



TITAN FORGE



DRAGON EMPIRE

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STATBLOCKS FOR 5E
CAMPAIGNS

Table of Contents

Dragon Empire	1
Kiwa Monks	2
Terracotta Warrior	3
Spirit Weaver Makashi	4
Royal Bodyguard	5
Kiwa Master Xi	6
Iron Fang	7
Gealias the Masterful	8
Nevar Flamestrike	9
Legal information	10

Credits

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Dragon Empire

Dragon Empire was called by various different names throughout the ages: Eternal Empire, the Land of the Undying, Horizon Realm, and many more. No matter the name, one mystery still remains unsolved to this day – who is the ruling family and the emperor?

The entrance to the imperial palace is closed for everyone but a few chosen people. Among them is Master Xi of the Kiwa Monastery who appears to know all needs and desires of the emperor. Together with his disciples, he keeps peace and order within the Dragon Empire. However, Master Xi seems to be no less elusive than the emperor himself.

The palace is guarded by the legendary royal guard whose members are well-known across the whole realm and beyond. In the last decade, they have stopped several assassination attempts and countless spies who wanted to obtain the imperial secrets. Had one of them been revealed, the emperor would release his horrifying terracotta soldiers to claim the life of the thief and everyone close to them.

Self-fulfillment. If there is one goal above all for the citizens of the Dragon Empire, it is self-fulfillment. From the common farmer to the obnoxiously rich lord, each and every person works hard to realize their fullest potential in their roles and duties. Whether it be as citizens, neighbors, or family members. This journey is deeply personal and only successfully finishing that path can unlock the magical abilities granted through the Light of Dragons. To attain these powers, one must first be spiritually at peace with the universe. One must fully accept and embrace one's own destiny. Furthermore, one must learn both wisdom and strength through meditation and physical training. Many seek out shrines and small temples, far away from the towns and villages, as the environment and simple lifestyle naturally guide senses towards peace.

Those who can control the Light of Dragons display an array of amazing abilities that are suited to their role in life. Farmers can snatch a flying beetle from their crops. Builders can run up the walls of houses and soldiers can swing their swords faster than the eye can perceive. Wielding such abilities is a big responsibility in and of itself and one must never use these abilities for evil purposes.



Kiwa Monks

The very first Kiwa monasteries were established long before the unification of the Dragon Empire. These places would help people find the peace of mind and body through meditation and physical exercises. However, the continuous wars between the Warring States made people seek refuge in monasteries for longer, and the training shifted heavily towards honing self-defense techniques.

As a result, many years later, monasteries became not only a safe haven for travelers, but also home to some of the most dedicated and trained warriors in the already united Empire.

The monks who owe monasteries their life do not remain secluded in their walls. On a daily basis they travel through the lands of the Dragon Empire and help ordinary people in everyday matters. Their purpose is to give back the goodness and peacefulness that was shown to their ancestors during the turbulent times.



Kiwa Monk

Medium Humanoid (Human), Typically Neutral Good

Armor Class 15 (Unarmored Defense)

Hit Points 60 (11d8 + 11)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Con +3, Wis +4

Skills Acrobatics +7, Insight +4, Perception +4, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Calm Mind. The monk has advantage on saving throws against being charmed or frightened.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The monk makes two Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Flow of the Ki. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 8 (1d8 + 2) force damage.

Bonus Actions

Ki Disruption. The warrior forces the creature hit with Unarmed Strike to make a DC 12 Constitution saving throw. On a failed save, the target has disadvantage on attack rolls and ability checks until the end of its next turn.

Terracotta Warrior

The terracotta guardians were created by mage-builders during the erection of buildings such as palaces, temples, and city walls. Due to the fact that they do not need to sleep, eat or even breathe, they are ideal guardians of crucial sites. For those unaware of Dragon Empire myths and traditions, the silent figures may only look like non-threatening monuments of ancient warriors

But the Dragon Empire consists not only of buildings, but rather whole cities, states, and vast tracts of land. Should a crisis or a danger arise, the emperor with the help of ancient magic will call to arms the thousands and thousands of terracotta warriors scattered around the Empire. And they will travel and fight tirelessly for all days and all nights to come.



Terracotta Warrior

Large construct, Unaligned

Armor Class 16 (Natural Defense)

Hit Points 114 (12d10 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	9 (-1)	10 (+0)	8 (-2)

Saving Throws Str +7, Con +7, Wis +3

Skills Athletics +7

Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages understands Common and the languages of its creator but can't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Immutable Form. The warrior is immune to any spell or effect that would alter its form.

Magic Resistance. The warrior has advantage on saving throws against spells and other magical effects.

Magic Weapons. The warrior's weapon attacks are magical.

Unusual Nature. The warrior doesn't require air, food, drink, or sleep.

Actions

Multiattack. The warrior makes three Ji attacks.

Ji. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 17 (2d12 + 4) bludgeoning damage.

Ji Sweep. The warrior swings its ji, and each creature within 15 feet of it must make a DC 18 Dexterity saving throw. On a failed saving throw, a creature takes 10 (1d12 + 4) slashing damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Spellcasting. The warrior casts one of the following spells, requiring no material or verbal components and using Intelligence as the spell casting ability:

At will: Stoneskin

1/day: Wall of Stone

Spirit Weaver Makashi

Medium humanoid (Human), Chaotic Good

Armor Class 13 (studded leather)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	14 (+2)	12 (+1)	17 (+3)

Saving Throws Int +5, Wis +4, Cha +6

Skills Arcana +8, History +5, Medicine +4, Religion +5

Damage Resistances fire

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Draconic Soul. The weaver can attune himself to any type of dragon, changing his damage resistance type to one of the following: acid, cold, fire, lightning, poison.

Shape of Magic. When the weaver casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Actions

Multiattack. The weaver makes two Katana or Soul-Reaping Dragon attacks. It can replace one attack with a use of Spellcasting.

Katana. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Soul-Reaping Dragon. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage, and the weaver regains hit points equal to half that amount. The target must succeed on a 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Spellcasting. The weaver casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *acid splash, dancing lights, healing word, spare the dying*

3/day each: *bless, fireball, spiritual weapon*

1/day each: *ice storm, mass healing word,*

Spirit Weaver Makashi

Spirit Weavers are also known as Dragon Diviners. These sorcerers have shown great potential during their studies and thus have received the favor of Dragons. Although the favor is only a fraction of actual Dragon power, its applications are vast and resonating.

Armed with a vast knowledge, the magic of ancient scrolls and the Dragon particle, a Spirit Weaver has a repertoire of powers sufficient for any occasion. From supporting and healing their allies in battles to sowing destruction with Evocation spells.

However, witchcraft is not the only weapon of the Weavers, as each of them also has an obligation to complete a military service and is perfectly capable of using a katana.



Bonus Actions

Banner of Command. Choose one creature within 60 feet of the bodyguard that the bodyguard can see. If the chosen creature can see or hear the bodyguard, that creature can use its reaction to make one melee attack or one ranged attack or move up to its speed without provoking opportunity attacks or to take the Dodge action.

Reactions

Draconic Inspiration (Recharge 4-6). When a creature within 30 feet of the weaver that the weaver can see makes an attack roll or a saving throw, the weaver can use its reaction to roll a d6 and add the result to the creature's roll.

Royal Bodyguard

Only the few of those who prove their dedication and combat prowess in military campaigns are invited to join the Royal Bodyguards. This exclusive unit serves as a direct protection of the most important people in the empire, ministers, or heads of families.

But anyone who has seen one of the Bodyguards in action knows that the place where they really shine is the battlefield. They often serve as the protection for high generals or as a direct order link between the supreme commander and his troops. These heavily armed warriors are able to hold their positions and fend off almost any attack that threatens those they are sworn to protect.



Royal Bodyguard

Medium humanoid (Human), Lawful Neutral

Armor Class 21 (plate)

Hit Points 110 (13d8 + 52)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	10 (+0)	14 (+1)

Saving Throws Str +7, Con +7

Skills Athletics +7, Intimidation +4

Senses passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Heavily Armored. When wearing armor, bodyguard Armor Class increases by 3 (already included in the stat block) and any critical hit against the bodyguard becomes a normal hit.

Inspirational. Friendly creatures within 30 feet of the bodyguard are immune to the frightened condition while the bodyguard isn't unconscious.

Actions

Multiattack. The bodyguard makes two Guardian Warmace attacks.

Guardian Warmace. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage if used with two hands, and if the target is Medium or smaller, it is knocked prone.

Bonus Actions

Banner of Command. Choose one creature within 90 feet of the bodyguard that the bodyguard can see. If the chosen creature can see or hear the bodyguard, that creature can use its reaction to make one melee attack or one ranged attack or move up to its speed without provoking opportunity attacks or to take the Dodge action.

Reactions

Protect. When another creature within 5 feet of the bodyguard is hit by an attack roll, the bodyguard causes itself to be hit instead.

Kiwa Master Xi

The current head of the Kiwa monks order is Master Xi. His status and the influence he has on the Emperor are a mystery no smaller than the origin of his simian features. Xi's main focus today is managing and reforming not only the order but also the whole Dragon Empire. He is suspected of "suggesting" many new policies directly into the ruling family's ears. All that without an ounce of maliciousness, as his goal is to create a continuously better place for everyone to live in.

Despite being one of the oldest monks in the realm, Master Xi is far from retiring and letting his guard down. In a fight, he manifests cunning agility and often uses his tail as an additional limb. This extra distraction completely throws his enemies out of the battle rhythm, leaving them completely unaware of how and why they have suddenly become so "clumsy".



Kiwa Master Xi

Medium humanoid (Apeling), Neutral Good

Armor Class 17 (Unarmored Defense)

Hit Points 117 (18d8 + 36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +8, Con +6, Wis +7

Skills Acrobatics +12, Athletics +6, Insight +7, Perception +7, Stealth +8

Senses truesight 60 ft., passive Perception 17

Languages Common, Draconic

Challenge 1 1 (7,200 XP)

Proficiency Bonus +4

Legendary Resistance (1/day). If Xi fails a saving throw, he can choose to succeed instead.

Calm Mind. Xi has advantage on saving throws against being charmed or frightened.

Unarmored Defense. While Xi is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. Xi makes three Unarmed Strike attacks and one Tail attack.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Flow of the Ki. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) force damage.

Disarm. A creature within 5 feet of Xi must succeed on a DC 16 Dexterity saving throw or Xi forces them to drop one item it is holding on the ground.

Bonus Actions

Ki Disruption. Xi forces the creature hit with Unarmed Strike or Flow of the Ki to make a DC 15 Constitution saving throw. On a failed save, the target has disadvantage on attack rolls and ability checks until the end of its next turn.

Full Focus (2/day). Xi gains advantage on the attack rolls and ability checks until the end of its next turn.

Legendary Actions

The Kiwa Master Xi can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Kiwa Master Xi regains spent legendary actions at the start of his turn.

Leap. Xi moves up to his speed without provoking opportunity attacks.

Quick Tail. Xi makes a tail attack.

Iron Fang

Iron Fang was found as a child outside a Kiwa monastery gate. Nobody knows where the cub came from because the closest tigerfolk settlements are located far to the south of the Empire. Although his origins are unknown and his family has never been found, baskets of gifts for him were mysteriously dropped off. At first, these were children's delicacies from the south, and as he developed as a warrior, also weapons and armor. However, the person who he would like to thank them for was never spotted, despite the fact that Iron Fang repeatedly stuck out by the window watching the entrance, hoping to learn something that would connect him to his past.

The monks were fascinated by the odd child from an early age and they trained him with pleasure despite the fact that he wanted to do many things in his own way and at night he would sneak out from behind the walls to explore nearby village. During one of his escapades, he met Baraming, a boy who, like him, was curious about the world. The two young fellows often trained combat together and although Baraming did not have a chance in clashes due to difference in physical strength, he made up for it with analysis and interesting ideas for new fighting techniques.

It was the day of the ritual that marked Iron Fang's entrance into adulthood when his fate had turned. The celebration was very cheerful and he also received another gift from the anonymous donor, the custom-made iron gauntlets. However, later that night, a couple of masked tigerfolks snuck into his chamber. They were after the gauntlets for some reason. It was the first time that Iron Fang met the people of his kind and it ended tragically. He managed to get them to flee, but Baraming who came in woken up by the commotion was fatally wounded.

Iron Fang began to question if the good-natured monks instilled in him too much good and trust. He started wondering if in order to protect what you love, you have to be brutal and ruthless sometimes. Now Iron Fang is on a mission to avenge his friend and it is not known yet if the path will lead him only towards the good.

Personality Trait. "I don't know where I am from, and I am not sure if I will like the answer."

Ideal. "I need to make sure that Baraming did not die for nothing."

Bond. "The monks have taught me everything."

Flaw. "For the first time in my life, I feel the drive to do something at all cost."

Iron Fang

Medium humanoid (Tigerfolk), Chaotic Good

Armor Class 16 (Unarmored Defense)

Hit Points 52 (7d8 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	16(+3)	9(-1)	12(+1)	10(+1)

Saving Throws Str +6, Dex +4, Con +5

Skills Acrobatics +6, Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Calm Mind. Fang has advantage on saving throws against being charmed or frightened.

Iron Gloves. While Fang is wearing his Iron Glove, his Unarmed Strike attacks are magical and deal one additional die of damage on a hit (included in the attack).

Keen Smell. Fang has advantage on Wisdom (Perception) checks that rely on smell.

Unarmored Defense. While Fang is wearing no armor and wielding no shield, his AC includes his Constitution and Wisdom modifier.

Actions

Multiattack. Fang makes two Unarmed Strikes attacks and one Bite attack.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Bonus Actions

Hunter's Mark (2/Day). Fang marks a creature he can see within 60 feet of him. For the duration, the first time Fang hits the creature during their turn, the creature takes an additional 3 (1d6) damage. The mark lasts for 1 minute, until the marked creature dies, or until Fang becomes unconscious



Gealias the Masterful

The son of Elhuil The Masterful, one of the most famous illusionist magicians and the owner of the largest traveling circus - the Dragon Firework. For years, he was expected to follow in his father's footsteps, become an equally outstanding illusionist, and succeed him in running the family business. To his father's great pain and disappointment, Gealias did not care about his expectations. Elhuil never really got over the fact that his son, instead of devoting himself to the art of magic, preferred to spend time with Thalias - the most outstanding acrobat in the troupe.

Over time, Gealias' love of acrobatics grew, and in the hearts of parents appeared a flick of hope that at least he would find his purpose as a performer. Gealias skill in acrobatics increased effortlessly, but no one knew that he began feeling that he had already achieved everything in the hermetic circus environment. He started looking for new challenges. Not long has passed, and it turned out that the circus life and traveling from town to town give you many out-of-the-book opportunities to test your "profession". Gealias started taking on small side-jobs everywhere he went. Snatching valuables, getting into heavily secured places, creating diversions by masterfully running away from the city guard. Each city was a new challenge, and as Gealias grew more confident, he undertook more and more dangerous tasks. Not for the treasures he stole or for the money his clients paid him, but for the very opportunity to test himself.

Until, of course, one day, he got himself into serious trouble. His family found out about his hobby and threatened to disown him. They left him in a prison while the whole circus traveled to the next town. They only wanted to scare him but before they came back for him, he was gone. His skills allowed him to easily break out. Convinced that his family does not want to know him, he began a new life in a different part of the empire, still pushing the limits of illegal things that can be done with the masterful use of acrobatics.

Personality Trait. "The only way of living is by being true to yourself, not to what others expect of you."

Ideal. "The perfect heist is not the one in which you do not get caught. It's the one in which you let them catch you and then break free right from under their noses."

Bond. "Everyone deserves to be robbed in style by me."

Flaw. "I won't get there? Just show me where!"



Gealias the Masterful

Medium humanoid (Elf), Chaotic Neutral

Armor Class 16 (studded leather)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18 (+4)	11 (+0)	14 (+2)	10 (+0)	13 (+1)

Saving Throws Dex +6, Int +4

Skills Acrobatics +8, Investigation +4, Perception +2, Performance +5, Sleight of Hand +6, Stealth +6

Senses passive Perception 12

Languages Common, Elvish

Challenge 2 (450 XP)

Proficiency Bonus +2

Fey Ancestry. Gealias has advantage on saving throws against being charmed, and magic can't put Gealias to sleep.

Light-Footed. Gealias has resistance to damage taken as a result of a fall.

Actions

Multiattack. Gealias makes two Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Blowgun. *Ranged Weapon Attack:* +6 to hit, range 25/100 ft., one target. *Hit:* 5 (1 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Nimble Escape. Gealias takes the Disengage or Hide action.

Reactions

Uncanny Dodge. Gealias can halve the damage that he takes from an attack that hits it. Gealias must be able to see the attacker.

Nevar Flamestrike

The typical representatives of Firebond that live in a civilized world are fiercely extroverted beings full of energy and charisma. Right when they are young they are taught to control the fiery powers that they have inherited from their ancestors. Having the blood of fire elementals running through their veins is not quite a myth.

Nevar, however, did not have the luck to be born in such a place. He was a member of a barbarian tribe known as The Sons of the North. In reality, they were a loose group of savages that managed to live off invading lesser settlements in the cold, cold north.

As a Firebond, Nevar has never really learned how to control the flame within. Instead, he just let it burn freely. The fire has never let him down and the fire has always grown with every poor incinerated soul. Thanks to the blazing potency he was feared and respected by the other members of the tribe and quickly became one of the leaders. He has led his man into many battles and always won leaving only scorched earth behind.

Over time, his clan realized that Nevar ruthlessness and lack of control over his powers could become the clan's own demise. Fearful for their lives and fearful for the dying land around them (there were not many unscorched settlements left to rob) the tribe plotted to get rid of him during one of the raids. And for that, the clan too has turned into ashes.

Today, Nevar is a famous sellsword in the service of the most evil rulers. He is known for operating solo, as no other mercenary would risk pairing up with him.

Personality Trait. "I spread quickly, it's never just one place. Soon, I will be everywhere around you."

Ideal. "The screams of those that drown in flames are like a symphony to me."

Bond. "The fire and I will become one. We live, we burn, we die."

Flaw. "Everything I touch must turn into ashes"



Nevar Flamestrike

Medium humanoid (Firebond), Neutral Evil

Armor Class 15 (Unarmored Defense)

Hit Points 85 (9d12 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	17 (+3)	8 (-1)	9 (-1)	10 (+0)

Saving Throws Str +7, Con +6

Skills Athletics +7, Intimidation +3, Survival +2

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Merciless. If Nevar scores a critical hit, he rolls the damage dice three times, instead of twice.

Reckless. At the start of its turn, Nevar can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Relentless (Recharges after a Short or Long Rest). If Nevar takes damage that reduces him to 0 hit points without being killed outright, he can choose to fall to 1 hit point instead.

Unarmored Defense. While Nevar is not wearing armor, his AC includes its Constitution modifier.

Actions

Multiattack. Nevar makes two Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 6 (1d12) fire damage.

Bonus Actions

Aggressive. Nevar moves up to its speed toward a hostile creature that it can see.

Blazing Aura (Recharge 5-6). Until the start of his next turn Nevar set himself in fire aura. Any creature that starts its turn within 5 feet of Nevar must succeed on a DC 14 Dexterity saving throw or take 6 (1d12) fire damage on a failed save, or half as much damage on a successful one.

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