Madness	0	Madness
16	26	Deathblight	0	Deathblight

### How does this work?

Some weapons, attacks and special effects like weapon buffs have what is referred to as a **Special Attribute Offset**.

Using any of these Variation IDs on the left with their specified special Attribute ID to its left changes the FFX that shows up on an enemy's body when hit with the respective weapon, attack, or weapon/attack affected by the respective effect.

SpEffect Attribute ID is used on weapon buffs.

Attack Special Attribute ID is used on weapons and attacks.

0 is the default Variation ID, and does not change the hit VFX in any way.

ANIMATION ID	ANIMATION NAME (BEHND / HKS)	SOURCE	NOTES
xxx_030000	AttackRightLight1	[One-Handed] R1 #1	
xxx_030010	AttackRightLight2	[One-Handed] R1 #2	
xxx_030020	AttackRightLight3	[One-Handed] R1 #3	
xxx_030030	AttackRightLight4	[One-Handed] R1 #4	
xxx_030040	AttackRightLight5	[One-Handed] R1 #5	
xxx_030050	AttackRightLight6	[One-Handed] R1 #6	
xxx_030200	AttackRightLightDash	[One-Handed] Running R1	
xxx_030210	AttackRightHeavyDash	[One-Handed] Running R2	
xxx_030300	AttackRightLightStep	[One-Handed] Rolling R1	
xxx_030400	AttackRightBackstep	[One-Handed] Backstep R1	
xxx_030500	AttackRightHeavyStart	[One-Handed] R2 #1 Charged	
xxx_030501	AttackRightHeavySubStart	[One-Handed] R2 #1 Transition from R1 #1	
xxx_030505	AttackRightHeavyEnd	[One-Handed] R2 #1	
xxx_030510	AttackRightHeavy2Start	[One-Handed] R2 #2 Charged	
xxx_030515	AttackRightHeavy2End	[One-Handed] R2 #2	
xxx_030600	AttackRightHeavySpecialStart	[One-Handed] Barbaric Warcry R2 #1 Charged	Requires AttackRightHeavySpecialType to be set to 0 in c0000.hks to use. Both Warcry animation sets have the same name in HKS, but a different variable.
xxx_030601	AttackRightHeavySpecialSubStart	[One-Handed] Barbaric Warcry R2 #1 Transition from R1 #1	
xxx_030605	AttackRightHeavySpecialEnd	[One-Handed] Barbaric Warcry R2 #1	
xxx_030610	AttackRightHeavySpecial2Start	[One-Handed] Barbaric Warcry R2 #2 Charged	
xxx_030615	AttackRightHeavySpecial2End	[One-Handed] Barbaric Warcry R2 #2	
xxx_030620	AttackRightHeavySpecialStart	[One-Handed] Warcry R2 #1 Charged	Requires AttackRightHeavySpecialType to be set to 1 in c0000.hks to use. Both Warcry animation sets have the same name in HKS, but a different variable.
xxx_030621	AttackRightHeavySpecialSubStart	[One-Handed] Warcry R2 #1 Transition from R1 #1	
xxx_030625	AttackRightHeavySpecialEnd	[One-Handed] Warcry R2 #1	
xxx_030630	AttackRightHeavySpecial2Start	[One-Handed] Warcry R2 #2 Charged	
xxx_030635	AttackRightHeavySpecial2End	[One-Handed] Warcry R2 #2	
xxx_030700	AttackRightHeavyCounter	[One-Handed] Guard Counter	
xxx_030900	AttackRightWhileGuard	[One-Handed] Block R1 (Shield)	
xxx_030901	AttackRightWhileGuard	[One-Handed] Block R1 (Greatshield)	
xxx_030902	AttackRightWhileGuard	[One-Handed] Block R1 (Small Shield)	
xxx_030903	AttackRightWhileGuard	[One-Handed] Block R1 (Torch)	
xxx_030950	AttackRightSpecial1	[One-Handed] R2 #1 Dodge Cancel (Curved/Thrusting Sword)	
xxx_030955	AttackRightSpecial2	[One-Handed] R2 #2 Dodge Cancel (Curved/Thrusting Sword)	
xxx_031030		[One-Handed] Jump R1 (Mid-air attack)	
xxx_031040		[One-Handed] Jump R1 (Mid-air attack)	
xxx_031050		[One-Handed] Jump R1 (Mid-air attack)	
xxx_031060		[One-Handed] Jump R1 (Mid-air loop)	
xxx_031070		[One-Handed] Jump R1 (Attack right after feet land)	
xxx_031071		[One-Handed] Jump R1 (Feet land after attack finished)	
xxx_031072		[One-Handed] Jump R1 (Feet land RIGHT after attack finished)	
xxx_031081		[One-Handed] Jump R1 (Light landing)	
xxx_031082		[One-Handed] Jump R1 (Heavy landing)	
xxx_031230		[One-Handed] Jump R2 (Mid-air attack)	
xxx_031240		[One-Handed] Jump R2 (Mid-air attack)	
xxx_031250		[One-Handed] Jump R2 (Mid-air attack)	
xxx_031260		[One-Handed] Jump R2 (Mid-air loop)	
xxx_031270		[One-Handed] Jump R2 (Attack right after feet land)	
xxx_031271		[One-Handed] Jump R2 (Feet land after attack finished)	
xxx_031272		[One-Handed] Jump R2 (Feet land RIGHT after attack finished)	
xxx_031281		[One-Handed] Jump R2 (Light landing)	
xxx_031282		[One-Handed] Jump R2 (Heavy landing)	
xxx_031700		[Critical] Frontal crit	
xxx_031710		[Critical] Backstab crit	
xxx_031719		[Critical] Miss	
xxx_031720		[Critical] Small/dismounted enemy crit	
xxx_031730		[Critical] Small/dismounted enemy crit	
xxx_031750		[Critical] Large enemy crit	
xxx_031760		[Critical] Plunging crit for Flame Chariots	
xxx_031900		[One-Handed] Attack deflection (light)	
xxx_031910		[One-Handed] Attack deflection (medium)	
xxx_031920		[One-Handed] Attack deflection (strong)	
xxx_032000	AttackBothLight1	[Two-Handed] R1 #1	
xxx_032010	AttackBothLight2	[Two-Handed] R1 #2	
xxx_032020	AttackBothLight3	[Two-Handed] R1 #3	
xxx_032030	AttackBothLight4	[Two-Handed] R1 #4	
xxx_032040	AttackBothLight5	[Two-Handed] R1 #5	
xxx_032050	AttackBothLight6	[Two-Handed] R1 #6	
xxx_032200	AttackBothLightDash	[Two-Handed] Running R1	
xxx_032210	AttackBothHeavyDash	[Two-Handed] Running R2	
xxx_032300	AttackBothLightStep	[Two-Handed] Rolling R1	
xxx_032400	AttackBothBackStep	[Two-Handed] Backstep R1	
xxx_032500	AttackBothHeavyStart	[Two-Handed] R2 #1 Charged	
xxx_032501	AttackBothHeavySubStart	[Two-Handed] R2 #1 R1 Transition	
xxx_032505	AttackBothHeavyEnd	[Two-Handed] R2 #1	
xxx_032510	AttackBothHeavy2Start	[Two-Handed] R2 #2 Charged	
xxx_032515	AttackBothHeavy2End	[Two-Handed] R2 #2	
xxx_032600	AttackBothHeavySpecialStart	[Two-Handed] Barbaric Warcry R2 #1 Charged	Requires AttackRightHeavySpecialType to be set to 0 in c0000.hks to use. Both Warcry animation sets have the same name in HKS, but a different variable.
xxx_032601	AttackBothHeavySpecialSubStart	[Two-Handed] Barbaric Warcry R2 #1 Transition from R1 #1	
xxx_032605	AttackBothHeavySpecialEnd	[Two-Handed] Barbaric Warcry R2 #1	
xxx_032610	AttackBothHeavySpecial2Start	[Two-Handed] Barbaric Warcry R2 #2 Charged	
xxx_032615	AttackBothHeavySpecial2End	[Two-Handed] Barbaric Warcry R2 #2	
xxx_032620	AttackBothHeavySpecialStart	[Two-Handed] Warcry R2 #1 Charged	Requires AttackRightHeavySpecialType to be set to 1 in c0000.hks to use. Both Warcry animation sets have the same name in HKS, but a different variable.
xxx_032621	AttackBothHeavySpecialSubStart	[Two-Handed] Warcry R2 #1 Transition from R1 #1	
xxx_032625	AttackBothHeavySpecialEnd	[Two-Handed] Warcry R2 #1	
xxx_032630	AttackBothHeavySpecial2Start	[Two-Handed] Warcry R2 #2 Charged	
xxx_032635	AttackBothHeavySpecial2End	[Two-Handed] Warcry R2 #2	
xxx_032700	AttackBothHeavyCounter	[Two-Handed] Guard Counter	
xxx_032950	AttackBothSpecial1	[Two-Handed] R2 #1 Dodge Cancel	
xxx_032955	AttackBothSpecial2	[Two-Handed] R2 #2 Dodge Cancel	
xxx_033030		[Two-Handed] Jump R1 (Mid-air attack)	
xxx_033040		[Two-Handed] Jump R1 (Mid-air attack)	
xxx_033050		[Two-Handed] Jump R1 (Mid-air attack)	
xxx_033060		[Two-Handed] Jump R1 (Mid-air loop)	
xxx_033070		[Two-Handed] Jump R1 (Attack right after feet land)	
xxx_033071		[Two-Handed] Jump R1 (Feet land after attack finished)	
xxx_033072		[Two-Handed] Jump R1 (Feet land RIGHT after attack finished)	
xxx_033081		[Two-Handed] Jump R1 (Light landing)	
xxx_033082		[Two-Handed] Jump R1 (Heavy landing)	
xxx_033230		[Two-Handed] Jump R2 (Mid-air attack)	
xxx_033240		[Two-Handed] Jump R2 (Mid-air attack)	
xxx_033250		[Two-Handed] Jump R2 (Mid-air attack)	
xxx_033260		[Two-Handed] Jump R2 (Mid-air loop)	
xxx_033270		[Two-Handed] Jump R2 (Attack right after feet land)	
xxx_033271		[Two-Handed] Jump R2 (Feet land after attack finished)	
xxx_033272		[Two-Handed] Jump R2 (Feet land RIGHT after attack finished)	

ANIMATION ID	ANIMATION NAME (BEHND / HKS)	SOURCE	NOTES
xxx_033281		[Two-Handed] Jump R2 (Light landing)	
xxx_033282		[Two-Handed] Jump R2 (Heavy landing)	
xxx_033900		[Two-Handed] Attack deflection (light)	
xxx_033910		[Two-Handed] Attack deflection (medium)	
xxx_033920		[Two-Handed] Attack deflection (strong)	
xxx_034000	AttackDualLight1	[Dual Wielding] L1 #1	
xxx_034010	AttackDualLight2	[Dual Wielding] L1 #2	
xxx_034020	AttackDualLight3	[Dual Wielding] L1 #3	
xxx_034030	AttackDualLight4	[Dual Wielding] L1 #4	
xxx_034040	AttackDualLight5	[Dual Wielding] L1 #5	
xxx_034050	AttackDualLight6	[Dual Wielding] L1 #6	
xxx_034200	AttackDualDash	[Dual Wielding] Running L1	
xxx_034300	AttackDualRolling	[Dual Wielding] Rolling L1	
xxx_034400	AttackDualBackStep	[Dual Wielding] Backstep L1	
xxx_034530		[Dual Wielding] Jump L1 (Mid-air attack)	
xxx_034540		[Dual Wielding] Jump L1 (Mid-air attack)	
xxx_034550		[Dual Wielding] Jump L1 (Mid-air attack)	
xxx_034560		[Dual Wielding] Jump L1 (Mid-air loop)	
xxx_034570		[Dual Wielding] Jump L1 (Attack right after feet land)	
xxx_034571		[Dual Wielding] Jump L1 (Feet land after attack finished)	
xxx_034572		[Dual Wielding] Jump L1 (Feet land RIGHT after attack finished)	
xxx_034581		[Dual Wielding] Jump L1 (Light landing)	
xxx_034582		[Dual Wielding] Jump L1 (Heavy landing)	
xxx_035000	AttackLeftHeavy1	[Left-Handed] L1 #1	
xxx_035010	AttackLeftHeavy2	[Left-Handed] L1 #2	
xxx_035020	AttackLeftHeavy3	[Left-Handed] L1 #3	
xxx_035030	AttackLeftHeavy4	[Left-Handed] L1 #4	
xxx_035040	AttackLeftHeavy5	[Left-Handed] L1 #5	
xxx_035050	AttackLeftHeavy6	[Left-Handed] L1 #6	
xxx_035900		[Left-Handed] Attack deflection (light)	
xxx_035910		[Left-Handed] Attack deflection (medium)	
xxx_035920		[Left-Handed] Attack deflection (strong)	
xxx_038000		[Mounted] R1 #1	
xxx_038010		[Mounted] R1 #2	
xxx_038020		[Mounted] R1 #3	
xxx_038100		[Mounted] R2 #1 Charged	
xxx_038110		[Mounted] R2 #1	
xxx_038120		[Mounted]	
xxx_038130		[Mounted]	
xxx_038200		[Mounted]	
xxx_038300		[Mounted]	
xxx_038350		[Mounted]	
xxx_038900		[Mounted Right-Handed] Attack deflection (light)	
xxx_038910		[Mounted Right-Handed] Attack deflection (medium)	
xxx_038920		[Mounted Right-Handed] Attack deflection (strong)	
xxx_039000		[Mounted] L1 #1	
xxx_039010		[Mounted] L1 #2	
xxx_039020		[Mounted] L1 #3	
xxx_039100		[Mounted] L2 #1 Charged	
xxx_039110		[Mounted] L2 #1	
xxx_039120		[Mounted]	
xxx_039130		[Mounted]	
xxx_039200		[Mounted]	
xxx_039300		[Mounted]	
xxx_039350		[Mounted]	
xxx_039600		[Mounted] Torrent stun?	
xxx_039900		[Mounted Left-Handed] Attack deflection (light)	
xxx_039910		[Mounted Left-Handed] Attack deflection (medium)	
xxx_039920		[Mounted Left-Handed] Attack deflection (strong)	
xxx_040000		[Skill] Attack #1	
xxx_040001		[Skill] Attack #1, uncharged	
xxx_040005		[Skill] Attack #1, no FP	
xxx_040006		[Skill] Attack #1, uncharged, no FP	
xxx_040010		[Skill] Attack #2	
xxx_040015		[Skill] Attack #2, no FP	
xxx_040090		[Skill] Grab	

	ID	WEAPON(S)
<b>CHARACTER IDLES</b>	0	Character Idles (light weapon, 1H)
	2	Character Idles (heavy weapon, 1H)
	3	Character Idles (polearm weapon, 1H)
	10	Character Idles (light weapon, 2H)
	12	Character Idles (heavy weapon, 2H)
	13	Character Idles (polearm weapon, 2H)
	14	Character Idles (bow, 2H)
	15	Character Idles (small weapon, 2H)
	16	Character Idles (crossbow, 2H)
<b>FEMALE CHARACTER IDLES</b> overrides of the character idle TAEs, they always use the character idle TAE ID value + 300	300	Character Idles (light weapon, 1H)
	302	Character Idles (heavy weapon, 1H)
	303	Character Idles (polearm weapon, 1H)
	310	Character Idles (light weapon, 2H)
	312	Character Idles (heavy weapon, 2H)
	313	Character Idles (polearm weapon, 2H)
	314	Character Idles (bow, 2H)
	315	Character Idles (small weapon, 2H)
	316	Character Idles (crossbow, 2H)
<b>NPC IDLES</b>	320	Varré
	321	? (incomplete)
	323	Vyke (unused)
	324	? (incomplete)
	325	Seluvis
	326	Tanith
	327	Irina / Hyetta
	328	Edgar
	329	Rya
	330	Diallos
	331	Jerren
	332	Sellen
	333	? (incomplete)
	334	Yura / Shabriri
	335	D
	337	Kenneth Haight
	339	Patches
	340	Roderika
	341	Fia
	342	Dung Eater
	343	Gideon Ofnir
	344	Rogier
	345	Bernahl
	346	? (only sits kneeled and fades)
	347	Thops
	348	Vyke's maiden
	349	? (incomplete)
	350	? (incomplete)
	351	? (incomplete)
	352	Chapel of Anticipation maiden
	353	Nepheli Loux
	354	? (incomplete)



ID	WEAPON(S)
355	human Boc
356	Blackguard Big Boggart
357	Millicent
358	Gowry
360	? (just uses an item and disappears)
361	Corhyn
362	Ghosts
363	? (dead on the floor)
364	Ensha
365	NPC Message gestures
370	Igon
371	Florissax
372	Jolán
373	Queelign
374	Hornsent
375	Moore
376	Ansbach
377	Freyja
378	Thollier
379	Leda
380	Ymir
381	? (NPC message gesture?)

	ID	WEAPON(S)	
<b>BASE MOVESETS</b> (Weapon Motion Category)	20	Daggers	
	21	Torches	
	22	Claws	
	23	Straight Swords	
	24	Twinblades	
	25	Greatswords	
	26	Colossal Swords	
	27	Thrusting Swords	
	28	Curved Swords	
	29	Katanas	
	30	Axes	
	31	Colossal Weapons	
	32	Greataxes	
	33	Hammers	
	34	Flails	
	35	Greathammers	
	36	Spears	
	37	Greatspears	
	38	Halberds	
	39	Heavy Thrusting Swords	
	40	Curved Greatswords	
	41	Staffs/Seals	
	42	Fists	
	43	Whips	
	44	Bows	
	45	Greatbows	
	46	Crossbows	
	47	Greatshields	
	48	Small Shields	
	49	Shields	
	50	Reapers	
	51	Shortbows	
	52	Ballistae	
	53	Throwing Blades	
	55	Hand-to-Hand	
	56	Perfume Bottle	
	57	Dueling Shields	
	58	Backhand Blades	
	60	Light Greatswords	
	61	Great Katanas	
	62	Beast Claws	
	<b>OVERRIDE MOVESETS</b> (Special Motion Category)	68	[?] (DS3 spear thrust R2s)
		69	[?] (DS3 Large Club slam R2s)
		90	[?] (DS3 Black Blade R2s)
		95	[?] (DS3 FUGS 2H R1s/R2s)
		99	[?] (DS3 Shotel R2s)
		100	Great Knife / Ivory Sickle / Celebrant's Sickle
		101	Misericorde / Scorpion's Stinger / Glintstone Kris
		103	Erdsteel Dagger / Black Knife / Blade of Calling
	104	Wakizashi	
	110	Broadsword / Stone-Sheathed Sword	

Red highlight means the TAE ID is unused, and/or empty/incomplete.

ID	WEAPON(S)
111	Short Sword
112	Miquellan Knight's Sword
113	Carian Knight's Sword / Lazuli Glintstone Sword
114	[?] (cut Wing of Astel Straight Sword R2s?)
117	Warhawk's Talon
120	Eleonora's Poleblade
121	Godskin Peeler / Black Steel Twinblade
125	Claymore / Greatsword of Damnation
126	Flamberge
127	Sword of Milos / Death's Poker
128	Knight's Greatsword / Banished Knight's Greatsword / Inseparable Sword
129	Dark Moon Greatsword
130	Marais Executioner's Sword
131	[?] (unused Flamberge R2s with bullet spawns?)
135	Zweihander / Troll Knight's Sword / Ancient Meteoric Ore Sword / Moonrithyll's Knight Sword
136	Greatsword
137	Godslayer's Greatsword
138	Ruins Greatsword
145	Estoc / Noble's Estoc
146	Rogier's Rapier
147	Frozen Needle
150	Godskin Stitcher
151	Great Epee
153	[?] (DS3 backhand dagger)
155	Shotel / Nox Flowing Sword / Eclipse Shotel
156	Scimitar / Shamshir
157	Flowing Curved Sword
158	Mantis Blade
159	Wing of Astel
161	Beastman's Curved Sword
163	[?] (broken miquellan knight sword R2s)
165	Serpentbone Blade / Sword of Night
166	Meteoric Ore Blade
167	Nagakiba
170	Hand Axe / Forked Hatchet / Icerind Hatchet / Forked-Tongue Hatchet
171	Warped Axe / Ripple Blade / Messmer Soldier's Axe
172	Iron Cleaver / Celebrant's Cleaver
173	[?] (broken hammer R2s)
175	Butchering Knife / Bonny Butchering Knife
176	Pickaxe
177	Crescent Moon Axe / Axe of Godrick / Death Knight's Longhaft Axe
178	[?] (DS3 BKGA moveset)
180	Club / Stone Club
181	Spiked Club
182	Morning Star / Scepter of the All-Knowing
183	Mace
184	Monk's Flamemace
190	Gazing Finger
193	[?] (DS3 greatsword R2s)
195	Great Club / Shadow Sunflower Blossom
196	Prelate's Inferno Crozier
197	Giant-Crusher

ID	WEAPON(S)
198	Golem's Halberd
200	Partisan / Spiked Spear / Death Ritual Spear
201	Pike
202	Cross-Naginata
203	Short Spear / Cleanrot Spear
205	Vyke's War Spear / Siluria's Tree / Barbed Staff-Spear
206	Treespear / Messmer Soldier's Spear
207	Serpent-Hunter
210	Halberd / Banished Knight's Halberd / Commander's Standard / Dragon Halberd
211	Lucerne / Nightrider Glaive / Golden Halberd
212	Guardian's Swordspear / Loretta's War Sickle / Poleblade of the Bud
213	[?] (DS3 great club R2s)
215	Zamor Curved Sword
216	Omen Cleaver / Magma Wyrn's Scalesword
218	[?] (normal CGS R2s but the hkx have unique IDs)
220	Katar / Clinging Bone / Cipher Pata / Veteran's Prosthesis / Thiollier's Hidden Needle / Pata
221	Caestus / Spiked Caestus
225	Scythe / Obsidian Lamina
226	Urumi
227	Raptor Talons
230	Albinauric Bow (empty)
231	Black Bow / Ansbach's Longbow
232	Harp Bow (empty)
233	Pulley Crossbow
234	Jar Cannon
235	Spread Crossbow
236	Full Moon Crossbow
240	Seals
241	Sword Lance
246	Dane's Footwork
247	Smithscript Spear
248	Smithscript Axe
249	Rellana's Twin Blades
250	Smithscript Greathammer
251	Smithscript Cirque
252	Swift Spear
253	Black Steel Greathammer
254	Claws of Night
255	Falx / Horned Warrior's Sword
256	? (unused paired daggers)
257	Dancing Blade of Ranah
258	Death Knight's Twin Axes
259	Golem Fist
261	Rabbath's Cannon
262	Main-gauche
263	Fire Knight's Greatsword
264	Lizard Greatsword
265	Curseblade's Cirque
266	Spear of the Impaler
267	Bloodfiend's Arm
268	Putrescence Cleaver

	ID	WEAPON(S)
<b>MORE OVERRIDE MOVESETS</b> (Special Motion Category) these TAEs have both the weapon's skill animations + their override moveset in the same TAE.	831	Axe of Godfrey
	832	Starscourge Greatsword
	839	Ghiza's Wheel
	852	Ornamental Straight Sword
	938	[?] (unused halberd moveset)
	939	[?] (unused spear moveset)
	953	Rakshasa's Great Katana

ID	SPELL(S)	refType
400	Inescapable Frenzy	0
401	Glintstone Pebble / Great Glintstone Shard / Glintstone Icecrag	1
402	Glintstone Cometshard / Comet / Shard Spiral / Night Comet	2
404	Crystal Barrage	4
405	Loretta's Greatbow / Loretta's Mastery	5
406	Rennala's Full Moon / Ranni's Dark Moon	6
407	Comet Azur / Crystal Torrent	7
408	Glintblade Phalanx / Carian Phalanx / Eternal Darkness	8
409	Carian Greatsword / Adula's Moonblade	9
410	Carian Piercer	10
411	Scholar's Armament / Unseen Blade	11
412	Scholar's Shield	12
413	Terra Magica / Starlight / Lucidity / Frozen Armament	13
414	Zamor Ice Storm	14
415	Meteorite / Meteorite of Astel	15
416	Glintstone Arc	16
417	Flame Sling / Flame, Fall Upon Them / Giantsflame Take Thee / Black Flame	17
419	Flame of the Fell God	19
420	Whirl, O Flame!	20
422	Scouring Black Flame	22
423	Surge, O Flame!	23
424	Burn, O Flame! / Fire's Deadly Sin	24
425	O, Flame!	25
426	Shadow Bait / Darkness / Swarm of Flies / Poison Mist	26
427	Discus of Light / Triple Rings of Light	27
428	Rejection	28
429	Wrath of Gold	29
431	Flame, Cleanse Me / Flame, Grant Me Strength / Flame, Protect Me / Black Flame's Protection / Bestial Vitality / Bestial Constitution	31
432	Black Flame Blade	32
433	Urgent Heal / Cure Poison / Flame Fortification / Magic Fortification / Lightning Fortification / Divine Fortification	33
434	Barrier of Gold / Protection of the Erdtree / Heal / Great Heal / Lord's Heal / Erdtree Heal / Blessing's Boon / Blessing of the Erdtree / Lord's Aid / Lord's Divine Fortification / Golden Lightning Fortification	34
435	Golden Vow	35
436	Lightning Spear	36
437	Stone of Gurrang	37
438	Bestial Sling	38
440	Beast Claw	40
441	Gurrang's Beast Claw	41
442	Death Lightning / Ancient Dragons' Lightning Strike / Electrocharge	42
444	Ancient Dragon's Lightning Spear	44
445	Lansseax's Glaive	45
448	Radagon's Rings of Light	48
449	Immutable Shield	49
450	Agheel's Flame / Borealis' Mist / Ekzykes' Decay / Smarag's Glintstone Breath / Ghostflame Breath	50
451	Placidusax's Ruin	51
452	Dragonclaw	52
454	Dragonmaw	54
455	Greyoll's Roar	55
456	Shatter Earth	56
457	Rock Blaster	57
458	Crystal Release	58
459	Electrify Armament / Vyke's Dragonbolt	59
460	Dragonbolt Blessing	60
466	The Flame of Frenzy	66
467	Dragonfire / Dragonice / Rotten Breath / Glintstone Breath	67
470	Aspects of the Crucible: Tail	70
471	Aspects of the Crucible: Horns	71
474	Pest Threads	74
475	Oracle Bubbles	75
476	Great Oracular Bubble	76
478	Gavel of Haima	78
479	Swift Glintstone Shard / Night Shard	79
480	Carian Slicer	80
481	Briars of Sin	81
482	Briars of Punishment	82
483	Ambush Shard	83
484	Carian Retaliation	84
486	Law of Regression / Law of Causality / Order Healing	86
487	Litany of Proper Death	87
488	Unendurable Frenzy	88
489	Frenzied Burst	89
490	Howl of Shabriri	90
491	Elden Stars / Land of Shadow	91
492	Cannon of Haima	92
493	Bloodboon	93
494	Bloodflame Talons	94
495	Greatblade Phalanx / Rykard's Rancor	95
498	Fortissax's Lightning Spear	98
499	Black Flame Ritual	99
500	Aspects of the Crucible: Breath	100
502	Gelmir's Fury	102
503	Rancorcall / Ancient Death Rancor	103
504	Order's Blade	104
505	Noble Presence	105
506	Catch Flame	106
507	Glintstone Stars / Star Shower / Stars of Ruin / Magic Downpour / Glintstone Nail / Glintstone Nails	107
508	Rock Sling	108
509	Unseen Form	109
510	Thops' Barrier	110

ID	SPELL(S)	refType
511	Lightning Strike / Honed Bolt	111
512	Bloodflame Blade / Poison Armament	112
513	Crystal Burst / Freezing Mist / Shattering Crystal / Fia's Mist / Night Maiden's Mist	113
514	Assassin's Approach	114
515	Explosive Ghostflame	115
516	Black Blade	116
517	Magma Shot / Roiling Magma	117
518	Magic Glintblade	118
519	Frozen Lightning Spear	119
520	Gravity Well / Collapsing Stars / Gravitational Missile / Blades of Stone / Fleeting Microcosm	120
521	Tibia's Summons	121
522	Scarlet Aeonia	122
523	Magma Breath / Theodorix's Magma	123
524	Founding Rain of Stars	124
525	Aspects of the Crucible: Thorns	125
526	Vortex of Putrescence	126
527	Miriam's Vanishing	127
528	Minor Erdtree	128
529	Aspects of the Crucible: Bloom	129
530	Heal from Afar	130
531	Roar of Rugalea	131
533	Bayle's Tyranny	133
534	Bayle's Flame Lightning	134
535	Rotten Butterflies	135
536	Pest-Thread Spears	136
537	Midra's Flame of Frenzy	137
538	Glintblade Trio	138
539	Knight's Lightning Spear	139
540	Furious Blade of Ansbach	140
541	Messmer's Orb	141
542	(?) Ymir finger birthing?	142
543	Rings of Spectral Light	143
544	Dragonbolt of Florissax	144
545	Light of Miquella	145
546	Spira	146
547	Divine Beast Tornado	147
548	Golden Arcs	148
549	Multilayered Ring of Light	149
550	Mantle of Thorns	150
551	Wrath from Afar	151
552	Divine Bird Feathers	152
553	Fire Serpent	153
554	Giant Golden Arc	154
556	Impenetrable Thorns	156
557	Cherishing Fingers	157
558	Mass of Putrescence	158
559	Rain of Fire	159
560	(?) Ymir finger birthing?	160
561	Rellana's Twin Moons	161
562	(NPC use only) Florissax's Dragonclaw	162

ID	SKILL(S)
600	Lion's Claw
601	Impaling Thrust
602	Piercing Fang
603	Spinning Slash
605	Charge Forth
606	Stamp (Upward Cut)
607	Stamp (Sweep)
608	Blood Tax
609	Repeating Thrust
610	Wild Strikes
611	Spinning Strikes
612	Double Slash
613	Prelate's Charge
614	Unsheathe
615	Square Off
616	Giant Hunt
617	Torch Attack?
618	Loretta's Slash
619	Poison Moth Flight
620	Spinning Weapon
621	[?] (unused buff pose + followup attack?)
622	Storm Assault
623	Stormcaller
624	Sword Dance
625	Spinning Chain
650	Glintblade Phalanx
651	Sacred Blade
652	Ice Spear
653	Glintstone Pebble
654	Bloody Slash
655	Lifesteal Fist
656	Eruption
657	Prayerful Strike
658	Gravitas
659	Storm Blade
660	[EMPTY]
661	Earthshaker
662	Golden Land
663	Flaming Strike
664	Thunderbolt



## ID

## SKILL(S)

665	Lightning Slash
666	Carian Grandeur
667	Carian Greatsword
668	Vacuum Slice
669	Black Flame Tornado
670	Sacred Ring of Light
671	Fire Breather
672	Blood Blade
673	Phantom Slash
674	Spectral Lance
675	Chilling Mist
676	Poisonous Mist
690	Shield Bash
691	Barricade Shield
692	Parry
693	Buckler Parry
695	Carian Retaliation
696	Storm Wall
697	Golden Parry
698	Shield Crash
699	Thops' Barrier
700	Through and Through
701	Barrage
702	Mighty Shot
703	Enchanted Shot
705	Rain of Arrows
706	[?] (unused bow skill?)
707	[?] (unused Stormveil bow skill?)
708	Sky Shot
710	Hoarfrost Stomp
711	Storm Stomp
712	Kick
713	Lightning Ram
714	Flame of the Redmanes
715	Ground Slam
716	Golden Slam
717	Waves of Darkness
718	Hoarah Loux's Earthshaker
730	Determination
731	Royal Knight's Resolve

## ID

## SKILL(S)

732	Assassin's Gambit
733	Golden Vow
734	Sacred Order
735	Shared Order
736	Seppuku
737	Cragblade
740	Barbaric Roar
741	Warcry
742	Beast's Roar
743	Troll's Roar
744	Braggart's Roar
750	Endure
751	Vow of the Indomitable
752	Holy Ground
755	Quickstep
756	Bloodhound Step
757	Raptor of the Mists
760	White Shadow's Lure
765	Loretta's Slash (Loretta's War Sickle)
766	Spinning Slash (Dragon Halberd)
767	Corpse Wax Cutter
768	Zamor Ice Storm
769	Radahn's Rain
770	The Queen's Black Flame
771	Dynast's Finesse
772	Magma Shower
773	Nebula (Wing of Astel)
774	Death Flare
775	Bloodhound's Finesse
776	Magma Guillotine
777	Corpse Piler
778	Transient Moonlight
779	Bloodblade Dance
780	[?] (unused black flame tornado)
781	[?] (unused sacred order)
782	Knowledge Above All
783	Devourer of Worlds
784	Familial Rancor
785	Rosus' Summons
786	Thunderstorm

**ID SKILL(S)**

787	Sacred Phalanx
788	Great-Serpent Hunt
789	Angel's Wings
790	Storm Kick
791	Unblockable Blade (Cipher Pata)
792	Sorcery of the Crozier
793	Erdtree Slam
794	Gravity Bolt
795	Fires of Slumber
796	Golden Retaliation
797	Contagious Fury
798	Ordovis' Vortex
799	Spinning Weapon (Carian Regal Scepter)
800	Surge of Faith
801	Flame Spit
802	Tongues of Fire
803	Oracular Bubble
804	Bubble Shower
805	Great Oracular Bubble
806	Sea of Magma
807	Viper Bite
808	Moonlight Greatsword
809	Siluria's Woe
810	Rallying Standard
811	Bear Witness!
812	Eochaid's Dancing Blade
813	Soul Stifler
814	Taker's Flames
815	Shriek of Milos
816	Reduvia Blood Blade
817	Glintstone Dart
818	Flowing Form (Nox Flowing Sword)
819	Night-and-Flame Stance
820	Wave of Gold
821	Ruinous Ghostflame
822	Establish Order
823	Mists of Slumber
824	Spearcall Ritual
825	Wolf's Assault
826	Thundercloud Form

## ID

## SKILL(S)

827	Cursed-Blood Slice
828	Waterfowl Dance
829	Gold Breaker
830	I Command Thee, Kneel!
831	Regal Roar
832	Starcaller Cry
833	Wave of Destruction
834	Bloodboon Ritual
835	Flowing Form (Nox Flowing Hammer)
836	Blade of Death
837	Blade of Gold
838	Destined Death
839	Spinning Wheel
840	Alabaster Lord's Pull
841	Onyx Lord's Repulsion
842	Oath of Vengeance
843	Ice Lightning Sword
844	Regal Beastclaw
845	Flame Dance
846	Claw Flick
847	Nebula (Bastard's Stars)
848	Ghostflame Ignition
849	Ancient Lightning Spear
850	Frenzyflame Thrust
851	Miquella's Ring of Light
852	Golden Tempering
853	Last Rites
854	Unblockable Blade (Coded Sword)
856	Aspects of the Crucible: Wings
858	Dryleaf Whirlwind
860	Spinning Gravity Thrust
861	Palm Strike
862	Piercing Throw
863	Scattershot Throw
864	Wall of Sparks
865	Rolling Sparks
869	Painful Strike
872	Hone Blade
873	Raging Beast
874	Savage Claws

## ID

## SKILL(S)

875	Red Bear Hunt
876	Blind Spot
877	Swift Slash
878	Overhead Stance
879	Wing Stance
880	Blinkbolt
881	Flame Skewer
882	Savage Lion's Claw
883	Divine Beast Frost Stomp
884	Flame Spear
885	Carian Sovereignty
886	Shriek of Sorrow
900	Dragonwound Slash
901	Needle Piercer
902	Light
903	Darkness
904	Onze's Line of Stars
905	The Poison Flower Blooms Twice
908	Spinning Guillotine
909	Unending Dance
910	Revenger's Blade
911	Mists of Eternal Sleep
913	Dynastic Sickleplay
914	Blinkbolt: Twinaxe
915	Blinkbolt: Long-hafted Axe
916	Promised Consort
917	Shadow Sunflower Headbutt
918	Moon-and-Fire Stance
919	Devonia's Vortex
920	Messmer's Assault
922	Sleep Evermore
923	Golden Crux
924	Moore's Charge
925	White Light Charge
927	Witching Hour Slash
928	Euporia Vortex
929	Smithing Art Spears
931	Romina's Purification
932	Poison Spear-Hand Strike
933	Madding Spear-Hand Strike

**ID****SKILL(S)**

934	Feeble Lord's Frenzied Flame
935	Repeating Fire
936	Deadly Dance
937	Fan Shot
948	Discus Hurl
949	Flower Dragonbolt
950	Kowtower's Resentment
951	Solitary Moon Slash
952	Revenge of the Night
953	Weed Cutter
954	Blindfold of Happiness
955	Blindfold of Happiness (Lamenter boss version)
956	Jori's Inquisition
957	Igon's Drake Hunt
958	Deadly Poison Spray
959	Roaring Bash
960	Flare, O Serpent
961	Scattershot Throw (Claws of Night)
962	Horn Calling
963	Horn Calling: Storm
964	Ghostflame Call
965	Rancor Slash (Spirit Sword)
966	Rancor Slash (Spirit Glaive)
967	Tremendous Phalanx
968	Bloodfiend's Bloodboon
969	Dragonform Flame
970	Lightspeed Slash
971	Rancor Shot

ID	ENTITY
c0000	Player
c0100	?
c0110	?
c0120	?
c0130	?
c1000	?
c2010	Blaidd the Half-Wolf
c2030	Rennala, Queen of the Full Moon (Phase 1)
c2031	Rennala, Queen of the Full Moon (Phase 2)
c2040	Juvenile Scholar
c2041	Kindred of Rot (Young)
c2050	Ranni the Witch
c2060	The Two Fingers
c2100	Black Knife Assassin
c2110	Beast Clergyman Gurranq / Maliketh the Black Blade
c2120	Malenia, Blade of Miquella
c2130	Morgott, the Omen King
c2131	Morgott (Corpse)
c2140	Omen
c2150	Wisp
c2160	Finger Reader Crone
c2170	Enia
c2180	Melina
c2190	Radagon
c2200	Elden Beast
c2270	Crab (Giant)
c2271	Crab
c2272	Crab (Undead, Giant)
c2273	Crab (Undead)
c2274	Crab (Frozen, Giant)
c2275	Crab (Frozen)
c2276	Crab (Blighted, Giant)
c2277	Crab (Blighted)
c2500	Crucible Knight
c3000	Exile Soldier
c3010	Banished Knight
c3020	Exile Soldier (Large)
c3050	Commander Niall / Commander O'Neill
c3060	Giant Skeleton
c3061	Giant Skeleton (Beastman)

ID	ENTITY
c3070	Dominula Dancer / Celebrant
c3080	Imp
c3100	Elemer of the Briar / Bell Bearing Hunter
c3150	Night's Cavalry
c3160	Horse (Night's Cavalry)
c3170	Albinauric Archer
c3171	Philia, Towering Little Sister
c3180	Archer's Wolf
c3181	Red Wolf
c3200	Nomad / Wandering Merchant
c3201	Nomad (Frenzied)
c3210	Nomad's Pack Mule
c3250	Draconic Tree Sentinel
c3251	Tree Sentinel
c3252	Royal Knight Loretta
c3300	Nox Monk
c3320	Silver Tear
c3330	Silver Tear Ball
c3350	Crystalian
c3360	Ancestral Follower Warrior
c3361	Ancestral Follower Warrior (Rot)
c3370	Ancestral Follower Shaman
c3371	Ancestral Follower Shaman (Rot)
c3400	Grave Warden Duelist
c3450	Misbegotten
c3451	Scaly Misbegotten
c3460	Leonine Misbegotten
c3470	Albinauric
c3471	Albinauric (Large)
c3500	Skeletal Militiamen
c3510	Skeleton
c3550	Sanguine Noble
c3560	Godskin Apostle
c3570	Godskin Noble
c3600	Onyx Lord / Alabaster Lord
c3610	Oracle Envoy
c3620	Oracle Envoy (Longhorn)
c3630	Oracle Envoy (Greathorn)
c3650	Guardian
c3660	Commoner



ID	ENTITY
c3661	Putrid Corpse
c3662	Putrid Corpse (Large)
c3664	Cemetary Shade
c3665	Gostoc
c3666	Goldmask
c3670	Elder Albinauric
c3700	Depraved Perfumer
c3701	Perfumer
c3702	Glintstone Sorcerer
c3703	Page
c3704	Battlemage
c3710	Primeval Sorcerer Azur
c3720	Primeval Sorcerer Lusat
c3730	Graven-Mass
c3750	Clayman
c3800	Cleanrot Knight
c3810	Kindred of Rot
c3850	Marionette Soldier
c3860	Avionette Soldier
c3900	Fire Monk
c3901	Blackflame Monk
c3910	Fire Prelate
c3950	Gelmir Man-Serpent
c3970	Beastman of Farum Azula
c4000	Revenant Follower
c4020	Royal Revenant
c4040	Slug
c4050	Kaiden Sellsword
c4060	Horse (Kaiden)
c4070	Wolf
c4071	Wolf (White)
c4080	Giant Rat
c4090	Rat
c4100	Demi-Human
c4101	Demi-Human (Heavy)
c4110	Demi-Human (Small)
c4120	Demi-Human Chief
c4130	Demi-Human Queen
c4140	Spirit-Caller Snail / Snake Snail / Skeletal Snail
c4150	Basilisk

ID	ENTITY
c4160	Stray Dog
c4161	Stray Dog
c4162	Stray Dog (Heavy?)
c4163	Stray Dog (Heavy?)
c4164	Stray Dog (Blood)
c4165	Stray Dog (Blood)
c4166	Stray Dog (Rot)
c4167	Stray Dog (Rot)
c4170	Slime
c4171	Slime (Blood, Large)
c4180	Spirit Jellyfish
c4190	Scarab (Large)
c4191	Scarab (Flask)
c4192	Scarab (Loot)
c4200	Man-Bat
c4201	Operatic Bat
c4210	Warhawk
c4220	Land Octopus
c4230	Larval Octopus
c4240	Fingercreeper
c4241	Fingercreeper (Huge)
c4250	Fingercreeper (Small)
c4260	Erdtree Burial Watchdog
c4270	Elder Lion
c4280	Giant Ant
c4281	Giant Ant (Shield head)
c4290	Bloodhound Knight
c4300	Wandering Noble
c4310	?
c4311	Soldier (Godrick)
c4312	Soldier (Raya Lucaria)
c4313	Soldier (Leyndell)
c4314	Soldier (Radahn)
c4315	Soldier (Mausoleum)
c4316	Soldier (Haligtree)
c4320	Vulgar Militia (Tall, unused)
c4321	Vulgar Militia
c4340	Mad Pumpkin Head
c4341	Mad Pumpkin Head (smaller, Spirit Summon)
c4350	?

ID	ENTITY
c4351	Knight (Godrick)
c4352	Knight (Raya Lucaria)
c4353	Knight (Leyndell)
c4354	Knight (Radahn)
c4355	Knight (Mausoleum)
c4356	Knight (Haligtree)
c4360	?
c4361	Horse (Godrick Knight)
c4362	Horse (Cuckoo Knight)
c4363	Horse (Leyndell Knight)
c4364	Horse (Redmane Knight)
c4365	Horse (Mausoleum Knight)
c4370	?
c4371	Foot Soldier (Godrick)
c4372	Foot Soldier (Raya Lucaria)
c4373	Foot Soldier (Leyndell)
c4374	Foot soldier (Radahn)
c4375	Foot Soldier (Mausoleum)
c4376	Foot Soldier (Haligtree)
c4377	Highwayman
c4380	Meteorite Scavenger
c4381	Guilty
c4382	Miner
c4383	Glintstone Miner (Sorcerer)
c4384	Glintstone Miner (Large)
c4385	Fungal Sorcerer
c4420	Giant Crayfish
c4430	Sentry Stone
c4440	Land Squirt
c4441	Giant Land Squirt
c4442	Giant Land Squirt (Rot)
c4450	Wandering Mausoleum
c4460	Flame Chariot Gunner
c4470	Abductor Virgin
c4480	Miranda Blossom
c4481	Miranda Sprout (?)
c4482	Miranda Blossom (Rot)
c4483	Miranda Blossom (?)
c4490	Living Jar
c4491	Little Living Jar

ID	ENTITY
c4492	Great Jar
c4500	Flying Dragon Agheel / Greyll
c4501	Decaying Ekzykes
c4502	Glintstone Dragon Adula / Smarag
c4503	Borealis the Freezing Fog
c4504	Elder Dragon Greyoll
c4505	Dragon (Dragonbarrow)
c4510	Ancient Dragon
c4511	Lichdragon Fortissax
c4520	Dragonlord Placidusax
c4550	Giant Dog
c4560	Giant Crow
c4561	Giant Crow (Blood)
c4570	Wormface
c4580	Wormface (Giant)
c4600	Troll
c4601	Troll Knight (Headless)
c4602	Troll (Mountaintops)
c4603	Stonedigger Troll
c4604	War Counselor Iji
c4620	Astel, Naturalborn of the Void
c4630	Runebear
c4640	Ulcerated Tree Spirit
c4650	Dragonkin Soldier
c4660	Guardian Golem
c4670	Ancestor Spirit / Regal Ancestor Spirit
c4680	Fallingstar Beast
c4690	Grafted Scion
c4710	Rykard, Lord of Blasphemy
c4711	Rykard, Lord of Blasphemy (Corpse head)
c4720	Godfrey, First Elden Lord
c4721	Hoarah Loux
c4730	Starscourge Radahn
c4750	Godrick the Grafted
c4751	Godrick the Grafted (Corpse)
c4760	Fire Giant
c4770	Valiant Gargoyle / Black Blade Kindred/ Broken Gargoyle
c4800	Mohg, Lord of Blood / Mohg the Omen
c4810	Erdtree Avatar
c4811	Putrid Avatar

ID	ENTITY
c4820	Omenkiller
c4910	Magma Wurm
c4911	Great Wurm Theodorix
c4950	Tibia Mariner
c4960	Giant Skeleton
c4980	Deathbird
c6000	?
c6001	Hawk
c6010	Deer
c6030	?
c6031	Bear
c6040	Owl
c6050	Boar
c6060	Goat
c6070	Guillemot
c6071	?
c6072	Messenger Pidgeon (unused)
c6080	Great Dragonfly
c6081	Great Dragonfly (Green)
c6082	Great Dragonfly (Caelid)
c6090	Turtle
c6091	Mirielle, Pastor of Vows
c6100	Springhare
c7000	Fallen Hawk Company
c7100	Ancient Hero of Zamor
c8000	Torrent, Spectral Steed
c8100	Ballista
c8101	Ballista (Large)
c8110	Flamethrower
c8120	Chariot
c9001	?

## Attack/Weapon/Skill Behavior: How do they work?

### BehaviorParam Row IDs

Behavior row IDs can be separated into three "pieces" to make them easier to understand. E.g. 301301900, the projectiles spawned by the Bastards Stars' Nebula skill; 30-1301-900. Row prefix (30) - Weapon Behavior ID (1301) - Behavior Judge ID (900).

Weapon behavior uses row prefix **10**, skill behavior uses row prefix **30, 40, 50, 60 or 70**.

The **Weapon Behavior ID** (also known as **Behavior Variation ID**) is a four-digit ID used by the weapon in EquipParamWeapon to define all of its attack data. This includes the values for damage, stun, stamina consumption, etc for every attack.

A key thing to remember is that every weapon has a set of **basic behavior**, which creates the basic attack data for its weapon class.

In the example listed above, 1301 is the Bastard's Stars unique behavior ID.

1300 is the **base behavior** for the entire Flail weapon class, meaning all of its basic attack data is stored there. Any unique behavior using e.g. 1301 (Bastard's Stars) will override the same specific entry of the base behavior. Using the explanation above, you can narrow the start of this class' behavior down to row **10-1300-000**.

The **Behavior Judge ID** is what links to specific attacks and projectiles in a weapon's behavior/moveset.

As an example, 10-1300-000 links to the weapon behavior (10) of the Flail class basic (1300), specifically the first one-handed RI (000).

10-1300-200 links to the same weapon's behavior, but to its first two-handed RI (200) instead.

If we were to create two new rows by the IDs of 10-1301-000 and 10-1301-200, then the Bastard's Stars (1301) would have its own unique modifiable attack data for its first one-handed and two-handed RI.

These rows will override the values of the basic rows of 10-1300-000 and 10-1300-200 higher up.

This is also how weapons with unique R2s get their unique behavior for these attacks, while keeping the rest of their weapon class' basic behavior.

Weapons with unique Skills likewise have their own unique Weapon Behavior ID in their row IDs (e.g. Bastard's Stars' 1301 in 30-1301-900; 13 for the Flail class, 01 for its unique variation ID among the Flail class)

Multiple weapons can use the same **Weapon Behavior ID**, for example, if they share the same unique R2/heavy attack- such as the Iron Cleaver and Celebrant's Cleaver.

### Skill Behavior IDs

Behavior Judge ID 900 and up are typically used for **unique Skills**.

Non-unique Ashes of War do not follow this example, starting at 30-0000-000, with there typically being an increment of 5 to 10 separating the first and last row of two adjacent Ashes to keep things overseable.

Until row 30-0000-993, these rows have the shared Weapon Behavior ID of 0000, meaning that they are shared across all weapon classes.

Starting at row 30-0100-310 below that is the Ash of War data for the Dagger class's Weapon Behavior ID (0100), meaning it is shared across all daggers, but no other weapons.

These rows exist because for Skills such as e.g. Repeating Thrust and Blood Tax; for these Skills, daggers have their own stamina cost and attack power per hit, overriding the Ash of War's basic behavior.

Weapons with unique Skills likewise have their own unique Weapon Behavior ID in their row IDs (e.g. Bastard's Stars' 1301 in 30-1301-900; 13 for the Flail class, 01 for its unique variation ID among the Flail class)

Similar to e.g. daggers' class-specific Ash of War behavior override rows mentioned above, this allows unique weapons to override the Judge ID commonly used for unique skills (900) with their own unique behavior.

### Ranged Weapon Behavior IDs

**Bows, Crossbows, Greatbows and Ballistae** also do NOT work like other weapons when it comes to behavior.

Instead of crossbows having their own unique behavior entries, **Arrows, Bolts, Great Arrows and Ballista Bolts** are treated as the actual weapons, each with their own unique behavior.

Each ammo type and all variations on that ammo type each have their own unique behavior entries for every skill and every unique **ranged weapon mechanic** like the Pulley Crossbow or Rabbath's Cannon.

All ammo Behavior entries are all found in the 10-5000-300 (first entry of standard Arrows) to 10-5304-320 (the last entry of Rabbath's Greatbolt, whose Weapon Behavior ID is 5304) Behavior row range.

As you might notice from the 10 prefix, ranged weapons do not use the 30/40/50/60/70 prefixes used for melee weapon skills. The skills are integrated into their basic behavior.

### BehaviorParam\_PC values

BehaviorParam\_PC rows include the following data:

**variationId**: Used for the Weapon Behavior ID.

**behaviorJudgeId**: Used for the Behavior Judge ID of the respective attack or projectile that this behavior row links to.

**ezStateBehaviorType\_old**: Unused in Elden Ring.

**refType**: Used to determine what kind of reference the behavior row is linking to. 0 (Attack), 1 (Bullet), or 2 (Speffect).

**refID**: Used to link to an attack row (AttackParam\_PC), projectile row (Bullet) or special effect (SpEffectParam) as defined in refType above.

**consumeSA**: Used to assign poise cost (?). Seemingly unused in Elden Ring.

**stamina**: Used to assign stamina cost to an attack or projectile.

**consumeDurability**: Unused in Elden Ring.

**category**: Used to assign a category to the attack or projectile that the behavior row links to. For e.g. magic, this can prevent weapon buffs from unintentionally affecting spell damage.

**heroPoint**: Unused in Elden Ring.

### Behavior and TAE events

To link to a weapon or Skill's Behavior when working on its animations/TAE, use the **InvokeAttackBehavior** (for attacks) or **InvokeBulletBehavior** (for projectiles) event.

If you want to link to weapon behavior, link the behavior row by using the three-digit ID for its BehaviorJudgeID, such as 200 (two-handed first RI).

If you are using this on a weapon whose Weapon Behavior ID in EquipParamWeapon is, for example, 1301 (Bastard's Stars), then this 200 will refer to row 10-1301-200.

If you want to link to a Skill's behavior, link the behavior row by using a **four-digit ID** (or three-digit in the case of e.g. ranged weapon Skills) for its BehaviorJudgeID, such as 3075 (Ash of War: Ice Spear's projectile).

The 3 here is used as a prefix for Ash/Unique Skill behavior. Because Ice Spear is an Ash of War shared across weapons, the 075 here refers to row 30-0000-075.

### Adding Behavior for a new Ash of War

To add behavior for a new **Ash of War**, make sure its ID is at least 1 higher than row 40-0000-020; this is the currently the vanilla game's highest Skill behavior row ID, used by Ash of War: Spinning Strikes.

I would recommend starting with 40-0000-030 or 40-0000-025 to keep it easy to tell where your new Ash of War's rows start and end.

If you check out the [BEH] Skill Behavior IDs tab in this document, you'll notice at the bottom that the Spinning Chain and Spinning Strikes skills are the only ones here with the 40 prefix.

This is likely because they couldn't fit between 30-0000-993, the last row used by Ash of War: War Cry, and 30-0001-000.

0001 is where a unique weapon behavior begins, meaning any data in it wouldn't be shared across all weapons.

As a result, these two skills were placed lower down in the behavior list, beneath all the unique weapon class-specific behavior rows.

This also means that in the TAE example above, instead of having a prefix of 3, any skills under here use 4 instead.

For example, to link to row 40-0000-000, which is the first hit of Spinning Chain's RI attack, you use Judge ID 4000 in the InvokeAttackBehavior TAE event.

Given that this uses Weapon Behavior ID 0000, it counts as not being specific to any weapon again, just like it did under 30-0000-000 at cetera.

The 40 prefix effectively allows you to use all the rows up to and including row 40-0000-999 for any custom Ashes of War, after which you'd need to start again from 50-0000-000 up to 50-0000-999, et cetera.

As a result of this, any Ash of War Behavior Judge ID (which is shared across all weapons, because it uses 0000) used in TAE InvokeAttackBehavior and InvokeAttackBullet events can go from 3000 to 3999.

And of course, from 4000-4999, 5000-5999, etc.

### Adding Behavior for a new unique Skill

To add behavior for a new **unique Skill**, first choose a unique four-digit ID for the weapon you're going to put the skill on, unless you plan to use an already existing weapon's Behavior ID.

Unique skills (pre-DLC) have an ID beginning with a 30 or 40 prefix, followed by their **Weapon Behavior ID**, followed by a Behavior Judge ID range for skill behavior starting from 900.

As an example: The Veteran's Prosthesis' skill, Storm Kick, uses the behavior IDs starting from row 302112900, 30-2112-900, Prefix 30, Weapon Behavior ID 2112, Behavior Judge ID 900.

As an example, we'll use 1303, which is one higher than the highest unique Flail weapon behavior, 1302 (Family Heads). If you are using a preexisting Behavior ID, simply replace 1303 with it in the examples given.

To add rows for its unique behavior in a way that's consistent with the way the developers organized theirs, you'll want to start by creating a row with the ID of 30-1303-900.

Ensure the weapon using this skill has its Behavior Variation ID set to 1303 in EquipParamWeapon.

You can then link to this behavior row with an InvokeAttackBehavior/InvokeBulletBehavior TAE event using the Behavior Judge ID value of 900.

### DLC changes to the Behavior ID naming scheme

Note that **starting with the DLC, the Behavior row ID naming rules get partially broken**.

DLC skills start at prefix 60, thus row 60-0000-000. Like the base game, from here onward, several skill Behaviors all come one after the other, up to row 60-0000-993.

Like with the base game's Ashes of War, these IDs can only go up to and including prefix - 0000 - 999.

This is because 60-0001-000 would only work on weapons whose Weapon Behavior ID is 0001, so they can't go higher with Ashes of War than 60-0000-999 unless they start again at 70-0000-000.

However, unlike the base game using this 0-999 range only for Ashes of War, the DLC has several unique skills in this range as well.

This technically makes all the DLC skills in that range easier to make into Ashes of War, because being in the 60-0000-000 to 60-0000-999 range means their Behaviors are already shared across all weapon classes.

Starting from 60-0100-150 right after 60-0000-993, you start getting Weapon Behavior ID-specific rows again; this one being the Dagger class' behavior for Aspects of the Crucible: Wings.

Ashes of War entries, after this, start again from 70-0000-000.

Perfume Bottles' Skill Behavior rows, despite having shared Ashes of War, also are not listed in the 600-00-993 range for shared Ashes of War, instead starting from 60-6000-220.

This in turn makes their Skill Behavior only usable by weapons that use the basic Perfume Bottle Weapon Behavior set, or any of its elemental variants.

[Click here to go to the list of common Attack Behavior \(Behavior Judge\) IDs.](#)

[Click here to go to the list of weapon Behavior \(Behavior Variation\) IDs.](#)

[Click here to go to the list of Skill Behavior IDs.](#)

BEHAVIOR ROW (BEHAVIOR_PC)	BEHAVIOR JUDGE ID	SOURCE	CORRESPONDING TAE ANIMATION ID
xxxxxx000	0	[One-Handed] R1 #1	xxx_030000
xxxxxx001	1	Heavy weapon ground collision hitstun AoE	used for various R1s/R2s/skills
xxxxxx010	10	[One-Handed] R1 #2	xxx_030010
xxxxxx020	20	[One-Handed] R1 #3	xxx_030020
xxxxxx030	30	[One-Handed] R1 #4	xxx_030030
xxxxxx040	40	[One-Handed] R1 #5	xxx_030040
xxxxxx050	50	[One-Handed] R1 #6	xxx_030050
xxxxxx100	100	[One-Handed] R2 #1	xxx_030505
xxxxxx105	105	[One-Handed] R2 #1 Charged	xxx_030500
xxxxxx110	110	[One-Handed] R2 #2	xxx_030515
xxxxxx115	115	[One-Handed] R2 #2 Charged	xxx_030510
xxxxxx120	120	[One-Handed] Running R1	xxx_030200
xxxxxx125	125	[One-Handed] Running R2	xxx_030210
xxxxxx130	130	[One-Handed] Rolling R1	xxx_030300
xxxxxx140	140	[One-Handed] Backstep R1	xxx_030400
xxxxxx150	150	[One-Handed] Jumping R1	xxx_031030, xxx_031040, xxx_031050, xxx_031060, xxx_031070
xxxxxx160	160	[One-Handed] Jumping R2	xxx_031230, xxx_031240, xxx_031250, xxx_031260, xxx_031270
xxxxxx180	180	[One-Handed] Guard Counter	xxx_030700
xxxxxx200	200	[Two-Handed] R1 #1	xxx_032000
xxxxxx210	210	[Two-Handed] R1 #2	xxx_032010
xxxxxx220	220	[Two-Handed] R1 #3	xxx_032020
xxxxxx230	230	[Two-Handed] R1 #4	xxx_032030
xxxxxx240	240	[Two-Handed] R1 #5	xxx_032040
xxxxxx250	250	[Two-Handed] R1 #6	xxx_032050
xxxxxx300	300	[Two-Handed] R2 #1	xxx_032505
xxxxxx305	305	[Two-Handed] R2 #1 Charged	xxx_032500
xxxxxx310	310	[Two-Handed] R2 #2	xxx_032515
xxxxxx315	315	[Two-Handed] R2 #2 Charged	xxx_032510
xxxxxx320	320	[Two-Handed] Running R1	xxx_032200
xxxxxx325	325	[Two-Handed] Running R2	xxx_032210
xxxxxx330	330	[Two-Handed] Rolling R1	xxx_032300
xxxxxx340	340	[Two-Handed] Backstep R1	xxx_032400
xxxxxx350	350	[Two-Handed] Jumping R1	xxx_033030, xxx_033040, xxx_033050, xxx_033060, xxx_033070
xxxxxx360	360	[Two-Handed] Jumping R2	xxx_033230, xxx_033240, xxx_033250, xxx_033260, xxx_033270
xxxxxx380	380	[Two-Handed] Guard Counter	xxx_032700
xxxxxx400	400	[Left-Handed] L1 #1	xxx_035000
xxxxxx410	410	[Left-Handed] L1 #2	xxx_035010
xxxxxx420	420	[Left-Handed] L1 #3	xxx_035020
xxxxxx430	430	[Left-Handed] L1 #4	xxx_035030
xxxxxx440	440	[Left-Handed] L1 #5	xxx_035040
xxxxxx450	450	[Left-Handed] L1 #6	xxx_035050
xxxxxx460	460	[Guard Type] One-handed	
xxxxxx470	470	[Guard Type] Two-handed	
xxxxxx480	480	[Guard Type] During parry (-50 guard ability)	
xxxxxx500	500	[Critical] Backstab	xxx_031710
xxxxxx509	509	[Critical] Miss	xxx_031719
xxxxxx510	510	[Critical] Frontal crit	xxx_031700
xxxxxx530	530	[Critical] Small/dismounted enemy crit	xxx_031720, xxx_031730



BEHAVIOR ROW (BEHAVIOR_PC)	BEHAVIOR JUDGE ID	SOURCE	CORRESPONDING TAE ANIMATION ID
xxxxxx550	550	[Critical] Plunging crit for Flame Chariots	xxx_031760
xxxxxx560	560	[Critical] Large enemy crit	xxx_031750
xxxxxx590	590	[Critical] Crit hit/miss check	xxx_031719
xxxxxx600	600	[Mounted] R1 #1	xxx_038000
xxxxxx605	605	[Mounted] R1 #2	xxx_038010
xxxxxx610	610	[Mounted] R1 #3	xxx_038020
xxxxxx630	630	[Mounted] R2 #1 Charged (constant damage)	xxx_038100
xxxxxx632	632	[Mounted] R2 #1	xxx_038110
xxxxxx635	635	[Mounted] R2 #1 Charged (final hit)	xxx_038100
xxxxxx700	700	[Mounted] L1 #1	xxx_039000
xxxxxx705	705	[Mounted] L1 #2	xxx_039010
xxxxxx710	710	[Mounted] L1 #3	xxx_039020
xxxxxx730	730	[Mounted] L2 #1 Charged (constant damage)	xxx_039100
xxxxxx732	732	[Mounted] L2 #1	xxx_039110
xxxxxx735	735	[Mounted] L2 #1 Charged (final hit)	xxx_039100
xxxxxx800	800	[Dual Wielding] L1 #1 Right Weapon	xxx_034000
xxxxxx805	805	[Dual Wielding] L1 #1 Left Weapon	xxx_034000
xxxxxx810	810	[Dual Wielding] L1 #2 Right Weapon	xxx_034010
xxxxxx815	815	[Dual Wielding] L1 #2 Left Weapon	xxx_034010
xxxxxx820	820	[Dual Wielding] L1 #3 Right Weapon	xxx_034020
xxxxxx825	825	[Dual Wielding] L1 #3 Left Weapon	xxx_034020
xxxxxx830	830	[Dual Wielding] L1 #4 Right Weapon	xxx_034030
xxxxxx835	835	[Dual Wielding] L1 #4 Left Weapon	xxx_034030
xxxxxx860	860	[Dual Wielding] Running L1 Right Weapon	xxx_034200
xxxxxx865	865	[Dual Wielding] Running L1 Left Weapon	xxx_034200
xxxxxx870	870	[Dual Wielding] Rolling L1 Right Weapon	xxx_034300
xxxxxx875	875	[Dual Wielding] Rolling L1 Left Weapon	xxx_034300
xxxxxx880	880	[Dual Wielding] Backstep L1 Right Weapon	xxx_034400
xxxxxx885	885	[Dual Wielding] Backstep L1 Left Weapon	xxx_034400
xxxxxx890	890	[Dual Wielding] Jump L1 Right Weapon	xxx_034530, xxx_034540, xxx_034550, xxx_034560, xxx_034570
xxxxxx895	895	[Dual Wielding] Jump L1 Left Weapon	xxx_034530, xxx_034540, xxx_034550, xxx_034560, xxx_034570

BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID (WEAPON)	SOURCE
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100100000	100	Dagger (base)
100101000	101	Black Knife / Fire Knight's Shortsword
100103000	103	Misericorde / Scorpion's Stinger
100104000	104	Reduvia
100107000	107	Glintstone Kris
100109000	109	Great Knife / Ivory Sickle / Celebrant's Sickle
100110000	110	Wakizashi
100115000	115	Erdsteel Dagger
100116000	116	Blade of Calling
100120000	120	Main-Gauche
100200000	200	Straight Sword (base)
100201000	201	Broadsword / Cane Sword / Stone-Sheathed Sword
100202000	202	Carian Knight's Sword / Lazuli Glintstone Sword
100204000	204	Coded Sword
100205000	205	Sword of St. Trina
100206000	206	Rotten Crystal Sword
100207000	207	Golden Epitaph
100208000	208	Warhawk's Talon
100209000	209	Short Sword
100210000	210	Miquellan Knight's Sword
100211000	211	Ornamental Straight Sword
100214000	214	Sword of Night and Flame
100215000	215	Regalia of Eochaid
100300000	300	Greatsword (base)
100301000	301	Dark Moon Greatsword
100302000	302	Sword of Milos
100303000	303	Alabaster Lord's Sword
100305000	305	Flamberge
100306000	306	Ordovis' Greatsword
100307000	307	Knight's Greatsword / Banished Knight's Greatsword / Inseparable Sword
100309000	309	Death's Poker
100310000	310	Sacred Relic Sword
100311000	311	Gargoyle's Blackblade
100314000	314	Blasphemous Blade
100315000	315	Marais Executioner's Sword
100317000	317	Golden Order Greatsword
100318000	318	Claymore / Greatsword of Damnation
100319000	319	Helphen's Steeple
100321000	321	Lizard Greatsword
100400000	400	Colossal Sword (base)
100401000	401	Greatsword
100402000	402	Zweihander / Troll Knight's Sword / Moonrithyll's Knight Sword / Ancient Meteoric Ore Greatsword
100403000	403	Ruins Greatsword
100404000	404	Godslayer's Greatsword
100405000	405	Starscourge Greatsword / Greatsword of Radahn (Light/Lord)
100406000	406	Royal Greatsword
100407000	407	Grafted Blade Greatsword
100408000	408	Maliketh's Black Blade
100420000	420	Fire Knight's Greatsword
100500000	500	Thrusting Sword (base)

BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID (WEAPON)	SOURCE
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100501000	501	Frozen Needle
100502000	502	Rogier's Rapier
100503000	503	Estoc
100600000	600	Heavy Thrusting Sword (base)
100601000	601	Dragon King's Cragblade
100602000	602	Bloody Helice
100603000	603	Great Epée
100604000	604	Godskin Stitcher
100610000	610	Sword Lance
100700000	700	Curved Sword (base)
100701000	701	Beastman's Curved Sword
100702000	702	Shotel / Nox Flowing Sword
100703000	703	Magma Blade
100706000	706	Flowing Curved Sword
100707000	707	Wing of Astel
100710000	710	Eclipse Shotel
100712000	712	Mantis Blade
100714000	714	Scimitar / Shamshir
100720000	720	Falx / Horned Warrior's Sword
100721000	721	Dancing Blade of Ranah
100800000	800	Curved Greatsword (base)
100801000	801	Zamor Curved Sword
100802000	802	Omen Cleaver
100803000	803	Magma Wyrn's Scalesword
100804000	804	Bloodhound's Fang
100806000	806	Onyx Lord's Greatsword
100810000	810	Morgott's Cursed Sword
100900000	900	Katana (base)
100901000	901	Serpentbone Blade / Sword of Night
100902000	902	Hand of Malenia
100903000	903	Meteorite Ore Blade
100904000	904	Nagakiba
100905000	905	Moonveil
100906000	906	Rivers of Blood
100907000	907	Shamshir (Millicent version)
100910000	910	Dragonscale Blade
100999000	999	Rivers of Blood (summon Okina version)
101000000	1000	Twinblade (base)
101001000	1001	Godskin Peeler / Black Steel Twinblade
101005000	1005	Eleonora's Poleblade
101010000	1010	Euporia
101100000	1100	Hammer (base)
101101000	1101	Club / Stone Club
101102000	1102	Mace
101103000	1103	Monk's Flamemace
101105000	1105	Morning Star
101107000	1107	Spiked Club
101110000	1110	Envoy's Horn
101112000	1112	Nox Flowing Hammer

BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID (WEAPON)	SOURCE
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101113000	1113	Ringed Finger
101115000	1115	Marika's Hammer
101116000	1116	Scepter of the All-Knowing
101117000	1117	Scepter of the All-Knowing (Gideon version)
101200000	1200	Greathammer (base)
101201000	1201	Beastclaw Greathammer
101202000	1202	Devourer's Scepter
101205000	1205	Pickaxe
101210000	1210	Smithscript Greathammer
101211000	1211	Black Steel Hammer
101216000	1216	Envoy's Long Horn
101217000	1217	Cranial Vessel Candlestand
101300000	1300	Flail (base)
101301000	1301	Bastard's Stars
101302000	1302	Family Heads
101320000	1320	Serpent Flail
101400000	1400	Axe (base)
101401000	1401	Hand Axe / Forked Hatchet / Icerind Hatchet / Forked-Tongue Hatchet
101406000	1406	Iron Cleaver / Celebrant's Cleaver
101407000	1407	Warped Axe / Ripple Blade
101412000	1412	Rosus' Axe
101414000	1414	Stormhawk Axe
101420000	1420	Smithscript Axe
101421000	1421	Death Knight's Twin Axes
101422000	1422	Messmer Soldier's Axe
101500000	1500	Greataxe (base)
101501000	1501	Butchering Knife
101503000	1503	Crescent Moon Axe / Death Knight's Longhaft Axe
101504000	1504	Axe of Godrick
101506000	1506	Bonny Butchering Knife
101511000	1511	Winged Greathorn
101600000	1600	Spear (base)
101601000	1601	Short Spear
101602000	1602	Bolt of Gransax
101604000	1604	Cleanrot Spear
101605000	1605	Partisan / Spiked Spear
101606000	1606	Pike
101611000	1611	Cross-Naginata
101612000	1612	Death Ritual Spear
101620000	1620	Smithscript Spear
101621000	1621	Swift Spear
101700000	1700	Greatspear (base)
101702000	1702	Siluria's Tree / Barbed Staff-Spear
101703000	1703	Serpent-Hunter
101705000	1705	Vyke's War Spear
101707000	1707	Treespear / Messmer Soldier's Spear
101711000	1711	Mohgwyn's Sacred Spear
101720000	1720	Spear of the Impaler

BEHAVIOR RANGE (BEHAVIOR\_PC)      BEHAVIOR ID (WEAPON)      SOURCE

101800000	1800	Halberd (base)
101801000	1801	Halberd / Banished Knight's Halberd
101802000	1802	Lucerne / Nightrider Glaive / Golden Halberd
101804000	1804	Commander's Standard
101810000	1810	Loretta's War Sickle
101811000	1811	Dragon Halberd
101812000	1812	Guardian's Spearspear / Poleblade of the ud
101900000	1900	Reaper (base)
101901000	1901	Scythe / Obsidian Lamina
101902000	1902	Halo Scythe
101906000	1906	Winged Scythe
102000000	2000	Whip (base)
102003000	2003	Magma Whip Candlestick
102005000	2005	Urumi
102006000	2006	Giant's Red Braid
102100000	2100	Fists (base)
102101000	2101	Katar / Clinging Bone / Thiollier's Hidden Needle
102102000	2102	Caestus / Spiked Caestus
102112000	2112	Veteran's Prosthesis
102113000	2113	Cipher Pata
102120000	2120	Golem Fist
102121000	2121	Poisoned Hand / Madding Hand
102122000	2122	Pata
102200000	2200	Claws (base)
102201000	2201	Raptor Talons
102210000	2210	Claws of Night
102300000	2300	Colossal Weapons (base)
102301000	2301	Watchdog's Staff
102302000	2302	Great Club / Shadow Sunflower Blossom
102303000	2303	Prelate's Inferno Crozier
102304000	2304	Giant-Crusher
102305000	2305	Axe of Godfrey
102306000	2306	Envoy's Greathorn
102307000	2307	Staff of the Avatar / Rotten Staff
102308000	2308	Fallingstar Beast Jaw
102309000	2309	Ghiza's Wheel
102310000	2310	Golem's Halberd
102320000	2320	Bloodfiend's Arm
102321000	2321	Gazing Finger
102400000	2400	Torch (base)
102404000	2404	St. Trina's Torch
102420000	2420	Nanaya's Torch
103000000	3000	Small Shield (base)
103020000	3020	Coil Shield
103100000	3100	Shield (base)
103200000	3200	Greatshield (base)

BEHAVIOR RANGE (BEHAVIOR\_PC)    BEHAVIOR ID (WEAPON)    SOURCE

103208000	3208	Erdtree Greatshield
103215000	3215	One-Eyed Shield
103216000	3216	Visage Shield
103300000	3300	Staff (base)
103309000	3309	Carial Regal Scepter
103400000	3400	Seal (base)
104000000	4000	Shortbow (base)
104100000	4100	Bow (base)
104200000	4200	Greatbow (base)
104201000	4201	Lion Greatbow
104300000	4300	Crossbow (base)
104400000	4400	Ballista (base)
105000000	5000	Arrow (base)
105001000	5001	Fire Arrow
105002000	5002	Serpent Arrow
105003000	5003	Bone Arrow (Fletched)
105004000	5004	St. Trina's Arrow
105006000	5006	Shattershard Arrow (Fletched)
105008000	5008	Rainbow Stone Arrow (Fletched)
105009000	5009	Golden Arrow
105010000	5010	Dwelling Arrow
105011000	5011	Bone Arrow
105013000	5013	Firebone Arrow (Fletched)
105014000	5014	Firebone Arrow
105015000	5015	Poisonbone Arrow (Fletched)
105016000	5016	Poisonbone Arrow
105017000	5017	Sleepbone Arrow (Fletched)
105018000	5018	Sleepbone Arrow
105019000	5019	Stormwing Bone Arrow
105020000	5020	Lightningbone Arrow (Fletched)
105021000	5021	Lightningbone Arrow
105022000	5022	Rainbow Stone Arrow
105023000	5023	Shattershard Arrow
105024000	5024	Spiritflame Arrow
105025000	5025	
105026000	5026	Magicbone Arrow (Fletched)
105027000	5027	Magicbone Arrow
105028000	5028	Haligbone Arrow (Fletched)
105029000	5029	Haligbone Arrow
105030000	5030	Bloodbone Arrow (Fletched)
105031000	5031	Bloodbone Arrow
105032000	5032	Coldbone Arrow (Fletched)
105033000	5033	Coldbone Arrow
105034000	5034	Rotbone Arrow (Fletched)
105035000	5035	Rotbone Arrow
105040000	5040	Piquebone Arrow (Fletched)
105041000	5041	Piquebone Arrow

BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID (WEAPON)	SOURCE
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105100000	5100	Great Arrow (base)
105101000	5101	Goldem's Great Arrow
105102000	5102	Golden Great Arrow
105103000	5103	Golem's Magic Arrow
105104000	5104	Radahn's Spear
105105000	5105	Bone Great Arrow (Fletched)
105106000	5106	Bone Great Arrow
105107000	5107	Igon's Harpoon
105200000	5200	Bolt (base)
105201000	5201	Lightning Bolt
105202000	5202	Perfumer's Bolt
105203000	5203	Black-Key Bolt
105204000	5204	Burred Bolt
105205000	5205	Meteor olt
105206000	5206	Explosive Bolt
105207000	5207	Golden Bolt
105208000	5208	Lordsworn's Bolt
105209000	5209	Bone Bolt
105210000	5210	Firebone Bolt
105211000	5211	Lightningbone Bolt
105212000	5212	Magibone Bolt
105213000	5213	Haligbone Bolt
105214000	5214	Poisonbone Bolt
105215000	5215	Bloodbone Bolt
105216000	5216	Coldbone olt
105217000	5217	Rotbone Bolt
105218000	5218	Sleepbone Bolt
105219000	5219	Flaming Bolt
105220000	5220	Piquebone Bolt
105300000	5300	Ballista Bolt (base)
105301000	5301	Lightning Greatbolt
105302000	5302	Explosive Greatbolt
105303000	5303	Bone Ballista Bolt
105304000	5304	Rabbath's Greatbolt
106000000	6000	Perfume Bottle (base)
106100000	6100	Dueling Shield (base)
106200000	6200	Throwing Blades (base)
106300000	6300	Hand-to-hand (base)
106301000	6301	Dane's Footwork
106400000	6400	Backhand Blades (base)
106401000	6401	Smithscript Cirques
106600000	6600	Great Katana (base)
106601000	6601	Rakshasa's Great Katana
106700000	6700	Light Greatsword (base)
106701000	6701	Rellana's Twin Blades

BEHAVIOR RANGE    BEHAVIOR ID    SOURCE  
(BEHAVIOR\_PC)    (WEAPON)

106800000	6800	Beast Claw (base)
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**BEHAVIOR RANGE  
(BEHAVIOR\_PC)**
**BEHAVIOR ID SOURCE**

BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID	SOURCE
105000810	810	Mighty Shot (Arrowss)
105000820	820	Barrage (Arrows)
105000830	830	Enchanted Shot (Arrows)
105000840	840	Sky Shot (Arrows)
105000850	850	Rain of Arrows (Arrows)
105000870	870	Through and Through (Arrows)
105000880	880	Fan Shot (Arrows)
105000900	900	Rancor Shot (Arrows)
105100850	850	Rain of Arrows (Great Arrows)
105100870	870	Through and Through (Great Arrows)
105100890	890	Igon's Drake Hunt (Great Arrows)
105200500	5200	Repeating Fire (Bolts)
300000000	3000	Lion's Claw
300000010	3010	Impaling Thrust
300000012	3012	Piercing Fang
300000020	3020	Bloody Slash
300000025	3025	Lifesteal Fist
300000040	3040	Eruption
300000050	3050	Storm Stomp
300000055	3055	Hoarfrost Stomp
300000060	3060	Gravitas
300000075	3075	Ice Spear
300000100	3100	Golden Vow
300000102	3102	Prayerful Strike
300000105	3105	Endure
300000120	3120	Barbaric Roar/Shriek of Sorrow/Igon's Drake Hunt
300000125	3125	Warcry
300000130	3130	Braggart's Roar
300000140	3140	Flame of the Redmanes
300000150	3150	Giant Hunt
300000160	3160	Sacred Blade
300000161	3161	Chilling Mist
300000162	3162	Poisonous Mist
300000165	3165	Sacred Blade/Chilling Mist/Poisonous Mist
300000170	3170	Double Slash
300000210	3210	Holy Ground
300000220	3220	Spinning Slash
300000260	3260	Glintblade Phalanx

**BEHAVIOR RANGE  
(BEHAVIOR\_PC)****BEHAVIOR ID SOURCE**

30000270	3270	Charge Forth
30000290	3290	Stamp (Upward Cut)
30000300	3300	Black Flame Tornado
30000310	3310	Repeating Thrust
30000320	3320	Earthshaker
30000330	3330	Glintstone Pebble
30000340	3340	Flaming Strike
30000350	3350	Thunderbolt
30000370	3370	Lightning Slash
30000410	3410	Storm Blade
30000415	3415	Vacuum Slice
30000430	3430	Torch Attack
30000440	3440	Loretta's Slash
30000450	3450	Poison Moth Flight
30000460	3460	Storm Assault
30000470	3470	Sword Dance
30000500	3500	Wild Strikes
30000530	3530	Blood Tax
30000540	3540	Spinning Weapon
30000550	3550	Golden Land
30000560	3560	Unsheathe
30000570	3570	Sacred Ring of Light
30000590	3590	Firebreather/Dragonform Flame (Forked-Tongue Hatchet)
30000600	3600	Carian Grandeur
30000620	3620	Carian Greatsword
30000630	3630	Blood Blade
30000640	3640	Stormcaller
30000670	3670	Shield Bash
30000680	3680	Carian Retaliation
30000685	3685	Storm Wall
30000690	3690	Golden Parry
30000700	3700	Square Off
30000710	3710	Lightning Ram
30000760	3760	White Shadow's Lure
30000770	3770	Phantom Slash
30000780	3780	Shield Crash
30000790	3790	Ground Slam
30000795	3795	Thops' Barrier
30000800	3800	Golden Slam
30000810	3810	Waves of Darkness
30000820	3820	Shared Order
30000830	3830	Prelate's Charge

**BEHAVIOR RANGE  
(BEHAVIOR\_PC)**
**BEHAVIOR ID SOURCE**

BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID	SOURCE
300000840	3840	Beast's Roar
300000850	3850	Troll's Roar
300000860	3860	Cragblade
300000870	3870	Spectral Lance
300000880	3880	Hoarah Loux's Earthshaker
300000890	3890	Stamp (Sweep)
300000950	3950	Barbaric Roar Charge Attacks
300000980	3980	Warcry Charge Attacks
300100310	3310	Blood Tax (Daggers)
300100530	3530	Repeating Thrust (Daggers)
300100540	3540	Spinning Weapon (Daggers)
300101900	3900	Blade of Death (Black Knife)
300104900	3900	Reduvia Blood Blade (Reduvia)
300107900	3900	Glintstone Dart (Glintstone Kris)
300116900	3900	Blade of Gold (Blade of Calling)
300200950	3950	Barbaric Roar Charge Attacks (Straight Swords)
300200980	3980	Warcry Charge Attacks (Straight Swords)
300204900	3900	Unblockable Blade (Coded Sword)
300205900	3900	Mists of Slumber (Sword of St. Trina)
300207900	3900	Last Rites (Golden Epitaph)
300211900	3900	Golden Tempering (Ornamental Straight Sword)
300214900	3900	Night-and-Flame Stance (Sword of Night and Flame)
300215900	3900	Eochaid's Dancing Blade (Regalia of Eochaid)
300300950	3950	Barbaric Roar Charge Attacks (Straight Swords)
300300980	3980	Warcry Charge Attacks (Straight Swords)
300301900	3900	Moonlight Greatsword (Dark Moon Greatsword)
300302900	3900	Shriek of Milos (Sword of Milos)
300303900	3900	Alabaster Lord's Pull (Alabaster Lord's Sword)
300306900	3900	Ordovis' Vortex (Ordovis' Greatsword)
300309900	3900	Ghostflame Ignition (Death's Poker)
300319000	3900	Wave of Gold (Sacred Relic Sword)
300311900	3900	Corpse Wax Cutter (Gargoyle's Blackblade)
300314900	3900	Taker's Flames (Blasphemous Blade)
300315900	3900	Eochaid's Dancing Blade (Marais Executioner's Sword)
300317900	3900	Establish Order (Golden Order Greatsword)
300319900	3900	Ruinous Ghostflame (Helphen's Steeple)
300400950	3950	Barbaric Roar Charge Attacks (Colossal Swords)
300400980	3980	Warcry Charge Attacks (Colossal Swords)

**BEHAVIOR RANGE  
(BEHAVIOR\_PC)**
**BEHAVIOR ID SOURCE**

300403900	3900	Wave of Destruction (Ruins Greatsword)
300404900	3900	The Queen's Black Flame (Godslayer's Greatsword)
300405900	3900	Starcaller Cry (Starscourge Greatsword)
300406900	3900	Wolf's Assault (Royal Greatsword)
300407900	3900	Oath of Vengeance (Grafted Blade Greatsword)
300408900	3900	Destined Death (Maliketh's Black Blade)
300601900	3900	Thundercloud Form (Dragon King's Cragblade)
300602900	3900	Dynast's Finesse (Bloody Helice)
300700500	3500	Wild Strikes (Curved Swords)
300700950	3950	Barbaric Roar Charge Attacks (Curved Swords)
300700980	3980	Warcry Charge Attacks (Curved Swords)
300702900	3900	Flowing Form (Nox Flowing Sword)
300703900	3900	Magma Shower (Magma Blade)
300707900	3900	Nebula (Wing of Astel)
300710900	3900	Death Flare (Eclipse Shotel)
300800950	3950	Barbaric Roar Charge Attacks (Curved Greatswords)
300800980	3980	Warcry Charge Attacks (Curved Greatswords)
300801900	3900	Zamor Ice Storm (Zamor Curved Sword)
300803900	3900	Magma Guillotine (Magma Wyrmscalesword)
300804900	3900	Bloodhound's Finesse (Bloodhound's Fang)
300806900	3900	Onyx Lord's Repulsion (Onyx Lord's Greatsword)
300830900	3900	Cursed-Blood Slice (Morgott's Cursed Sword)
300900950	3950	Barbaric Roar Charge Attacks (Katanas)
300900980	3980	Warcry Charge Attacks (Katanas)
300902900	3900	Waterfowl Dance (Hand of Malenia)
300905900	3900	Transient Moonlight (Moonveil)
300906900	3900	Corpse Piler (Rivers of Blood)
300907900	3900	Waterfowl Dance (Shamshir, Millicent version)
300910900	3900	Ice Lightning Sword (Dragonscale Blade)
300999900	3900	Corpse Piler (Rivers of Blood, summon Okina version)
301000440	3440	Loretta's Slash (Twinblades)
301000490	3490	Sword Dance (Twinblades)
301000950	3950	Barbaric Roar Charge Attacks (Twinblades)
301000980	3980	Warcry Charge Attacks (Twinblades)
301001005	3900	Bloodblade Dance (Eleonora's Poleblade)
301100500	3500	Wild Strikes (Hammers)
301100950	3950	Barbaric Roar Charge Attacks (Hammers)

**BEHAVIOR RANGE  
(BEHAVIOR\_PC)**
**BEHAVIOR ID SOURCE**

301100980	3980	Warcry Charge Attacks (Hammers)
301110900	3900	Oracular Bubble (Envoy's Horn)
301112900	3900	Flowing Form (Nox Flowing Hammer)
301113900	3900	Claw Flick (Ringed Finger)
301115900	3900	Gold Breaker (Marika's Hammer)
301116900	3900	Knowledge Above All (Scepter of the All-Knowing)
301117900	3900	Knowledge Above All (Scepter of the All-Knowing, Gideon version)
301200950	3950	Barbaric Roar Charge Attacks (Greathammers)
301200980	3980	Warcry Charge Attacks (Greathammers)
301201900	3900	Regal Beastclaw (Beastclaw Greathammer)
301202900	3900	Devourer of Worlds (Devourer's Scepter)
301216900	3900	Bubble Shower (Envoy's Long Horn)
301217900	3900	Surge of Faith (Cranial Vessel Candlestand)
301300500	3500	Wild Strikes (Flails)
301300950	3950	Barbaric Roar Charge Attacks (Flails)
301300980	3980	Warcry Charge Attacks (Flails)
301301900	3900	Nebula (Bastard's Stars)
301302900	3900	Familial Rancor (Family Heads)
301400500	3500	Wild Strikes (Axes)
301400950	3950	Barbaric Roar Charge Attacks (Axes)
301400980	3980	Warcry Charge Attacks (Axes)
301412900	3900	Rosus' Summons (Rosus' Axe)
301414900	3900	Thunderstorm (Stormhawk Axe)
301500950	3950	Barbaric Roar Charge Attacks (Greataxes)
301500980	3980	Warcry Charge Attacks (Greataxes)
301504900	3900	I Command Thee, Kneel! (Axe of Godrick)
301511900	3900	Soul Stifler (Winged Greathorn)
301600440	3440	Loretta's Slash (Spears)
301600950	3950	Barbaric Roar Charge Attacks (Spears)
301600980	3980	Warcry Charge Attacks (Spears)
301602900	3900	Ancient Lightning Spear (Bolt of Gransax)
301604900	3900	Sacred Phalanx (Cleanrot Spear)
301612900	3900	Spearcall Ritual (Death Ritual Spear)
301700440	3440	Loretta's Slash (Greatspears)
301700950	3950	Barbaric Roar Charge Attacks (Greatspears)
301700980	3980	Warcry Charge Attacks (Greatspears)

**BEHAVIOR RANGE  
(BEHAVIOR\_PC)**
**BEHAVIOR ID SOURCE**

301702900	3900	Siluria's Woe (Siluria's Tree)
301703900	3900	Great-Serpent Hunt (Serpent-Hunter)
301705900	3900	Frenzyflame Thrust (Vyke's War Spear)
301711900	3900	Bloodboon Ritual (Mohgwyn's Sacred Spear)
301800440	3440	Loretta's Slash (Halberds)
301800950	3950	Barbaric Roar Charge Attacks (Halberds)
301800980	3980	Warcry Charge Attacks (Halberds)
301804900	3900	Rallying Standard (Commander's Standard)
301810900	3900	Loretta's Slash (Loretta's War Sickle)
301811900	3900	Spinning Slash (Dragon Halberd)
301900440	3440	Loretta's Slash (Reapers)
301900950	3950	Barbaric Roar Charge Attacks (Reapers)
301900980	3980	Warcry Charge Attacks (Reapers)
301902900	3900	Miquella's Ring of Light (Halo Scythe)
301906900	3900	Angel's Wings (Winged Scythe)
302003900	3900	Sea of Magma (Magma Whip Candlestick)
302006900	3900	Flame Dance (Giant's Red Braid)
302100950	3950	Barbaric Roar Charge Attacks (Fists)
302100980	3980	Warcry Charge Attacks (Fists)
302112900	3900	Storm Kick (Veteran's Prosthesis)
302113900	3900	Unblockable Blade (Cipher Pata)
302200950	3950	Barbaric Roar Charge Attacks (Claws)
302200980	3980	Warcry Charge Attacks (Claws)
302300950	3950	Barbaric Roar Charge Attacks (Colossal Weapons)
302300980	3980	Warcry Charge Attacks (Colossal Weapons)
302301900	3900	Sorcery of the Crozier (Watchdog's Staff)
302305900	3900	Regal Roar (Axe of Godfrey)
302306900	3900	Great Oracular Bubble (Envoy's Greathorn)
302307900	3900	Erdtree Slam (Staff of the Avatar / Rotten Staff)
302308900	3900	Gravity Bolt (Fallingstar Beast Jaw)
302309900	3900	Spinning Wheel (Ghiza's Wheel)
302404900	3900	Flames of Slumber (St. Trina's Torch)
303020900	3900	Viper Bite (Coil Shield)

**BEHAVIOR RANGE  
(BEHAVIOR\_PC)**
**BEHAVIOR ID SOURCE**

303208900	3900	Golden Retaliation (Erdtree Greatshield)
303215900	3900	Flame Spit (One-Eyed Shield)
303216900	3900	Tongues of Fire (Visage Shield)
303220780	3780	Moore's Charge (Verdigris Greatshield)
303309900	3900	Spinning Weapon (Carial Regal Scepter)
306100670	3670	Shield Bash (Dueling Shields)
306100780	3780	Shield Crash (Dueling Shields)
306100870	3870	Spectral Lance (Dueling Shields)
306300950	3950	Barbaric Roar Charge Attacks (Hand-to-Hand)
306300980	3980	Warcry Charge Attacks (Hand-to-Hand)
306300950	3950	Barbaric Roar Charge Attacks (Light Greatswords)
306300980	3980	Warcry Charge Attacks (Light Greatswords)
306300950	3950	Barbaric Roar Charge Attacks (Beast Claws)
306300980	3980	Warcry Charge Attacks (Beast Claws)
400000000	4000	Spinning Chain
400000010	4010	Spinning Strikes
600000000	6000	Feeble Lord's Frenzied Flame (Nanaya's Torch)
600000005	6005	Palm Strike
600000010	6010	Spinning Gravity Thrust
600000020	6020	Swift Slash
600000050	6050	Piercing Throw
600000060	6060	Overhead Stance
600000080	6080	Raging Beast
600000100	6100	Flame Skewer
600000110	6110	The Poison Flower Blooms Twice
600000120	6120	Scattershot Throw
600000130	6130	Dryleaf Whirlwind
600000140	6140	Savage Lion's Claw
600000150	6150	Aspects of the Crucible: Wings
600000180	6180	Blind Spot
600000190	6190	Flame Spear
600000200	6200	Divine Beast Frost Stomp
600000210	6210	Blinkbolt
600000500	6500	Needle Piercer (Leda's Sword)
600000520	6520	Dragonwound Slash (Dragon-Hunter's Great Katana)

BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID	SOURCE
600000530	6530	White Light Charge (Ancient Meteoric Ore Greatsword)
600000570	6570	Deadly Dance (Curseblade's Cirques)
600000580	6580	Romina's Purification (Poleblade of the Bud)
600000600	6600	Painful Strike (Tooth Whip)
600000610	6610	Revenger's Blade (Falx)
600000640	6640	Red Bear Hunt (Red Bear's Claw)
600000660	6660	Flower Dragonbolt (Flowerstone Gavel)
600000670	6670	Unending Dance (Dancing Blade of Ranah)
600000700	6700	Poison Spear-Hand Strike (Poisoned Hand)
600000702	6702	Madding Spear-Hand Strike (Madding Hand)
600000710	6710	Dynastic Sickleplay (Obsidian Lamina)
600000750	6750	Blinkbolt: Long-hafted Axe (Death Knight's Longhaft Axe)
600000760	6760	Smithing Art Spears (Anvil Hammer)
600000770	6770	Discus Hurl (Smithscript Shield)
600000790	6790	Euporia Vortex (Euporia)
600000820	6820	Solitary Moon Slash (Greatsword of Solitude)
600000830	6830	Wing Stance
600000840	6840	Devonia's Vortex (Devonia's Hammer)
600000850	6850	Jori's Inquisition (Barbed Staff-Spear)
600000860	6860	Golden Crux (Greatsword of Damnation)
600000880	6880	Light (Sword of Light)
600000895	6895	Darkness (Sword of Darkness)
600000900	6900	Weed Cutter (Rakshasa's Great Katana)
600000920	6920	Deadly Poison Spray (Deadly Poison Perfume Bottle)
600000940	6940	Messmer's Assault (Spear of the Impaler)
600000960	6960	Kowtower's Resentment (Gazing Finger)
600000970	6970	Revenge of the Night (Shield of Night)
600000980	6980	Shadow Sunflower Headbutt (Shadow Sunflower Blossom)
600100150	6150	Aspects of the Crucible: Wings (Daggers)
600200100	6100	Flame Skewer (Straight Swords)
600200150	6150	Aspects of the Crucible: Wings (Straight Swords)
600300150	6150	Aspects of the Crucible: Wings (Greatswords)
600400150	6150	Aspects of the Crucible: Wings (Colossal Swords)
600500100	6100	Flame Skewer (Thrusting Swords)
600500150	6150	Aspects of the Crucible: Wings (Thrusting Swords)
600600100	6100	Flame Skewer (Heavy Thrusting Swords)



BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID	SOURCE
600600150	6150	Aspects of the Crucible: Wings (Heavy Thrusting Swords)
600700150	6150	Aspects of the Crucible: Wings (Curved Swords)
600800150	6150	Aspects of the Crucible: Wings (Curved Greatswords)
600900100	6100	Flame Skewer (Katanas)
600900150	6150	Aspects of the Crucible: Wings (Katanas)
601000100	6100	Flame Skewer (Twinblades)
601600100	6100	Flame Skewer (Spears)
601600150	6150	Aspects of the Crucible: Wings (Spears)
601700150	6150	Aspects of the Crucible: Wings (Greatspears)
601800150	6150	Aspects of the Crucible: Wings (Halberds)
602210900	6900	Scattershot Throw (Claws of Night)
606000220	6220	Wall of Sparks (Firespark Perfume Bottle)
606000240	6240	Rolling Sparks (Firespark Perfume Bottle)
606001220	6220	Wall of Sparks (Chilling Perfume Bottle)
606001240	6240	Rolling Sparks (Chilling Perfume Bottle)
606002220	6220	Wall of Sparks (Frenzyflame Perfume Bottle)
606002240	6240	Rolling Sparks (Frenzyflame Perfume Bottle)
606003220	6220	Wall of Sparks (Lightning Perfume Bottle)
606003240	6240	Rolling Sparks (Lightning Perfume Bottle)
606100100	6100	Flame Skewer (Dueling Shields)
606200150	6150	Aspects of the Crucible: Wings (Throwing Blades)
606700100	6100	Flame Skewer (Light Greatswords)
606700150	6150	Aspects of the Crucible: Wings (Light Greatswords)
700000000	7000	Ghostflame Call
700000020	7020	Carian Sovereignty
700000030	7030	Rancor Slash (Spirit Sword)
700000040	7040	Rancor Slash (Spirit Glaive)
700000050	7050	Tremendous Phalanx (Moonrithyll's Knight Sword)
700000060	7060	Horn Calling (Horned Warrior's Swords)

BEHAVIOR RANGE (BEHAVIOR_PC)	BEHAVIOR ID	SOURCE
70000070	7070	Lightspeed Slash (Greatsword of Radahn (Light))
70000100	7100	Promised Consort (Greatsword of Radahn (Lord))
70000150	7150	Moon-and-Fire Stance (Rellana's Twin Blades)
70000210	7210	Dragonform Flame (Forked-Tongue Hatchet)
70000220	7220	Bloodfiend's Bloodboon (Bloodfiend's Sacred Spear)
70000250	7250	Spinning Guillotine (Putrescence Cleaver)
70000270	7270	Witching Hour Slash (Sword of Night)
70000290	7290	Raging Beast
70000311	7311	Blinkbolt: Twinaxe (Death Knight's Twin Axes)
70000330	7330	Onze's Line of Stars (Star-Lined Sword)
70000350	7350	Roaring Bash (Golden Lion Shield)
70000370	7370	Horn Calling: Storm (Horned Warrior's Greatsword)
70000400	7400	Mists of Eternal Sleep (Velvet Sword of St. Trina)
70000410	7410	Sleep Evermore (Thiollier's Hidden Needle)
701320360	7360	Flare, O Serpent (Serpent Flail)

PREFIX	LOCATION	USAGE / NOTES
NONE	Everywhere on the player	Will prioritize dummies with the same IDs in order of Body > Right hand weapon > Left hand weapon.
2xxx	Armor parts	Prefix to allow (primarily weapon/sheath position) dummies to be moved by equipped armor.
10xxx	Right-hand weapon model 1	Prefix to put VFX/hitboxes specifically on the right-hand weapon's first model
11xxx	Right-hand weapon model 2	Prefix to put VFX/hitboxes specifically on the right-hand weapon's second model
12xxx	Right-hand weapon model 3	Prefix to put VFX/hitboxes specifically on the right-hand weapon's third model
13xxx	Right-hand weapon model 4	Prefix to put VFX/hitboxes specifically on the right-hand weapon's fourth model
20xxx	Left-hand weapon model 1	Prefix to put VFX/hitboxes specifically on the left-hand weapon's first model
21xxx	Left-hand weapon model 2	Prefix to put VFX/hitboxes specifically on the left-hand weapon's second model
22xxx	Left-hand weapon model 3	Prefix to put VFX/hitboxes specifically on the left-hand weapon's third model
23xxx	Left-hand weapon model 4	Prefix to put VFX/hitboxes specifically on the left-hand weapon's fourth model
ID	LOCATION	USAGE
-1	None	Hiding weapon models
1	Right hand	Right-hand VFX/hitboxes (non-weapons)
2	Left hand	Left-hand VFX/hitboxes (non-weapons)
3	Left hand	
4	In front of player	
5	Right foot	
6	Left foot	
7	Head	
16	Right hand	[Right/Left-hand weapon] Twinblade (Two-handed)
18	Right hand	[Right-hand weapon] Bow/Crossbow
19	Left hand	[Left-hand weapon] Bow/Crossbow
20	Right hand	[Right-hand weapon] Melee weapon
21	Left hand	[Left-hand weapon] Melee weapon
22	Right hand	[Right-hand weapon] Shield
23	Left hand	[Left-hand weapon] Shield
24	Right hand	[Right/Left-hand weapon] Melee weapon (Two-handed)
25	Right hand	[Right/Left-hand weapon] Shield (Two-handed)
30	Left hip	[Right-hand weapon] Light sword (Sheathed)
31	Right hip	[Left-hand weapon] Light sword (Sheathed)
33	Back	[Right-hand weapon] Greatshield (Sheathed)
34	Back	[Left-hand weapon] Greatshield (Sheathed)
35	Back	[Right-hand weapon] Large weapon (Sheathed)
36	Back	[Left-hand weapon] Large weapon (Sheathed)
40	Back	[Right-hand weapon] Greatbow (Sheathed)
47	Back	[Right-hand weapon] Shield (Sheathed)
48	Back	[Left-hand weapon] Shield (Sheathed)
51		[Right-hand weapon] Coded Sword (Sheathed) (used to show the grip while the blade is hidden)
52		[Left-hand weapon] Coded Sword (Sheathed) (used to show the grip while the blade is hidden)
61		(Left-hand weapon) Fists/Claws (Weapon model 4, two-handed)
62		
63		[Right-hand weapon] Claws (Weapon model 1, sheathed)
64		[Left-hand weapon] Claws (Weapon model 1, sheathed)
65		[Right-hand weapon] Fist (Weapon model 1, sheathed)
66		Right-hand weapon] Fist (Weapon model 2, one-handed/sheathed)
67		[Left-hand weapon] Fists (Weapon model 1, one-handed)
68		Left-hand weapon] Fist (Weapon model 2, one-handed/sheathed)
69	Left hip	[Right-hand weapon] Katana (Sheathed)

PREFIX	LOCATION	USAGE / NOTES
NONE	Everywhere on the player	Will prioritize dummies with the same IDs in order of Body > Right hand weapon > Left hand weapon.
2xxx	Armor parts	Prefix to allow (primarily weapon/sheath position) dummies to be moved by equipped armor.
10xxx	Right-hand weapon model 1	Prefix to put VFX/hitboxes specifically on the right-hand weapon's first model
11xxx	Right-hand weapon model 2	Prefix to put VFX/hitboxes specifically on the right-hand weapon's second model
12xxx	Right-hand weapon model 3	Prefix to put VFX/hitboxes specifically on the right-hand weapon's third model
13xxx	Right-hand weapon model 4	Prefix to put VFX/hitboxes specifically on the right-hand weapon's fourth model
20xxx	Left-hand weapon model 1	Prefix to put VFX/hitboxes specifically on the left-hand weapon's first model
21xxx	Left-hand weapon model 2	Prefix to put VFX/hitboxes specifically on the left-hand weapon's second model
22xxx	Left-hand weapon model 3	Prefix to put VFX/hitboxes specifically on the left-hand weapon's third model
23xxx	Left-hand weapon model 4	Prefix to put VFX/hitboxes specifically on the left-hand weapon's fourth model
ID	LOCATION	USAGE
70	Left hip	[Left-hand weapon] Katana (Sheathed)
97	Right hand	[Right-hand weapon] Greatshield
98	Left hand	[Left-hand weapon] Greatshield
115	Right hand	[Right-hand weapon] Fists/Claws (Weapon model 1, one/two-handed)
116	Left hand	[Left-hand weapon] Fists/Claws (Weapon model 1, one-handed)
117	Left hand	[Right-hand weapon] Fists/Claws (Weapon model 2, two-handed)
118	Right hand	[Left-hand weapon] Claws (Weapon model 2, one-handed/sheathed)
119	Left hand	[Right-hand weapon] Claws (Weapon model 2, one-handed/sheathed)
200	Across entire body	Full body buff VFX
202	Under left fist	
203	Centered between shoulders	
204		
212	Both feet	Soft Cotton foot muffle VFX
220	Centered inside chest	Body buff VFX
404	Right hand	[Right-hand weapon] Ballista
405	Left hand	[Left-hand weapon] Ballista
406	Back	[Right-hand weapon] Ballista (Sheathed)
407	Back	[Left-hand weapon] Ballista (Sheathed)
410	Right hand	[Right-hand weapon] Ballista (Two-handed)
415		Two-handed greatshield position
820	Tail 1 (start)	Aspects of the Crucible: Tail
821	Tail 2	Aspects of the Crucible: Tail
822	Tail 3	Aspects of the Crucible: Tail
823	Tail 4	Aspects of the Crucible: Tail
824	Tail 5 (end)	Aspects of the Crucible: Tail
845	Right eye	Frenzy incantations and Madness procs
845	Left eye	Frenzy incantations and Madness procs













## Animated Weapon Models: How Do They Work?

Several weapon types, primary (**cross/great**)bows, whips and flails, use weapon models that play their own internal animations when used by the player.

Inside the game's parts folder (assuming you unpacked it with UXM) are .partsbnd.dcx files for all weapons and armor. In each animated weapon's .partsbnd.dcx file is an .anibnd file. Think of the partsbnd file like a folder for all of the weapon's model files, and the anibnd as its internal animation folder for those models. This .anibnd file contains individual .hxx files, which are each of the weapon's actual animations, and sometimes also a .tae file. You will need **WitchyBND** to unpack these .dcx and .anibnd files.

ADDING animations to a weapon that didn't have any is best done by reusing the .anibnd file from an existing animated weapon. You will then need unpack your .partsbnd.dcx file to place this .anibnd file inside it. In order to repack the file properly with this new .anibnd inside, you will want to open the open **\_witchy-bnd4.xml** file in the unpacked .partsbnd's folder using a text editor. Add the following lines to the entries under <files> (if there isn't an entry for the .anibnd file already) and save the file.

```
<file>
  <flags>Flag1</flags>
  <id>400</id>
  <path>[name of the flver you want to add animations to].
anibnd</path>
</file>
```

The .anibnd's name has to match the name of the .flver model file that will use the animations. If you're adding an .anibnd for e.g. a second model file (which uses suffix **\_1**), the above registration will need to be adjusted to id **401** and filename **[name of the flver you want to add animations to]\_1.anibnd**. Make sure the actual .anibnd file is named correctly to reflect this. This works the same way for a potential third (**\_2**) and fourth (**\_3**) model.

If you want to add, remove or rename any animations from this .anibnd, you will need to unpack it and edit the **\_witchy-bnd4.xml** file inside for every animation you add, remove, or rename, otherwise the changes won't be saved when you repack it.

When it comes down to how it actually works, playing a weapon animation during a specific player animation is simple; the player's specific **animation ID** (e.g. a023\_030000, straight swords' first one-handed R1) needs to match the **filename** of a .hxx file in the weapon's internal .anibnd file. For example, if you're using an animated straight sword, you would add the animation to its internal anibnd as **a023\_030000.hxx**. Take note that the ID/filename of each .hxx file is also reflected in its file ID in the **\_witchy-bnd4.xml** file, such as the example below. Make sure you do the same with your own added animations, or they won't play properly.

```
<file>
  <flags>Flag1</flags>
  <id>1043030000</id>
  <path>a043_030000.hxx</path>
</file>
<file>
  <flags>Flag1</flags>
  <id>1043030010</id>
  <path>a043_030010.hxx</path>
</file>
<file>
  <flags>Flag1</flags>
  <id>1043030020</id>
  <path>a043_030020.hxx</path>
</file>
```

## External Weapon Animations: How Do They Work?

A .tae file is essentially a list of the weapon's animations that tells the game what animation files to play, and what to do during them. These are mainly used by characters, and typically not used by most weapons- however, there are exceptions. If your weapon uses what we will here refer to as "**external animations**" (meaning, the weapon animates during player animations that are **NOT** a part of its own basic/override moveset), it will need a .tae file to make those animations actually play. A good example of a weapon that uses this is the Beast Claw from Bloodborne. The big hairy beast claw it gains when transformed animates during specific gestures; these animations are in a different TAE outside of the weapon's base/override movesets, and require registration in the .tae file to play.

If you want your weapon to do the above, the first thing you need is an editable .tae file for your weapon. But because DSAnimStudio currently doesn't support loading .tae files without any attached character assets, preparing a weapon's .tae file for external animation registration is done as follows:

- 1.) Back-up an enemy's .anibnd.dcx from the **chr** folder.
- 2.) Open the .anibnd.dcx with DSAnimStudio.
- 3.) Press **F3** to open Animation Properties, and press **Delete this Animation...** until you have only a single animation left. Delete all events in this animation. This is to give you a blank slate file for later use.
- 4.) Save the file. I recommend keeping a back-up of this .anibnd as well as the original unmodified one, so you can easily reuse this clean template later.

When you are done editing the TAE's animation entries, you can save the file in DSAnimStudio, and unpack the enemy's .anibnd.dcx to retrieve your edited .tae file inside its tae folder.

Registering external animations in DSAnimStudio is done as follows;

- 1.) Press **Insert** to add a new animation entry
- 2.) Press **F3** to open animation properties
- 3.) Under **Animation ID**, fill in the ID of the **external animation** during which you want your weapon to animate (You can fill in anything under Animation Name, which is useful for brief descriptions of which animations are which.)
- 4.) Check the box **override HKX** (this allows you to force the animation ID to play a specific animation that does NOT use the same ID as its own), and fill in Override HKX ID with the ID of the **weapon model animation** you want to play.
- 5.) Click **Apply & Save Changes**.
- 6.) Repeat this step for every external animation ID.
- 7.) Once finished, save your changes, unpack the modified .anibnd.dcx file, and copy its **tae** folder (with your newly edited .tae file inside) into your weapon's internal unpacked anibnd. Rename the .tae to match your weapon's .flver. The .tae file and .anibnd that contains it both need to match that name, so e.g. if your model is called WP\_A\_1208. flver (used by the Urumi, which we will use as the example here), you have to rename your file to WP\_A\_1208.tae.
- 8.) Inside the unpacked .anibnd, open the **\_witchy-bnd4.xml** file using a text editor. This file lists all the files and their filepaths that will be repacked into the .anibnd when you repack it. You want your new .tae file and folder to be repacked along with these other files, so add the following lines to the entries under <files> and save the file.

```
<file>
  <flags>Flag1</flags>
  <id>3000000</id>
  <path>tae\WP_A_1208.tae</path>
</file>
```

If you are using this to animate a weapon's second (**\_1**), third (**\_2**) or fourth (**\_3**) model, then both the ID and filename used here must reflect this. If you gave the Urumi a second model (e.g. making it a

What's especially worth noting is that **armor pieces can also be animated using the same method**, including for external animations using the method listed to the right. In theory, you could use this method- along with armor DummyPolys- to create animated armor with its own hitboxes such as extending claw gauntlets.

paired weapon) and animated that one as well, then you would need to increment the .tae file's ID by 1 (3000001) and adjust the filename (WP\_A\_1208\_1). The same must be done to the .anibnd, explained below.

9.) Repack the .anibnd.

10.) Inside the unpacked .partsbnd.dcx, **open\_witchy-bnd4.xml** file using a text editor. Add the following lines to the entries under <files> (if there isn't an entry for the .anibnd file already) and save the file.

```
<file>
  <flags>Flag1</flags>
  <id>400</id>
  <path>WP_A_1208.anibnd</path>
</file>
```

As written above, if you're adding an .anibnd for e.g. a second model file, this will need to be adjusted to id 401 and filename WP\_A\_1208\_1.anibnd. Make sure the actual .anibnd file is named correctly to reflect this.

11.) Repack the .partsbnd.dcx file

## Armor Model Masks: How do they work?

To minimize clipping between armor pieces, the game's many helmets, chest pieces, gauntlets and leggings have **model masks** assigned to the meshes (the separate parts of their models, each with their own material and corresponding assigned textures) inside their .flver files.

Putting a mask on an armor piece's mesh is simple; all you need to do is put #[mask ID]# at the start of that mesh's material's name in flver editor. E.g. "#33#" This gives you a **masked mesh**.

You can set the **mask flags** to hide any of these masks via equipParamProtector in DSMapStudio. Setting a numbered mask flag to 1 will hide meshes with materials with that same mask ID in their name on your currently equipped armor pieces.

Here's a simple example of how to use this system:

1. Your helmet .flver has a big neck armor piece (also called a gorget). You want it to be visible on armor that has enough space to show it, but invisible on armor that would clip with it.
2. You ensure the gorget mesh has its own assigned material (this can use the same textures as the rest of this helmet, that's not important; all that matters is that it has a separate material inside the .flver.) and give that material the name "#70#".
3. Any armor piece that has model mask 70 set to 1 in equipParamProtector in regulation.bin (open this using DSMapStudio to edit it) will now hide your helmet's #70# mesh when equipped. Your helmet contains a **masked mesh** which is cancelled out by the **mask flags** on other armor pieces.

Worth noting is that with meshes like chestpieces' sleeves, gloves typically show one of their multiple sleeve meshes and hide all the others. Some armor pieces also use model masks that are not typically used by their equipment category (head/body/arms/legs), so there are

[Click here to go to the armor model mask list.](#)

