

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



RITUALIST





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Ritualist

While fools prostrate themselves before the gods by inane routines, a select few remember the ancient rites that once compelled them. All but forgotten, timeless secrets lie deep within ciphers, tomes and legends, stolidly awaiting decryption. In these glyphs of old, a ritualist unearths the very bindings of the gods. Branded heretics by the clergy of the deities they compel, ritualists impose their own significance upon the old ways. Some perform rites as an insolent means of subjugation; others perform rites as a reverent means of remembrance. Whatever a ritualist's cause, his rites, emblazoned with salts and incantations, constitute some of the most formidable magic across the planes.

Role: Ritualists control the battlefield by sanctifying an area. Enemies treading sanctified ground tread their graves, and allies in the area will come to know why the gods themselves are called to a sanctified plot's boon. Ritualists are also capable of bending planar creatures to their will, and they keep lesser thralls in place of familiars.

Alignment: Any.

Hit Die: d8.

Class Skills

The ritualist's class skills are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perform (Cha) and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the ritualist.

Weapon and Armor Proficiency: Ritualists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a ritualist's movements, which can cause his spells with somatic components, as well as his rituals, to fail.

Canon (Ex): At 1st, 6th, 12th and 18th level, the ritualist gains a canon. Each time the ritualist gains a canon, he chooses one deity and gains the ability to bind that deity with his rituals. The deity's initial attitude toward the ritualist is determined by the compatibility of their alignments. It begins at indifferent, increasing by 1 step for every matched axis and decreasing by 1 step for every unmatched axis (for example: CG deities are hostile toward NE ritualists, N deities are indifferent toward NE ritualists, and NE deities are helpful toward NE ritualists). A ritualist adds half his class level (minimum +1) to any Knowledge or Linguistics checks related to his canon deities.

The ritualist also gains one domain per canon, selected from among those belonging to the chosen deity. He may select alignment domains even if his alignment does not match that domain. A ritualist cannot select an individual domain more than once. The ritualist uses his level as his effective cleric level when determining the power and effect of his domain powers. The ritualist uses his Intelligence modifier in place of his Wisdom modifier when determining the number of times per day he may use his domain abilities, the DC of his domain abilities and the bonuses granted by his domain abilities.

Additionally, a ritualist learns rituals to ward himself against his canon deities. This protection functions as a permanent *sanctuary* spell, except as noted here. The effect applies only to deities and agents of deities represented among the ritualist's canons. The effect does not ward the ritualist against the deity's followers. The DC to resist this effect is equal to 10 + 1/2 the ritualist's level + the ritualist's Intelligence modifier. Deities do not receive a saving throw. If the ritualist attacks a creature that is affected by this ward, the ward against the offended deity

is broken until the ritualist performs the rites necessary to sanction himself anew, which takes 10 minutes. This effect may not be dispelled.

Spells: The ritualist casts spells drawn from his domain spell lists. He may cast any spell he knows without preparing it ahead of time.

To cast a spell, the ritualist must have an Intelligence score of at least 10 + the spell level. The Difficulty Class for a saving throw against a ritualist's spell is 10 + the spell level + the ritualist's Intelligence modifier.

A ritualist may cast each of his domain spells once per day. He may not apply metamagic to his spells. He does not receive additional spells per day based on his Intelligence modifier.

Ritual: At 1st level, the ritualist learns a ritual. He learns an additional ritual at 2nd level and every 2 levels thereafter.

Each time a ritual is performed, the ritualist must specify which deity he is binding. Certain rituals require that the ritualist bind a deity of a particular alignment. This is demonstrated by two-letter abbreviations preceding a ritual's description. A ritualist may not learn a ritual unless at least one of its required alignments is represented among his canon deities. When performing a ritual, the ritualist may bind any deity from among those represented in his canons so long as the deity's alignment matches one of the ritual's required alignments. However, he may only bind one deity each time he performs a ritual.

A ritual has 2 components, both of which must be performed in order for the ritual to succeed.

The first component is the sowing of salts. A ritual's area must be encompassed by a closed barrier of salt. The salt must be trailed by the ritualist or a capable thrall, and salt may only be trailed through the space of a ritualist or capable thrall. That is, the sower must pass through each square of terrain to be sown with salt. Sowing salts requires that the sower devote at least 1 hand to the task. Salt may not be sown

while running. If a salt barrier is broken before that ritual's completion, that ritual fails and the ritualist loses a daily performance of his rituals.

The second component is the recital of rites. A ritualist or capable thrall must invoke the verbal rites associated with a ritual as the salts are being sown. These rites must be recited in Celestial if a ritual is performed to bind a Good deity, Draconic if a ritual is performed to bind



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+0	+0	+2	Canon, impunity (1/day), ritual, thrall	1	-	-	-	-	-
2	+1	+0	+0	+3	Ritual	1	-	-	-	-	-
3	+1	+1	+1	+3		1	-	-	-	-	-
4	+2	+1	+1	+4	Ritual	1	1	-	-	-	-
5	+2	+1	+1	+4	Impunity (2/day)	1	1	-	-	-	-
6	+3	+2	+2	+5	Canon, ritual	2	2	-	-	-	-
7	+3	+2	+2	+5		2	2	2	-	-	-
8	+4	+2	+2	+6	Ritual	2	2	2	-	-	-
9	+4	+3	+3	+6		2	2	2	-	-	-
10	+5	+3	+3	+7	Impunity (3/day), ritual	2	2	2	2	-	-
11	+5	+3	+3	+7		2	2	2	2	-	-
12	+6/+1	+4	+4	+8	Canon, ritual	3	3	3	3	-	-
13	+6/+1	+4	+4	+8		3	3	3	3	3	-
14	+7/+2	+4	+4	+9	Ritual	3	3	3	3	3	-
15	+7/+2	+5	+5	+9	Impunity (4/day)	3	3	3	3	3	-
16	+8/+3	+5	+5	+10	Ritual	3	3	3	3	3	3
17	+8/+3	+5	+5	+10		3	3	3	3	3	3
18	+9/+4	+6	+6	+11	Canon, ritual	4	4	4	4	4	4
19	+9/+4	+6	+6	+11		4	4	4	4	4	4
20	+10/+5	+6	+6	+12	Impunity (5/day), ritual	4	4	4	4	4	4

a Neutral deity, Abyssal if a ritual is performed to bind a Chaotic Evil or Neutral Evil deity and Infernal if a ritual is performed to bind a Lawful Evil deity. The recital of rites must be maintained from the moment the first salt is lain to the moment a ritual is completed. If the invoker is prevented from reciting these rites at any time before a ritual's completion, that ritual fails and the ritualist loses a daily performance of his rituals. A ritualist or capable thrall must make a concentration check to maintain the recital of rites should they undergo any situation that would normally require a concentration check.

The sowing of salts and recital of rites are free actions; however, the completion of a ritual is a standard action that provokes attacks of opportunity if the ritual being completed is a spell-like ability. The ritualist himself must complete his rituals; thralls may not complete a ritual. If the ritualist does not have a standard

action available upon closing a ritual's barrier, that ritual cannot be completed until the following round, at which point the ritualist may use his standard action to complete the ritual. A ritualist or capable thrall must continue the recital of rites until the ritual has been completed. Likewise, the barrier of salts must remain unbroken until the ritual has been completed. If a ritual is not completed within 2 rounds, that ritual fails and the ritualist loses a daily use of his rituals. A ritual's area is defined as the area encompassed by the sowing of salts. That is, a ritual's area may be as large as the ritualist and a capable thrall can encompass in 2 rounds. The height of a ritual is equal to the length of its longest straight side.

The caster level of a ritual is equal to the ritualist's level.

The save to resist a ritual is equal to $10 + 1/2$

the ritualist's level + the ritualist's Intelligence modifier. The ritualist may perform a number of rituals per day equal to 3 + his Intelligence modifier.

Adjured Mantle (Su): Any. Creatures within the ritual's area are cloaked in divine light. They gain concealment against any creature that does not share the bound deity's moral alignment. This effect lasts for a number of rounds equal to the ritualist's class level.

Arcane Torrent (Su): CN, N, LN. Creatures within the ritual's area are treated as if their caster level were 1 level higher. This bonus increases by 1 level for every 5 class levels the ritualist attains. In addition, whenever a spell is cast from within the ritual's area, it may be cast as if it were a bouncing, intensified or lingering spell. If the spell has a range of touch, it may instead be cast as if it were an empowered spell. If the caster chooses to apply any of the metamagic effects provided by this ritual, he must make a Fortitude save against the DC of his own spell (even if that spell does not allow a saving throw) or be staggered for 1 round. This ritual lasts for a number of rounds equal to 1 + 1/3 the ritualist's class level (minimum +1).

Blessings Enjoined (Sp): CG, NG, LG. Creatures within this ritual's area at the moment of completion gain temporary hit points equal to 1d8 + the ritualist's class level. A creature retains these hit points upon leaving the ritual's area. Beginning at ritualist level 8, this ritual allows any creature blessed by these temporary hit points to reroll one saving throw. The effects of this ritual last 10 minutes per ritualist level.

Compulsory Sanction (Su): CG, NG, LG, CE, NE, LE. This ritual has 1 of 2 effects based on the alignment of the bound deity.

CG, NG, LG: Creatures within the ritual's area at the moment of completion receive celestial sanction, gaining the Simple Template for a Celestial Creature. A creature retains these bonuses upon leaving the ritual's area. The effect lasts for a number of rounds equal to 1 + 1/3 the ritualist's class level (minimum +1).

CE, NE, LE: Creatures within the ritual's

area at the moment of completion receive fiendish sanction, gaining the Simple Template for a Fiendish Creature. A creature retains these bonuses upon leaving the ritual's area. The effect lasts for a number of rounds equal to 1 + 1/3 the ritualist's class level (minimum +1).

Conquest of the Ages (Su): CN, N, LN. Magical weapons, armor and shields within the ritual's area at the moment of completion are treated as if their enhancement bonus was 1 point higher. This applies to attack rolls, damage rolls, the ability to overcome damage reduction, AC, an item's hardness and an item's hit points. This effect only applies to the enhancement bonus and cannot be used to grant an item additional magic properties. Additionally, this ritual grants the feat Improved Sunder to any creature wielding an effected weapon. Items retain these bonuses upon leaving the ritual's area. An item can only benefit from one *conquest of the ages* at any given time. *Conquest of the ages* does not allow an item to surpass the normal enhancement bonus limit of +5. The effects of this ritual last 1 hour per class level.

Dark Pact (Sp): CE, NE, LE. This ritual's area must have exactly four sides, and the ritualist must lay an urn in each of its 4 corners during the sowing of salts. Upon completion, every creature within the ritual's area must attempt a Will save. If a subject fails, its soul is expelled from its body and it becomes a displaced soul. Its maximum hit points are reduced by 1/2 and it loses any special abilities it had in its former body except extraordinary abilities (Ex). It gains the incorporeal special quality in addition to a touch attack that deals 1d6 damage per HD. Displaced souls are bound to remain within the area of the ritual. The effect lasts for a number of rounds equal to the ritualist's class level. At the end of this duration, a displaced soul returns to its body, its hit points become equal to its body's hit points, and it suffers the remaining duration(s) on any conditions afflicting its displaced soul. If the ritual ends and a displaced soul's body has been slain or destroyed, it remains in its displaced form until slain, gains the undead creature type and gains the ability

to venture beyond the ritual's barrier in its displaced form.

Fiery Covenant (Su): LG, LN, LE. A single task becomes forbidden within the ritual's area. The ritualist must determine this task prior to the completion of the ritual. Any creature that sets out to perform that task within the area has a sinking feeling about it. If they choose to perform this task in spite of their aversion, they must attempt a Will save. If they fail, they cannot complete the task this round and that part of their action is lost. If they succeed, they may perform the task, but they are smitten for 1d6 fire damage per ritualist level for doing so. A successful Reflex save reduces this damage by half. The ritualist is forbidden from performing the task he names as well, suffering the ritual's effects regardless of whether or not he is in the ritual's area. This ritual lasts 10 minutes per class level, or until the forbidden task has been successfully performed, whichever comes first.

Furious Catastrophe (Ex): CE, NE, LE. Immediately upon the completion of this ritual and on each of the ritualist's turns thereafter, molten rock erupts through narrow cracks that ripple across the ground within the ritual's area. The magma bursts 5 feet into the air, and every creature struck by the magma takes 1d6 damage. A successful Reflex save reduces this damage by half, but a separate saving throw is required for each burst. The magma jumps a cumulative 5 feet higher and deals a cumulative 1d6 additional damage on each consecutive round. Half of this damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. The ritual's area is difficult terrain so long as the eruptions continue. This ritual lasts for a number of rounds equal to $1 + 1/3$ the ritualist's class level (minimum +1).

Glorious Sacrifice (Su): CN, N, LN, CE, NE, LE. Anytime a creature is killed within the ritual's area, living creatures within the area are cured for 1d6 damage per 2 HD of the creature killed. This effect lasts for a number of rounds equal to the ritualist's class level.

Heaven's Lance (Su): CG, NG, LG. Holy light sears

the area, tearing through creatures' defenses. Creatures within the ritual's area at the moment of completion that have Damage Reduction, Energy Resistance(s) or Spell Resistance must attempt a Will save. The Damage Reduction, Energy Resistance(s) and Spell Resistance of any creature that fails this saving throw are reduced by 1 point per 2 ritualist class levels. A creature retains these penalties upon leaving the ritual's area. *Heaven's lance* cannot reduce a creature's Energy Resistance below 0 and never results in vulnerability. The effects of this ritual last for a number of rounds equal to $1 + 1/3$ the ritualist's class level (minimum +1).

Higher Calling (Su): NG, N, NE. Willing creatures with beating hearts within the ritual's area at the moment of completion treat ethical alignment as if it did not exist. This renders subjects immune to spells, abilities and magic item restrictions that rely on ethical alignment. However, subjects must act in accordance with the will of the bound deity. If a subject violates the bound deity's moral alignment or commits an act in opposition to the tenets of the bound deity, their heart ruptures and they suffer 10 points of damage per ritualist level. A successful Fortitude save reduces this damage by half. Once a creature has broken this pact, it cannot be the subject of *higher calling* until it has undergone an *atonement* spell. A creature retains these bonuses and restrictions upon leaving the ritual's area. The effects of this ritual last 1 day per ritualist class level.

Phantom Litany (Su): CG, NG, LG, CE, NE, LE. Unseen spirits are drawn to the ritual's area, compelled to follow the ritualist in a litany sacred to the bound deity. Creatures within the ritual's area that can hear the litany are inspired, gaining a +1 morale bonus to AC and saving throws. These bonuses increase by +1 for every 5 class levels the ritualist attains. The litany cannot be heard outside the ritual's area, though creatures retain its blessing upon leaving the area. The litany and its blessing last for 1 minute; however, both end prematurely if the ritualist stops reciting the litany. Reciting the litany is a free action, but it precludes extraneous speech.

Planar Portal (Sp): Any. This ritual must be completed twice at two different locations, and the same deity must be bound to both instances. Each instance requires the daily use of a ritual. Upon completion of the first instance, the area within the barrier of salts radiates light appropriate to the bound deity's plane. Upon completion of the second instance, the ritual's areas act as portals. Until the ritual expires, creatures may pass between the areas of the two rituals as if they were 5 feet apart. This ritual lasts for a number of days beyond the completion of a portal's first instance equal to the ritualist's class level, after which both instances cease to function. A ritualist may only have 1 active portal per deity at any given time. A ritualist may seal his own portal as a standard action after retracing its barrier with salts, although this consumes a daily use of his rituals. Once a portal has been sealed, both of its instances crumble to dust. An open portal is a magical object with an armor class of 10, 30 hit points and hardness 5.

Sacred Asylum (Su): CN, N, LN. Creatures within the ritual's area are affected by *protection from good* and *protection from evil*. Additionally, creatures are affected by *protection from law* and *protection from chaos*, so long as the bound deity is neither lawful nor chaotic, respectively. Once the ritualist reaches level 8, multiple protection from alignment effects granted by the same *sacred asylum* stack, even though they are of the same type. A creature must remain within the ritual's area to retain these benefits. This ritual lasts for a number of rounds equal to the ritualist's class level.

Sanctification (Su): CG, NG, LG, CE, NE, LE. This ritual has 1 of 2 effects based on the alignment of the bound deity.

CG, NG, LG: The ritual's area becomes sanctified, driving away evil forces. Evil creatures within the area must attempt a Will save to negate the ritual's effects. If a creature fails, it is compelled to flee the ritual's area as if under the effect of a *command* spell, and it may not return to the area until the ritual has expired. Regardless of whether or not an evil

creature saves, it takes 1d3 points of Constitution damage at the end of its turn if it remains within the ritual's area. This ritual lasts for 1 hour per class level.

CE, NE, LE: The ritual's area becomes sanctified, driving away good forces. Good creatures within the area must attempt a Will save to negate the ritual's effects. If a creature fails, it is compelled to flee the ritual's area as if under the effect of a *command* spell, and it may not return to the area until the ritual has expired. Regardless of whether or not a good creature saves, it takes 1d3 points of Constitution damage at the end of its turn if it remains within the ritual's area. This ritual lasts for 1 hour per class level.

Summoning Circle (Sp): Any. This ritual summons an outsider within the ritual's area whose total HD may not exceed the ritualist's class level. The outsider must be relevant to the bound deity, and the ritual's area must be large enough to encompass the outsider. The target receives a Will save to negate servitude. If the outsider fails this save, it is bound to the ritualist's command; however, it cannot pass beyond the ritual's barrier. If the outsider succeeds on this saving throw, it may cross the barrier and treats the ritualist appropriately given its nature and the bound deity's attitude toward the ritualist. This may incite the outsider to attack the ritualist, return to its native plane or provide voluntary assistance, among other possibilities. A ritualist may choose to refrain from binding a summoned outsider, allowing it instead to act as if it had succeeded on its saving throw. The summon lasts 1 minute per class level. The ritualist may sow the barrier a second time, expending all of his remaining daily uses of rituals to extend the duration to 1 hour per class level. An individual type of outsider may only be summoned once every 24 hours.

Reciprocal Trance (Sp): Any. Willing creatures within the ritual's area at the moment of completion become lost in a trance as their spirits are called into the service of the bound deity. The targets' spirits serve the bound

deity for 2 hours, during which time they are considered unconscious. Targets may only be awoken from this trance by the ritualist or a capable thrall; damage, noise, or other stimuli that do not originate from the ritualist or a capable thrall will not awaken the target. If a target completes 2 hours of spiritual service, the bound deity is obliged to reinvigorate them. The target is rested and healed as if they had received a full day's rest. If the ritualist offers at least 3 spirits into the service of the bound deity, he is reinvigorated as if he had undergone the trance as well. A creature may only embark on one *reciprocal trance* per day.

Rouse the Ancients (Ex): CN, N, LN. This ritual



must be performed in a natural environment. The ground encompassed by this ritual quakes and rises 5 feet, creating a bluff of difficult terrain just beyond the ritual's barrier, as well as an area of elevated terrain within the ritual's area. Creatures within 5 feet of this ritual's barrier at the moment of completion must attempt a Reflex save to avoid falling prone.

Siphoned Power (Su): Any. This ritual has 1 of 3 effects based on the alignment of the bound deity.

CG, NG, LG: Creatures within the ritual's area at the moment of completion gain a +2 enhancement bonus to Dexterity and Charisma. These bonuses increase to +4 at ritualist level 8 and +6 at ritualist level 16. A creature retains these bonuses upon leaving the ritual's area. The effects of this ritual last 1 minute per class level.

CN, N, LN: Creatures within the ritual's area at the moment of completion gain a +2 enhancement bonus to Constitution and Wisdom. These bonuses increase to +4 at ritualist level 8 and +6 at ritualist level 16. A creature retains these bonuses upon leaving the ritual's area. The effects of this ritual last 1 minute per class level.

CE, NE, LE: Creatures within the ritual's area at the moment of completion gain a +2 enhancement bonus to Strength and Intelligence. These bonuses increase to +4 at ritualist level 8 and +6 at ritualist level 16. A creature retains these bonuses upon leaving the ritual's area. The effects of this ritual last 1 minute per class level.

Unruly Dance (Sp): CG, CN, CE. Any creature that moves at least 10 feet through this ritual's area may grant a move action to one creature within the ritual's area that they were adjacent to at any point during their move. Any creature that takes a 5-foot step within the ritual's area may grant a 5-foot step to one creature within the ritual's area that they were adjacent to at any point during their step. A 5-foot step granted by this ritual does not count against a creature's normal limit of one 5-foot step per round. A

creature can only benefit from *unruly dance* once per round, and it must take its granted move action or 5-foot step immediately following the conclusion of the move action or 5-foot step that triggered it. This ritual lasts for a number of rounds equal to the ritualist's class level.

Impunity (Ex): As a standard action, the ritualist may grant impunity with a melee touch attack. The ritualist declares the name of one deity from those represented among his canons, and upon his touch, his target becomes immune to the direct effects of any ritual that binds the declared deity for the next 24 hours. However, the indirect effects of a ritual may still apply. For example, *glorious sacrifice* could not heal the subject, but *rouse the ancients* would still face them with an obstacle. Once granted, impunity cannot be dispelled or otherwise revoked; it remains in effect until 24 hours have passed. At 1st level, a ritualist may use this ability once per day. At 5th level and every 5 levels thereafter, he gains an additional use of this ability. These uses may be expended to render a single creature immune to the binding of several deities or to render several creatures immune to the binding of a single deity (or any combination thereof).

Thrall: A ritualist begins play with a thrall. The ritualist's thrall is determined by the alignment of the deity he gained the ability to bind with his first canon.

	Chaotic	Neutral	Lawful
Good	Faerie Dragon	Pixie	Lantern Archon
Neutral	Pseudodragon	Pseudodragon	Pseudodragon
Evil	Quasit	Imp or Quasit*	Imp

*whichever is more appropriate to the canon deity

The binding ritual represses a portion of a thrall's power, which the ritualist learns to restore as he gains levels. Specifically, the binding ritual represses damage reduction, spell resistance and spell-like abilities.

Ritualist Level	Max DR	Max SR	Max SLA (by DC)
1-4	0	0	13
5-9	5	10	15
10+	-	-	-

For example, at ritualist level 7, a character

that chose a NG deity with his first canon will have a pixie thrall with DR 5/cold iron, SR 10 and the spell-like abilities of a normal pixie, minus those with a saving throw DC higher than 15.

A thrall that would not otherwise have DR, SR or spell-like abilities does not gain these features as the ritualist gains levels.

A thrall retains its natural ability scores and all characteristics inherent to a creature of its type. A thrall uses the master's base attack bonus, adding its own Strength or Dexterity modifier, whichever is greater, to calculate its attack bonus. For every 24 hours that a thrall has been in the ritualist's service, the ritualist may teach it to assist in the completion of 1 ritual. A thrall may only assist with the recital of rites if those rites are recited in a language spoken by the thrall. Lantern archons may not sow salts, but they may recite the rites to bind any deity, regardless of language.

A ritualist may summon his thrall to his side as a full-round action as if using *greater teleport* on the thrall, except that this summon has an unlimited range. If his thrall dies, a ritualist may attempt a ritual to bind a replacement. The ritualist does not have to see a creature in order to bind it, and a thrall may be bound at any distance, even across planes. This ritual takes 1 hour to perform if the ritualist can see his target, or 4 hours if he cannot. The target receives a Will save to negate the binding, DC 10 + 1/2 the ritualist's level + the ritualist's Intelligence modifier. If a creature does not answer a ritualist's summons, the ritualist may repeat the binding ritual on a different creature of the appropriate type in order to acquire a new thrall.

A ritualist must speak at least one language known to his thrall in order to bind it. A thrall is physically incapable of attacking, disobeying or ignoring its master; though if mistreated, a thrall may attempt to harm its master through indirect means.

Ex-Ritualists: A ritualist must relinquish all of his ritualist abilities in order to gain levels as a cleric.

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