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## NAKAMURA BLADES

BY PAUL KING



**Note:** This Dispatch article uses material from RPG Object's Blood and Fists and Blood and Fists: Hong Kong Knights. Feats and class abilities that are from that source are detailed at the end of the article.

Nakamura created 100 katanas as part of fee for joining the Silent Walkers years ago. The Silent Walkers have been able to reclaim all but a few of these blades. Detailed below are two such blades that have become available through an estate sale. Because these blades are alive, many groups are interested in acquiring them.

### SEEKER OF MYSTERIES

Seeker of Mysteries is always guiding its owner along the path to discover what was once hidden. Seeker of Mysteries is a +1 patient katana that allows its wielder to cast *true seeing* at will.

### EVER VIGILANT

Ever Vigilant allows its wielder to stay constantly alert for enemies. Ever Vigilant is a +3 violent katana that allows its wielder to never have to sleep.

### DEPARTMENT 7

Department 7 is aware of the Silent Walkers' claim on the Nakamura Blades. However, they

are also aware that less savory groups are also interested in obtaining the Blades. A team has been dispatched to make sure that only Department 7 or the Silent Walkers achieve the Blades. If Department 7 is able to gain the Blades, the plan is to hand them over the Silent Walkers, in an effort to make inroads with that group. Dr. Reynolds will approach the team, if members of Department 7, and implore them to let him study the blades first. He hopes to be able to replicate what Nakamura did.

**Dr. Wayne Reynolds: Human (Smart Hero 3 / Mage 10 / Artificer 5):** CR 18; HD 18d6; hp 65; Mas 10; Init +1 (+1 Dex); Spd; Defense, touch, flat-footed (+1 Dex, +6 class); BAB +6; Grap; Atk; FS 5 ft by 5 ft; Reach 5 ft; SA; SQ brew potion, combat casting, craft wand, improved brew potion, improved scribe scroll, improved scribe tattoo, magic mastercraft,

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maximize spell, scribe scroll, scribe tattoo, spell mastery (x2), summon familiar; AL research, creation, Department 7; SV Fort +4, Ref +4, Will +9; AP 9; Rep +5; Str 8, Dex 12, Con 10, Int 18, Wis 14, Cha 14

*Occupation (hedge wizard):* Magical Affinity / Decipher Script, Knowledge (arcane lore), Research

*Skills:* Computer Use +10, Concentration +21, Craft (chemical) +27, Craft (mechanical) +24, Craft (pharmaceutical) +20, Craft (writing) +20, Decipher Script +26, Investigate +6, Knowledge (arcane lore) +26, Knowledge (art) +6, Knowledge (history) +19, Knowledge (theology and philosophy) +12, Read/Write Language (Akkadian, Ancient Greek, Ancient Hebrew, Aramaic, Coptic, English, Latin, Middle Egyptian, Sanskrit), Research +23, Search +10, Sense Motive +4, Speak Language (Akkadian, Ancient Greek, Ancient Hebrew, Aramaic, Coptic, English, Latin, Middle Egyptian, Sanskrit), Spellcraft +22, Use Magical Device +24

*Feats:* Arcane Skills, Archaic Weapons Proficiency, Attentive, Builder (Craft (chemical, mechanical)), Combat Expertise, Educated (Knowledge (arcane lore, art, history, theology and philosophy)), Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Greater Spell Focus (Divination), Magical Affinity, Reach Spell, Simple Weapons Proficiency, Spell Focus (Divination), Studious

*Talents (smart):* Savant (Decipher Script, Knowledge (arcane lore))

*Spells* (per day 4/5/5/4/4/2, DC 14 + spell level)

*Spells known:* through his research, Dr. Reynolds has managed to fill his spellbooks with all the spells known by Department 7

## DRACO INDUSTRIES

Draco Industries, in particular Franz Draco, is interested in acquiring any and all magical items that they can. These blades, Draco believes, can further his ambition of becoming the Sultan of the World.

### TABLE 1: WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC	Restriction
Ever Vigilant	2d6	19-20	Slashing	—	Large	6 lb	45	—
Seeker of Mysteries	2d6	19-20	Slashing	—	Large	6 lb	45	—

Some of Draco's teams have crossed paths with the Silent Walkers before while trying to obtain other Nakamura Blades. To date, Draco has been able to acquire 2 of the Blades, one from a Silent Walker team.

**Hector Burczyk: Human (Strong Hero 3 / Bad-Ass Barroom Brawler 7):** CR 10; HD 3d8 + 7d12 + 14; HP 86; Mas 14; Init +2; Spd 30 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +10; Grap +13; Full Atk +15/+10 melee (1d4+5/19-20/x3 lethal unarmed or 1d8+5/19-20/x3 non-lethal unarmed); Atk +15 melee (1d4+5/19-20/x3 lethal unarmed or 1d8+5/19-20/x3 non-lethal unarmed); FS 5 ft by 5 ft; Reach 5 ft; SQ cheap shot +2d6, rage 2/day; AL Draco Industries; SV Fort +9, Ref +5, Will +2; AP 5; Rep +2; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

*Occupation (athlete):* Brawl / Climb, Jump, Swim  
*Skills:* Climb +16, Jump +16, Knowledge (streetwise) +14, Swim +16

*Feats:* Advanced Combat Martial Arts, Box Ears, Brawl, Combat Martial Arts, Haymaker, Improved Brawl, Improved Combat Martial Arts, Improvised Weapons, Power Attack, Streetfighting

*Talents (strong):* Improved Melee Smash, Melee Smash

**Sammael Donaldson: Human (Dedicated Hero 3 / Tracer 5):** CR 8; HD 3d6 + 5d8; HP 35; Mas 10; Init +3; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (-1 Dex, +5 class); BAB +3; Grap +5; Atk +5 melee (1d6+2/19-20 knife) or +2 ranged (2d6 Glock 17); FS 5 ft by 5 ft; SQ swift strike +2d6, target species

(humans), uncanny stealth (full speed); AL Draco Industries; SV Fort +3, Ref +1, Will +3; AP 4; Rep +3; Str 14, Dex 8, Con 10, Int 14, Wis 16, Cha 12

*Occupation (investigative):* Personal Firearms Proficiency / Investigate, Knowledge (streetwise)

*Skills:* Investigate +17, Knowledge (arcane lore) +8, Knowledge (streetwise) +14, Navigate +9, Listen +16, Sense Motive +14, Spot +16, Survival +16

*Feats:* Alertness, Defensive Martial Arts, Guide, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency, Track, Urban Tracking

*Talents (dedicated):* Aware, Skill Emphasis (Investigate)

*Possessions:* Glock 17, knife

**Bernadine McClintock: Human (Dedicated Hero 5 / Acolyte 3):** CR 8; Medium-size humanoid; HD 5d6+5 plus 3d8+3; HP 40; Mas 12; Init -1; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (-1 Dex, +5 class); BAB +5; Grap +5; Atk +5 melee (1d4/19-20 knife), or +4 ranged (2d6 Berretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SA turn/rebuke undead; AL Draco Industries; SV Fort +7, Ref +1, Will +11; AP 4; Rep +4; Str 10, Dex 8, Con 12, Int 14, Wis 16, Cha 14.

*Occupation (noviate):* Divine Heritage / Concentration, Knowledge (theology and philosophy)

*Skills:* Concentration +12, Craft (pharmaceutical) +8, Knowledge (arcane lore) +11, Knowledge (earth and life sciences) +10, Knowledge (theology and philosophy) +15, Listen +11, Sense Motive +12, Spellcraft +12, Spot +5, Treat Injury +10

*Feats:* Alertness, Divine Heritage, Educated (Knowledge (arcane lore, theology and philosophy)), Iron Will, Medical Expert, Personal Firearms Proficiency, Sacred Spell, Surgery

*Talents (dedicated):* Empathy, Skill Emphasis (Knowledge (arcane lore)), Aware

*Spells (acolyte):* 4/4/3, DC 13 + spell level

*Spells (divine heritage):* cure minor wounds, detect magical aura, read magic / 3/day each

*Possessions:* Berretta 92F, knife

**Nikolai Papavasiliou: Human (Fast Hero 5 / Infiltrator 5):** CR 10; Medium-size humanoid; HD 10d8 – 10; hp 38; Mas 8; Init +2; Spd 35 ft; Defense 19, touch 19, flatfooted 19 (+2 Dex, +9 class); BAB +5; Grap +7; Atk +7 melee (1d4+2/19-20 knife) or +8 ranged (2d6 Cold M1911); FS 5 ft by 5 ft; Reach 5 ft; SQ improved evasion, improvised implements, skill mastery (Balance, Escape Artist, Hide, Move Silently, Tumble), sweep; AL Draco Industries; SV Fort +1, Ref +9, Will +2; AP 5; Rep +3; Str 14, Dex 16, Con 8, Int 14, Wis 10, Cha 12

*Occupation (criminal):* Personal Firearms Proficiency / Hide, Move Silently

*Skills:* Balance +14, Drive +14, Escape Artist +14, Hide +17, Knowledge (streetwise) +13, Listen +7, Move Silently +17, Spot +7, Tumble +14

*Feats:* Alertness, Defensive Martial Arts, Dodge, Mobility, Personal Firearms Proficiency, Simple Weapons Proficiency, Spring Attack, Stealthy

*Talents (fast):* Evasion, Increased Speed, Uncanny Dodge 1

*Possessions:* Colt M1911, knife

## THE FELLOWSHIP

The Fellowship has decided to acquire these Blades as part of its goal in combating creatures of Shadow. The party is approached by Michael Svenetlovsky to acquire the Blades for him. If the party is successful, Michael promises that future opportunities will arise.

If the party is not contacted by The Fellowship, and they have decided to attempt to buy the Blades outright, Michael Svenetlovsky will be there with bodyguards.

**Michael Svenetlovsky: Human (Charismatic Hero 5 / Arcane Arranger 10):** CR 15; Medium-size humanoid; HD 15d6; HP 55; Mas 13; Init +1; Spd 30 ft; Defense 16, touch 16, flatfooted 15 (+1 Dex, +5 class); BAB +7; Grap +6; Atk +6 melee (1d6-1, weapon), or +8 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ expert in your field, false allegiance, pack rat, shadow resources, up my sleeve (x2), word on the street; AL The Fellowship; SV Fort +6, Ref +7, Will +10; AP 7; Rep +11; Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 17

*Occupation (shadow scholar):* Arcane Skills / Decipher Script, Knowledge (arcane lore), Research

*Skills:* Bluff +19, Computer Use +12, Craft (writing) +8, Decipher Script +20, Diplomacy +21, Gather Information +21, Knowledge (arcane lore) +21, Knowledge (business) +20, Read/Write Languages (Chinese, English, French, German, Japanese, Mandarin, Spanish, Russian), Research +20, Speak Languages (Chinese, English, French, German, Japanese, Mandarin, Spanish, Russian)

*Feats:* Advanced Firearms Proficiency, Charismatic Plus (Charm (male), Dazzle, Favor, Taunt), Educated (arcane lore, business), Improved Damage Threshold, Iron Will, Jack of All Trades, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Studious, Trustworthy, Weapon Finesse (dagger)

*Talents (charismatic):* Charm (female, male), Dazzle, Fast Talk, Favor, Taunt

*Languages:* Chinese, English, French, German, Japanese, Mandarin, Polish, Spanish, Russian

*Possessions:* weapon, weapon

**Bodyguard: Human (Tough Hero 5 / Bodyguard 5):** CR 10; Medium-size humanoid; HD 5d10 + 5d12 + 35; HP 99; Mas 16; Init +2; Spd 30 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +6; Grap +8; Full Atk +10/+5 melee (1d4+2/19-20 lethal unarmed or 1d8/19-20 non-lethal unarmed) or +8/+3 melee (1d4+2 pistol whip) or +8/+3 ranged (2d6

Berretta 93R); Atk +10 melee (1d4+2/19-20 lethal unarmed or 1d8/19-20 non-lethal unarmed) or +8 melee (1d4+2 pistol whip) or +8 ranged (2d6 Berretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ combat sense +1, DR 1/-, harm's way, improved charge, sudden action; AL Michael Svenetlovsky; SV Fort +9, Ref +7, Will +3; AP 5; Rep +2; Str 14, Dex 14, Con 17, Int 10, Wis 12, Cha 8.

*Occupation (adventurer):* Personal Firearms Proficiency / Drive, Spot

*Skills:* Drive +16, Intimidate +12, Listen +3, Spot +17

*Feats:* Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Brawl, Combat Martial Arts, Improved Brawl, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency

*Talents (tough):* DR 1/-, Remain Conscious, Robust

*Possessions:* Berretta 93R

## SILENT WALKERS

Since these blades were initially held by this organization, they are going to do everything within their power to recover them. They prefer to out right take the Blades without anyone knowing. However, if anyone stands in their way of recovering them, they will not hesitate to use violence against them. If they meet up with a Draco Industry team, they will attack outright, seeking to purge the stain on their honor for losing a blade to them.

**Tatsuko Kazuko: Human (Strong Hero 3 / Weapon Master 10):** CR 13; Medium-size humanoid; HD 13d8 + 26; HP 80; Mas 14; Init +2; Spd 30 ft; Defense 21, touch 21, flatfooted 19 (+2 Dex, +9 class); BAB +10; Grap +13; Full Atk +16/+11 melee (2d8+9/18-20 mw katana); Atk +16 melee (2d8+9/18-20 mw katana); FS 5 ft by 5 ft; Reach 5 ft; SQ greater weapon focus (katana),



greater weapon specialization (katana), weapon specialization (katana); AL Silent Walkers; SV Fort +11, Ref +10, Will +3, AP 6; Rep +2; Str 17, Dex 14, Con 14, Int 10, Wis 8, Cha 12

*Occupation (military):* Combat Martial Arts / Hide, Move Silently

*Skills:* Hide +15, Knowledge (tactics) +16, Move Silently +15

*Feats:* Archaic Weapons – Samurai, Cleave, Combat Martial Arts, Exotic Weapon Proficiency (katana), Power Attack, Quick Draw, Simple Weapons Proficiency, Weapon Focus (katana)

*Martial Arts Styles:* Kenjutsu

*Martial Arts Maneuvers:* Iaijutsu, Iaijutsu Strike, Improved Iaijutsu Strike

*Martial Arts Mastery:* Weapon Mastery 1 (katana), Weapon Mastery 2 (katana), Weapon Mastery 3 (katana)

*Talents:* Improved Melee Smash, Melee Smash

*Possessions:* mw katana

**Silent Walker Sub-team Leader: Human (Strong Hero 3 / Fast Hero 3 / Kenjutsu Martial Arts Master 4):** CR 10; Medium-size humanoid; HD 10d8 + 20; HP 68; Mas 14; Init +2; Spd 30 ft; Defense 21, touch 21, flatfooted 21 (+2 Dex, +9 class); BAB +9; Grap +12; Full Atk +9/+4 and +8/+3 melee (2d10+5/19-20 katana and 1d6+5/19-20 wakizashi) or +13/+8 melee (1d4+5/19-20 lethal unarmed or 1d6+5/19-20 non-lethal unarmed); Atk +13 melee (2d10+5/19-20 katana) or +12 melee (1d6+5/19-20 wakizashi) or +13 melee (1d4+5/19-20 lethal unarmed or 1d6+5/19-20 non-lethal unarmed); FS 5 ft by 5 ft; Reach 5 ft; SQ evasion, uncanny dodge 1; AL Silent Walkers; SV Fort +9, Ref +9, Will +3; AP 5; Rep +2; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

*Occupation (military):* Combat Martial Arts / Hide, Move Silently

*Skills:* Climb +6, Concentration +8, Escape Artist +5, Hide +17, Jump +6, Knowledge (tactics) +9, Move Silently +17, Sleight of Hand +5, Tumble +5

*Feats:* Archaic Weapons – Samurai, Brawl, Combat Martial Arts, Exotic Weapon Proficiency (katana), Improved Combat Martial Arts, Improved Two Weapon Fighting, Simple Weapons Proficiency, Stealthy, Two Weapon Fighting, Weapon Focus (katana)

*Martial Arts Styles:* Kenjutsu

*Martial Arts Mastery:* Hard Katana 1, Weapon Master 1 (katana)

*Talents (fast):* Evasion, Uncanny Dodge 1

*Talents (strong):* Improved Melee Smash, Melee Smash

*Possessions:* light undercover shirt, katana, wakizashi

**Silent Walker Team Member: Human (Strong Ordinary 3/Fast Ordinary 3):** CR 5; Medium-size humanoid; HD 6d8 + 6; HP 36; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +5; Grap +8; Atk +9 melee (2d8+4/19-20 katana); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Silent Walkers; SV Fort +4, Ref +5, Will +2; AP 3; Rep +1; Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

*Occupation (military):* Combat Martial Arts / Hide, Move Silently

*Skills:* Climb +9, Concentration +7, Escape Artist +5, Hide +11, Jump +9, Move Silently +11, Tumble +5

*Feats:* Archaic Weapons - Samurai, Brawl, Combat Martial Arts, Kenjutsu, Simple Weapons Proficiency, Weapon Focus (katana)

*Possessions:* katana

## BLOOD AND FISTS CONTENT

### FEATS

#### ARCHAIC WEAPONS (SAMURAI)

You are proficient with the “noble” weapons of feudal Japan. Kenjutsu teaches the student to master the Katana, Kyudo the Yumi, Naginata-do the Naginata, and Sojitsu the Yari.

**Effect:** You are proficient with the following weapons: Jutte, Katana, Naginata, Tanto, Wakizashi, Yari, and Yumi.

**Special:** Although this feat allows you to wield the Katana with no penalty to hit, you must take Exotic Weapon Proficiency in either Katana or Kenjutsu to wield the weapon one-handed.

#### BOX EARS

With this dirty tactic, you slap your target’s ears, causing damage by forcing air into the fragile inner ear.

**Prerequisite:** One of the following feats: Cobra, Eagle, Kobujutsu, Monkey, Scorpion, Sumo Wrestling, Streetfighting. One of the following feats: Cobra, Eagle, Kobujutsu, Monkey, Scorpion, Sumo Wrestling, Streetfighting

**Effect:** This attack only inflicts 1-2 points of damage plus your Strength modifier. The target of this attack must also succeed at a Fortitude Save (DC 15 + your Strength modifier). If this save is successful, the target is dazed; otherwise, the target is deafened for 1-4 rounds. If you spend an action point when making an attack roll with this maneuver, your target is flat-footed against this attack.

## HAYMAKER

You can put everything you have into one lethal, reckless punch.

**Prerequisite:** Hook and one of the following: Boxing, Leopard, ROSS, School of Hard Knocks, Streetfighting, Thai Kick Boxing.

**Effect:** This attack is a full-round action. Your punch damage is increased by two die sizes (e.g. from 1d4 to 1d8 or from 1d6 to 1d10). Furthermore, you add one-and-a-half times your Strength modifier to the damage from this attack. If this attack is a critical hit, the target takes normal damage (which can be lethal at your discretion) and also suffers the effects of a Knockout blow. If you miss with this attack, you are flat-footed until the start of your next action.

## IMPROVISED WEAPONS

You are a walking disaster area. Anything you touch is likely to be used in a fight.

**Prerequisite:** Brawl.

**Effect:** You may use any improvised weapon with no penalty to hit. You must still learn how to use items designed as weapons in the normal way.

## MARTIAL ARTS STYLES

### KENJUTSU

Kenjutsu is the central martial art of feudal Japan and defined the mentality of the Samurai warriors who served during that time. Although these warriors were trained in a dizzying array of fighting techniques, from unarmed combat techniques such as Jujutsu and Aikijutsu to horsemanship and military tactics, the Katana was their symbol. Iaijutsu, training in quickly drawing the Katana to gain and advantage in combat, is an important related skill and is treated as a maneuver of this style.

This martial arts style also covers Korean swordfighting that is known as Wae Gum and dates to the 16th century. Korean King Sukjong recognized that Japanese Kenjutsu was superior to the swordfighting techniques of his soldiers and had textbooks smuggled out of Japan.

**Prerequisite:** Archaic Weapon Proficiency-Samurai or Exotic Weapon proficiency Katana

**Effect:** When you wield a katana, you increase your damage with that weapon to the next larger die (from 2d6 to 2d8). This alone makes you a deadly swordsman. You are not able to wield the katana one-handed (something not granted by Archaic Weapon Proficiency-Samurai) unless you also take Exotic Weapon Proficiency- Katana. True masters of Kenjutsu sometimes wield the katana and wakizashi simultaneously (as Musashi did), thus two-weapon fighting is one of the bonus feats this style grants the Kenjutsu master. You add Balance, Concentration, and Intimidate, to your list of class skills. Kenjutsu is an External Style whose attacks are modified by Strength or Dexterity (chosen when this style is taken).

## CLASS ABILITIES

### CHEAP SHOT

Once per combat, the Bad-Ass Barroom Brawler can do something really nasty, dirty, underhanded, and generally in violation of barroom combat etiquette. If the attack hits, the Brawler inflicts the listed amount of bonus damage. Hit or miss, the Brawler's opponent is on his guard for the rest of the fight and will no longer be vulnerable to the attack. This attack will not work on targets that are not subject to critical hits or have no discernable anatomy.

## MARTIAL ARTS MANEUVERS

### IAIJUTSU

By becoming one with your weapon, you act and react with blinding speed.

**Prerequisites:** Quick Draw.

**Effect:** You gain a +4 Initiative bonus with one melee weapon (chosen when you first select this feat). This initiative bonus stacks with any gained from Improved Initiative.

### IAIJUTSU STRIKE

*Kenjutsu Signature Maneuver*

Your first attack is deadly; it is often the only attack.

**Prerequisite:** Kenjutsu, Iaijutsu, BAB 4+.

**Effect:** If you hit an opponent flat-footed because he has not acted yet in combat (in other words, only in the first round of combat), you gain +2d6 bonus damage to your attack. This bonus does not stack with any sneak-attack ability you may have.

### IMPROVED IAIJUTSU STRIKE

*Kenjutsu Signature Maneuver*

You have mastered the art of Iaijutsu, becoming one with your weapon.

**Prerequisite:** Kenjutsu, Iaijutsu Strike, BAB 9+.

**Effect:** If you hit an opponent flat-footed because he has not acted yet in combat (in other words, only in the first round of combat), you gain +2d6 bonus damage to your attack. This bonus stacks with the bonus from Iaijutsu Strike but not with any sneak-attack bonus you may have.

## MARTIAL ARTS MASTERIES

### HARD WEAPON 1

The damage from the designated attack increases by one die size (e.g. from 1d4 to 1d6).

### WEAPON MASTERY 1

You gain a +1 to hit and damage with one melee weapon. Depending upon the style through which you gain this mastery, it may apply to one specific weapon or to a weapon of your choice (within the list of weapons taught by that specific martial arts style).

### WEAPON MASTERY 2

You gain a +1 threat modifier with one melee weapon. Depending upon the style through which you gain this mastery, it may apply to one specific weapon or to a weapon of your choice (within the list of weapons taught by that specific martial arts style). However, this modifier must apply to the same weapon you chose for Weapon Mastery 1.

### WEAPON MASTERY 3

Once per day, you may add your Martial Arts Master class level to one attack or damage roll with your chosen weapon.

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