

SCOUNDRELS OF THE SCORN LANDS

KNIGHT OWL PUBLISHING



SCOUNDRELS OF THE SCORN LANDS

CONTENTS

Scoundrels of the Scorn Lands.....	2
Mounts and Vehicles	10
Scorn Lands Villages	12
Adventurer's Packs	14
Scourge of the Scorn Lords Influences.....	14
Vehicle Record Sheet	15



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SCOUNDRELS OF

DR. BACKBREAKER

Villain

Neutral Level 5 Warlord

Armor Class 4 [15] (chainmail)

Hit Points 51

Attacks 1 × blade (1d10+1)

THACO 14 [+5]

Movement Rate 60' (20')

Saves D8 W9 P10 B10 S12

STR 15, **DEX** 14, **CON** 18, **INT** 14, **WIS** 13, **CHA** 16

Abilities

- **Use Armor:** All plus shields
- **Use Weapons:** All
- **Psionic Ability:** 12 PSPs, *Domination*, *Telepathy*

Of all the scoundrels in the Scorn Lands, Dr. Backbreaker is one of the most enigmatic. Fey and mercurial, she is equally capable of shocking acts of mercy or brutality, though admittedly she tends toward the latter. Her camp is well-fortified and full of loyal footsoldiers, captives, and treasures. Her elephant is actually inhabited by the mind of her dead sister.



Other

- **Likes:** her sister, feeling powerful
- **Dislikes:** jathrax, mentalists
- **Fears:** the Scorn Lords, nega mages
- **Habits:** calls everyone an idiot, but in an endearing way

Equipment

- **Rations:** 5 days
- **Hip flask:** Strong liquor
- **Ornate Necklace**
- **Belt pouch:** 25gp

BLINKED

Hireling: 60 gp per Day

Chaotic Level 6 Worm Witch

Armor Class 9 [10] (unarmored)

Hit Points 11

Attacks 1 × dagger (1d4) or 1 × spell

THACO 17 [+2]

Movement Rate 120' (40')

Saves D11 W12 P11 B14 S12

STR 12, **DEX** 9, **CON** 10, **INT** 15, **WIS** 13, **CHA** 13

Abilities

- **Use Armor:** Leather
- **Use Weapons:** Blunt
- **Summon Worms:** 1 in 2 chance of attracting worms of her choice
- **Transmutation:** Change form into a worm of any kind, as long as the length is between 6 inches and 10 feet, once per day. This increases to twice per day
- **Psionic Ability:** 26 PSPs, *Telepathy*, *Hypnosis*
- **Spells:** *Animal Friendship*, *Infect with Worms*, *Invisibility to Animals*, *Worm Courier*, *Chitin (Reversible)*, *Obscurement*, *Wormwrithe*, *Hold Animal*, *Wave of Worms*, *Plague of Worms*

Blinked has lived all her life in the Scornlands but she grew up hearing tales of Annalida from her grandmother and she yearns to return to a home she's never seen. She's petty and tells unbelievable lies. She is not untrustworthy but would justify betrayals to further her own goals.

Other

- **Likes:** green plants that aren't cactuses, petrichor, stone monuments
- **Dislikes:** desert, sand
- **Fears:** never returning home
- **Habits:** rhetorical questions, outrageous lies

Equipment

- **Bag of meal worms** (1hit point per worm)
- **Telescope**
- **Mirror**
- **Belt pouch:** 300gp



THE SCORNLANDS

3



HAGGARD THE UNICORN HUNTER

Villain

Chaotic Level 6 Unicorn Hunter

Armor Class 4 [15] (chainmail + shield)

Hit Points 15

Attacks 1 × spear (1d6)

THACO 17 [+2]

Movement Rate 60' (20')

Saves D10 W11 P10 B12 S10

STR 9, **DEX** 18, **CON** 15, **INT** 10, **WIS** 15, **CHA** 15

Abilities

- **Use Armor:** All plus shields
- **Use Weapons:** All

Once a wretched nomad, Haggard captured the rarest of treasures: a unicorn with an intact alicorn. Relying on savvy and luck, he parlayed that into a fortune, which he invested into his unicorn hunting endeavors. He has since caught 6 more, none with their horns, but still worth a pretty penny. Haggard plants the bodies of the unicorns he caught in a geometric pattern, which when complete he plans to use to summon a great evil to the land.

Other

- **Likes:** luxury, opulence, waste
- **Dislikes:** feeling poor, feeling vulnerable
- **Fears:** losing everything
- **Habits:** picks his teeth with unicorn horn splinter

Equipment

- **Spear:** Horntaker. Does triple damage to Unicorns. Unicorns must save vs paralysis when they see the spear or they freeze and become easy victims.
- **Backpack:** Black leather
- **Iron rations:** 5 days
- **Torches:** 6
- **Tinder box**
- **Belt pouch:** 2000gp and d12 gems

KROC THE MAGNIFICENT

Hireling: 100 gp per day

Chaotic Level 10 Kaldane Hunter

Armor Class 3 [16] (chainmail)

Hit Points 63

Attacks 1 × long bow (1d6) or notch-sword (1d12)

THACO 12 [+7]

Movement Rate 60' (20')

Saves D6 W7 P8 B8 S10

STR 12, **DEX** 17, **CON** 13, **INT** 9, **WIS** 8, **CHA** 10

Abilities

- **Use Armor:** All plus shields
- **Use Weapons:** All
- **Kaldane Killer:** +3 to hit and damage vs kaldane
- **Rykor Wrangler:** Any rykor not currently controlled by a kaldane will heed her commands, even fighting for her at -4 to hit and -2 to morale.
- **Psionic Ability:** 16 PSPs, *Mind Block*, *Tower of Iron Will*

Kroc is a light-hearted, amiable, pleasant companion, unless there are kaldane involved. She hates them with white-hot fury and kills them on sight. She is the preferred companion to hunt kaldane but will be an impeccable enemy to those with kaldane in their party.

Other

- **Likes:** caves, valleys, big bonfires
- **Dislikes:** open skies, rain
- **Fears:** whisperlings
- **Habits:** tugs at her hair when talking

Equipment

- **Iron rations:** 5 days
- **Helm** that glows underground
- **Tinder box**
- **Torches**
- **Belt pouch:** 25gp



SCOUNDRELS OF



OOLA LAW

Hireling: 40 gp per day

Lawful Level 4 Fighter

Armor Class 5 [14] (chainmail)

Hit Points 18

Attacks 1 × polearm (1d10+2) or × staff (1d6+3)

THAC0 15 [+4]

Movement Rate 60' (20')

Saves D10 W10 P12 B13 S14

STR 16, **DEX** 10, **CON** 10, **INT** 11, **WIS** 9, **CHA** 17

Abilities

- **Use Armor:** All plus shields
- **Use Weapons:** All

Oola is the rarest of all things: a champion of order and good in the Scorn Lands. Traveling the wastes in search of injustice and evil, she will personally intercede and save victims from slavers or bandits. If the evil is too powerful for her, she adds it to her list. Oola is no coward, but she is pragmatic and the list grows long. Oola is dying, cursed by a wandering Witch of the Waste. How long she has to live is unclear, but Oola desperately wants an heir. She now searches the wastes for one who is noble in spirit and deed. If she finds the right person, she will perform a platitude of esoteric tests before anointing her successor. Before she dies, she will give her greatest treasure to her heir: her Staff of Snakes.

Other

- **Likes:** honesty, rain, feeling superior
- **Dislikes:** bullies, chicanery, unscrupulousness
- **Fears:** failure
- **Habits:** repeats statements as if they were own

Equipment

- **Iron rations:** 5 days
- **Torches:** 6
- **Tinder box**
- **Belt pouch:** 25gp

THE QUASHER

Villain

Chaotic Level 7 Gladiator

Armor Class 5 [14] (chainmail + shield)

Hit Points 26

Attacks 2 × swords (1d8 (exploding) +1)

THAC0 16 [+3]

Movement Rate 60' (20')

Saves D10 W11 P12 B13 S14

STR 15, **DEX** 15, **CON** 14, **INT** 12, **WIS** 11, **CHA** 16

Abilities

- **Use Armor:** All plus shields
- **Use Weapons:** All
- **Quick Learner:** +1 to THAC0 each round.
- **Savvy:** When reduced to 0 hp the first time, will either (50%) **Play Dead**, arising 1d4 hours later, or (50%) **Dig Deep**, gaining 1d10 hit points

The Quasher, legend says, was once a young mother who was tossed as a lark into the gladiator pits against two starving jathrax. She survived somehow though she lost most of her face. Over time she rose to rule those gladiator pits, eventually overthrowing the nega mage who ran it. She has become an avatar of pain and violence, indiscriminately blessing all she meets with the gift of suffering.

Other

- **Likes:** inflicting pain, death, fear
- **Dislikes:** flowers, poetry, slavery
- **Fears:** not living up to her own expectations
- **Habits:** sneaking up behind people, laughing ominously

Equipment

- An improbable assortment of weaponry
- Her **twin swords** Nexus and Void, each of which grants +4 to initiative and their damage rolls are exploding.



THE SCORNLANDS

5

REDARROW QUICKSTEP

Hiring: 20 gp per day

Neutral Level 3 Fighter

Armor Class 4 [15] (hardened kelp mail)

Hit Points 15

Attacks 1 × bow (1d8 + special (see below))

THAC0 18 [+1]

Movement Rate 60' (20')

Saves D8 W10 P9 B12 S13

STR 13, **DEX** 15, **CON** 11, **INT** 6, **WIS** 11, **CHA** 9

Abilities

- **Use Armor:** All plus shields
- **Use Weapons:** Bow



Despite her name, Redarrow uses arrows of all colors. She uses a bizarre system of categorization including the day, the placement of the stars and moon, and the energy of the place to choose what color arrow she uses. This can lead to analysis paralysis at critical times but her arrows, when chosen correctly, have deadly results.

The Referee is encouraged to make up the arrow results for the sake of drama but some suggestions would include:

- **Blue arrows:** coats target in ice
- **Yellow arrows:** covers target in sticky adhesive
- **Green arrows:** dissolves target in acid

Other

- **Likes:** bright colors, portents, omens
- **Dislikes:** skeptics
- **Fears:** not having enough information
- **Habits:** says “um” a lot

Equipment

- **Arrows:** 12
- **Iron rations:** 5 days
- **Torches:** 6
- **Tinder box**
- **Belt pouch:** 5gp



ROCKSPIDER

Hiring: 10 gp per day

Neutral Level 4 Kaldane

Armor Class 4 [15] (leather helmet)

Hit Points 9

Attacks 1 x dagger (1d4-2) or by spell
THAC0 19 [0]

Movement Rate 60' (20')

Saves D11 W12 P14 B16 S15

STR 5, **DEX** 17, **CON** 9 **INT** 16, **WIS** 11, **CHA** 10

Abilities

- **Use Armor:** Helmets only
- **Use Weapons:** Daggers, blowguns
- **Hide:** 6-in-12
- **Mind Control:** -1, as *Charm Person*
- **Spells:** *Detect Magic*, *Remove Fear*

The lone survivor after a band of kaldane hunters wiped out its warren, Rockspider seeks the understanding of psionics so that it may have its revenge. It is talkative for a kaldane, and seeks out the company of others. Its rykor is weak and sickly.

Other

- **Likes:** small, dark spaces
- **Dislikes:** the cold
- **Fears:** isolation
- **Habits:** daydreaming while on guard

Equipment

- **Leather helm**
- **Diamond ring:** worth 340gp
- **Belt pouch:** 10gp
- **Rykor.** AC 7 [12], HD 2 (8hp), Att 1 × sword (1d8), THAC0 19 [0], MV 120' (40'), SV D13 W14 P15 B16 S17, ML 6, AL Neutral

SCOUNDRELS OF

THE SHEPHERD AND THE DRONGO

Hirelings: 30 gp per day

Neutral Level 3 Thief and Fade friend.

(Stats are only provided for The Shepherd, for the Drongo was never there.)

Armor Class [13] (leather armor)

Hit Points 6

Attacks 1 × shortsword (1d6+1) or × shortbow (1d6)

THACO 18 [+1]

Movement Rate 90' (30')

Saves D13 W14 P13 B13 S16

STR 13, **DEX** 8, **CON** 7, **INT** 13, **WIS** 7, **CHA** 11

Abilities

- **Use Armor:** Leather
- **Use Weapons:** All
- **Back-stab:** +4 to hit and double damage attacking unaware foe
- **Climb Sheer Surfaces:** 89%
- **Find/Remove Traps:** 20%
- **Hear Noise:** 1-in-3
- **Hide in Shadows:** 20%
- **Move Silently:** 30%
- **Open Locks:** 25%
- **Pick Pockets:** 30%

One of the best guides of the Scorn Lands, the Shepherd knows water sources, knows where ambushes are likely to occur, and knows what marauders to pay off. A large part of her success is from her boon companion Drongo, but the latter's powers as a fade are so strong that no one remembers her existence.

Other

- **Likes:** feeling smart, camping under the stars, solving difficulties
- **Dislikes:** getting lost, complaints
- **Fears:** swimming, large insects
- **Habits:** sings softly to herself

Equipment

- **Iron rations:** 15 days
- **Dowsing rod**
- **Torches:** 8
- **Tinder box**
- **Potion of Delusion**
- **Spell scroll** (*confusion*)
- **Arrows:** 20
- **Thieves' tools:** in pockets
- **Crowbar**
- **Rope:** 50', knotted every 5'
- **Belt pouch:** 5gp



THE SCORNLANDS

7



SKROSS

Hireling: 40 gp per day

Chaotic Level 5 Myrmeke

Armor Class 5 [14] (carapace)

Hit Points 35

Attacks 1 × polearm (1d8+2), 1 × mandible (+1 to hit 1d4+2 damage)

THACO 15[+4]

Movement Rate 180' (60')

Saves D6 W13 P8 B10 S16

STR 16, **DEX** 12, **CON** 18, **INT** 4, **WIS** 13, **CHA** 8

Abilities

- **Use Armor:** Shield Only
- **Use Weapons:** Any
- **Falling Ability:** 500'
- **Insect Might:** can carry 1,600 pounds
- **Sense of Smell:** may follow any myrmeke trail without fail under 1d4 days old (2-in-6 chance if older).

Skross is a stolid and valiant companion.

Though taciturn, he secretly longs for a close set of friends, for his entire warren was destroyed by kaldane when he was still young. He acts recklessly in order to prove his bravery and skill.

Other

- **Likes:** eating dead insects, feeling strong, protein
- **Dislikes:** making decisions
- **Fears:** nothing
- **Habits:** smells everyone and everything, up close and personal

Equipment

- **Dagger**
- **Rations:** 7 days
- **Water bottles:** 4

TRARR

Hireling: 12 gp per day

Lawful Level 2 Monster Honcho

Armor Class 5 [14] (piecemeal armor + shield)

Hit Points 13

Attacks 1 × whip (1+special) + 1 × caestus (1d3+3)

THACO 16[+3]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

STR 16, **DEX** 11, **CON** 14, **INT** 11, **WIS** 9, **CHA** 13

Abilities

- **Use Armor:** Never leather or metal
- **Use Weapons:** All
- **Speak With Creatures:** 2 times per day
- **Creature Sense:** see/hear/feel through the senses of any animal or monster within 1 mile
- **Wasteland Wanderer:** 1-in-6 chance of getting lost in the Scorn Lands

Left in the wastes as a small child, Trarr was raised by a pack of horned grizzlies. When his adopted family was murdered by raiding barren elves, Trarr swore that he would someday make his way to the Zealous Islands and confront Rabid Jack himself.

Other

- **Likes:** animals, raw meat, snuggling
- **Dislikes:** barren elves, loud noises
- **Fears:** fire
- **Habits:** aggressive hugger

Equipment

- **Belt pouch:** 5gp



SCOUNDRELS OF

VANTRA THE PURPLE

Villain

Chaotic Level 5 Marauder

Armor Class 4 [15] (chitin mail + shield)

Hit Points 24

Attacks 1 × sword (1d8+2)

THACO 15 [+4]

Movement Rate 60' (20')

Saves D8 W9 P9 B12 S12

STR 16, **DEX** 16, **CON** 14, **INT** 8, **WIS** 13, **CHA** 10

Abilities

- **Use Armor:** All plus shields
- **Use Weapons:** All
- **Psionic Ability:** 26 PSPs, *Body Control*, *Concussion Blast*



Vantra is her only name, but because her clothes and her hair are always purple. She hates this nickname and will kill any who mention it in her presence. Vantra has been a successful raider since she was seven, when her father Balkan, also a marauder leader, was killed by a nega mage.

Vantra swore vengeance then and though she has not found the nega mage yet, some 30 years later, she has orphaned plenty of children herself. Apart from her lustful vengeance and predilection for purple, Vantra is known for her complete lack of humor. She knows that jokes exist but has never understood one.

Her followers are oddly loyal; they see her as something of a demi-god. Indeed she may be one of the only marauder leaders who can truly trust those beneath her. All together, there are more than 200 followers who support her, though they are spread into a multitude of bands.

Vantra will seek to capture any opponents and force them to fight to the death. She will keep the strongest and thus always grow stronger herself.

Above all else, she seeks the nega mage who slew her father. She has only the name, which happens to also be the same as one of the PCs.

Other

- **Likes:** scorpions, locusts, mushrooms, vengeance
- **Dislikes:** her nickname
- **Fears:** night, dreams, portents, omens
- **Habits:** grim aphorisms, picks her nose

Equipment

- **Purple chitin mail**
- **Chitin shield**
- **Worm fang blade**
- **Backpack:** Human skin leather
- **Iron rations:** 3 days
- **Torches:** 2
- **Bone mask:** Conical Spike at her mouth (d6 damage for headbutts)

THE SCORNLANDS

9

THE VELOCI RANGERS

Hirelings: 25 gp per day each, or 50 gp for all 3

Neutral Level 3 Rangers

Armor Class 4 [15] (chainmail)

Hit Points 18

Attacks 1 × crossbow (1d6)

THACO 17 [+2]

Movement Rate 60' (20')

Saves D6 W7 P8 B10 S10

STR 12, **DEX** 14, **CON** 12, **INT** 10, **WIS** 14, **CHA** 12

Abilities

Use Armor: All plus shields

Use Weapons: All

Affinity with Dinosaurs: They have a 15% chance to calm any dinosaur.

North, East, and West they call themselves. Once there was a South, but she was lost tragically two years ago. The Veloci Rangers aren't the most powerful of allies, but they use speed to ensure their survival and they have one of the highest rates of survival. They camp

during the day and dart across the wastelands in the dark, trusting to their knowledge and speed to avoid the dangers of the night.

Other

Like: order, prophecies, dinosaurs

Dislike: vehicles, contraptions, technology

Fear: almost everything

Habits: insist on drinking tea several times each day and night

Steeds

Austroraptor x3. **AC** 6 [13], **HD** 4 (18hp), **Att** 1 × bite (1d6) or 1 x kick (2d4), **THACO** 16 [+3], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14, **ML** 9, **AL** Neutral

Equipment

Iron rations: 5 days

Torches: 6

Tinder box

Bolts: 14

Green bottle: Strong booze

Belt pouch: 100gp



MOUNTS &

“BILLY”

Billy is the nickname for the most common kind of wasteland transportation creatures. *Catching the Billy* is the most common and one of the safest ways to get from one scornopolis to another.

GIANT INSECT

Legs 14

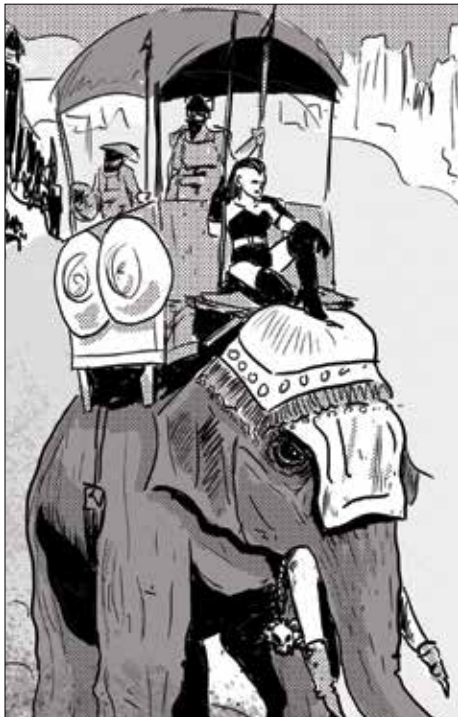
Distance 75 miles per day

Body Longhorn Beetle (Cannot be surprised)

Disposition Servile (+3 to reactions)

AC 5 [14], **HD** 12 (54hp), **Att** 1 × Charge (4d6), 1 × Bite (2d6), **THAC0** 10 [+9], **MV** 135' (45'), **SV** D13 W14 P15 B16 S16, **ML** 6, **AL** Neutral, **XP** 2,700, **NA** 1d4, **TT** None, **PSI** None

- **Stench Spray.** All within 10' save vs poison or get violently sick
- **Paralyzing Gaze.** Save vs paralyzation or can't move for d10 turns



HIEROPHANT'S ELEPHANTS

Bred for war over centuries, these elephants have overbred to the point where they are quite cheap. They've become the standard mount for would-be warlords. The main differences between them and orthodox elephants are that they are twice as big and their tusks are not made of ivory.

ENORMOUS ELEPHANT

Disposition Curious

AC 5 [14], **HD** 9 (40hp), **Att** 2 × tusk (2d8) or 1 × trample (4d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Neutral, **XP** 2,300, **NA** 1d6, **TT** None, **PSI** None

- **Charge.** In the first round of combat, when not in melee. Requires a clear run of at least 20 yards. Tusks inflict double damage.
- **Trample.** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.
- **Electrum Tusk.** Each tusk is worth 1d6 × 1000gp.

War Howdah

AC 7 [12], **Hull Points** 10 (50hp), **Crew** 4
Armament: *Light Ballista.* **Ammo** 10, **Crew** 1, **Range** 300, **Att** 1/2 (1 hull point, 2d6 hp)

VEHICLES

BEAST FRIEND

Armor Class 8 [11]
Hull Points 6 (30hp)
Movement 60' (20')
Crew 5
Armament:
Heavy Crossbow. Ammo 10,
Crew 1, **Range** 150, **Att** 1/2 (0 hull points, 1d6 hp)
Spikes. **Att** 1 (1 hull point or 2d6 hp)

Beast Friend is a light, 4 wheeled buggy pulled by a war elephant armed with a crossbow and spikes, decorated with graffiti and clan iconography painted in human blood. All mounts and natural animals within 30 feet of it, save for the War Elephant that pulls it, are calmed to the point of utter relaxation.

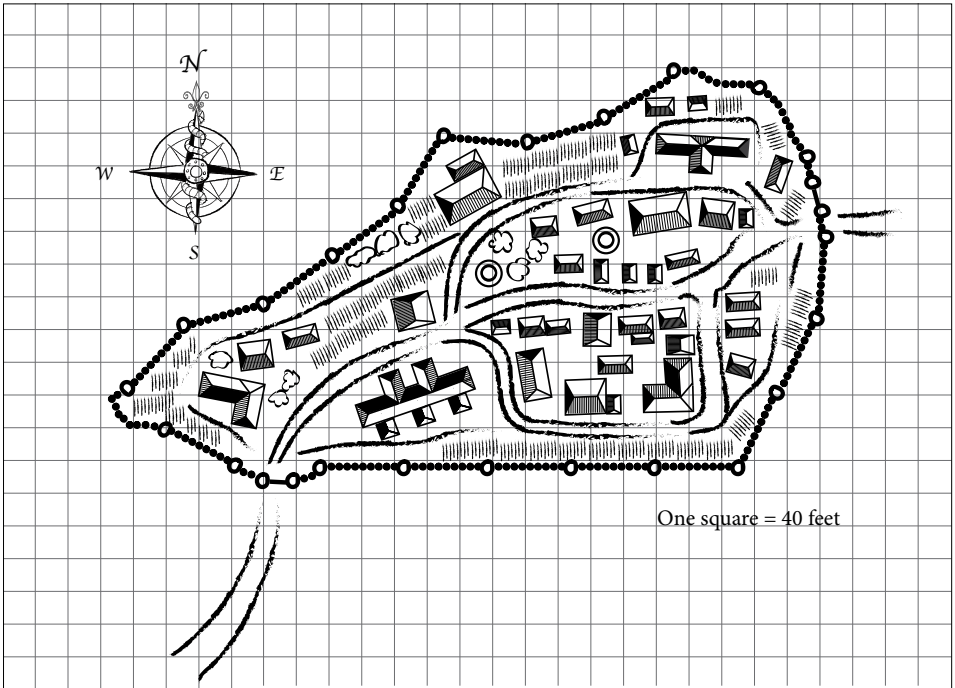
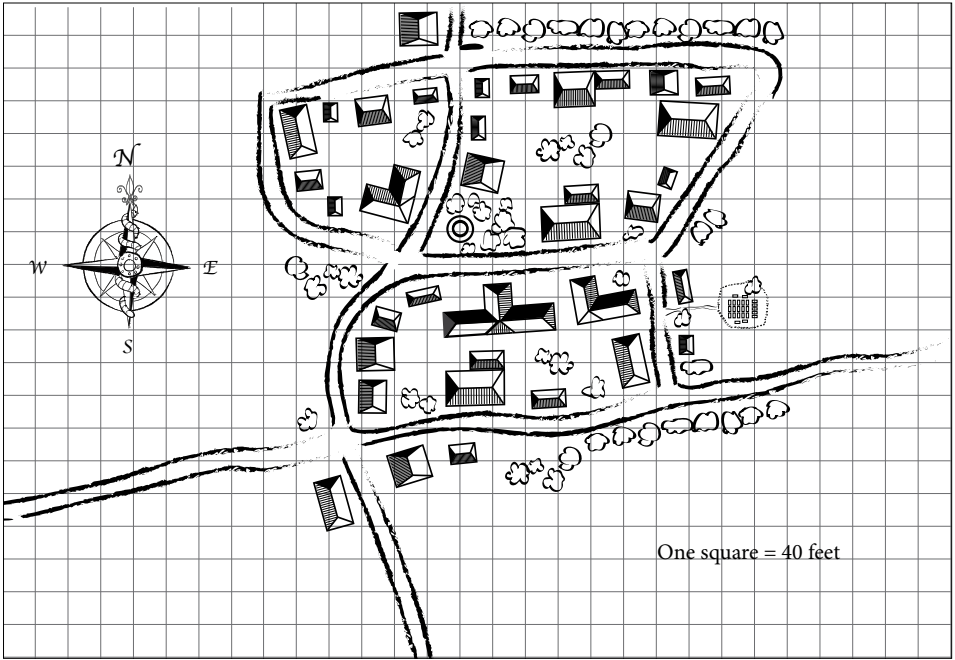


THE LANDSHARK

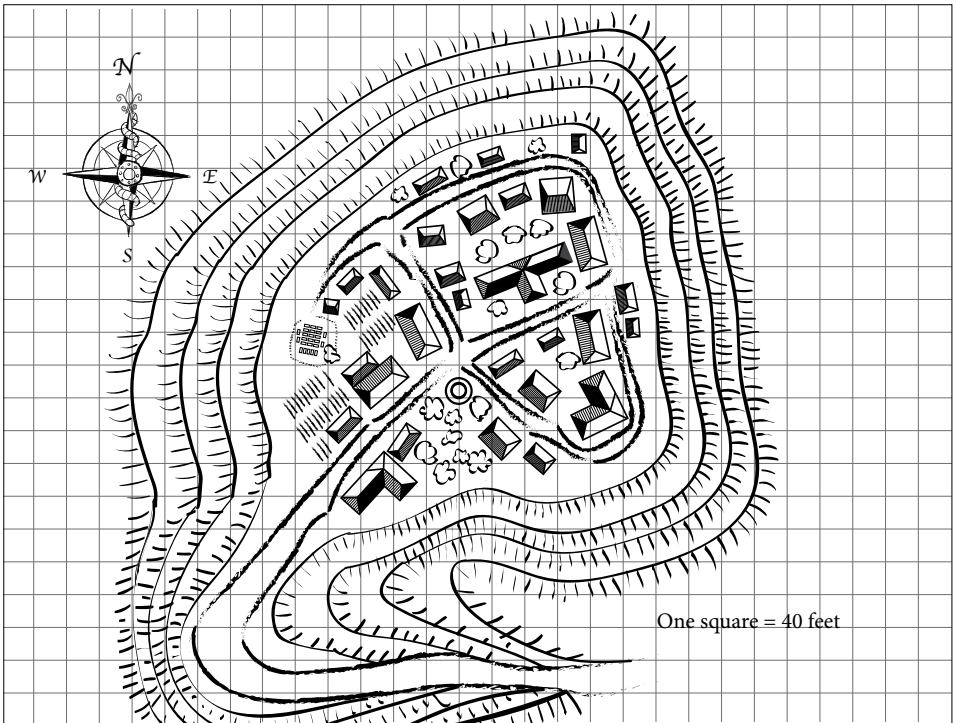
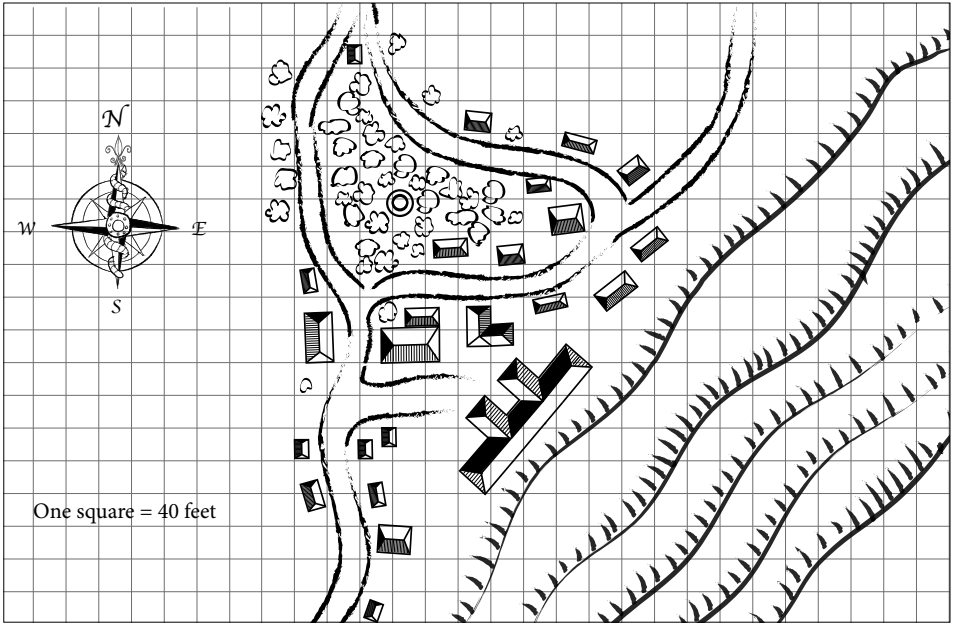
Armor Class 8 [11]
Hull Points 3 (15hp)
Movement 240' (80') (Can be tripled for 1d4 hours 1x day)
Crew 4
Armament:
Flame Thrower. Ammo 10, **Crew** 2, **Range** 50, **Att** 1/4 (1 hull point/round, 1d8 hp/round)
Heavy Crossbow. Ammo 10,
Crew 1, **Range** 150, **Att** 1/2 (0 hull points, 1d6 hp)
Grappling Hook. Ammo 3, **Crew** 1, **Range** 100, **Att** 1/2 (grapple)

The Landshark is oh so hungry. It is armed with 3 grappling hooks, a flame thrower, and a heavy crossbow. The horses that pull it are blind and guided by a psionic guide who sees the ground for them. It is the jewel of the Quasher's collection and she often ties prisoners to the front and drives them through monster infested wasteland.

SCORN LANDS



VILLAGES



ADVENTURER'S PACKS

FADE'S PACK (??)

Includes a dowsing rod, quartz goggles, thieves tools, 5 days of rations, waterskin

MONSTER HONCHO'S PACK (15 GOLD)

Includes a longbow, 12 arrows, lodestone, dried jerky, 50 feet of rope, 5 days of rations and a waterskin.

MENTALIST'S PACK (10 GOLD)

Includes a dowsing Rod, keffiyeh, bandana, wingboard, 2 days of rations, waterskin

MYRMEKE'S PACK (30 GOLD)

Includes a dagger, a flask of lamp oil, 10 days of rations and 4 water bottles.

THE SCOURGE OF THE SCORN LORDS INFLUENCES (APPENDIX N)

BOOKS AND SUCH

Blood Meridian, The Road, and No Country For Old Men by Cormac McCarthy
Dune by Frank Herbert
Red Harvest by Dashiell Hammet
Tank Girl by Alan Martin and Jamie Hewlett
The Dark Tower Series by Stephen King
The John Carter Series By Edgar Rice Burroughs
The Wasteland and The Hollow Men by T.S. Eliot
Vampire Hunter D by by Hideyuki Kikuchi and Yoshitaka Amano

MOVIES AND TV

Bone Tomahawk
Fist of the North Star
Fury Road
Into the Badlands
Mad Max 2 aka The Road Warrior
Mad Max Beyond Thunder Dome
Miller's Crossing
Ninja Apocalypse
Steel Dawn
The Beastmaster
The Burrowers
The Good the Bad the Weird
The Treasure of the Sierra Madre
The Warrior and the Sorceress
Turbo Kid
Yojimbo

MUSIC

Cro-Man by Gnoll
Everything by Ennio Morricone
Krull OST by James Horner
Morrowind Soundtrack by Jeremy Soule
Slow and Heavy by Diplodocus
The Proposition OST by Nick Cave and Warren Ellis

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