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URBAN DRESSING: SHRINES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Liberge

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring your towns and cities alive with cool, interesting minor features of note?

Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features to add to the shrines in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: Shrines* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Urban Dressing: Shrines*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Urban Dressing: Shrines* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Brian Liberge is a father of one, living in Boston, MA. Introduced to AD&D at an early age, he has continued to update with the editions and dives into new systems. He loves home-brewed ideas, is honest to a fault, and thinks mechanics should absolutely be shared between systems. Check out his previous work with StufferShack.com, the RPG Circus Podcast, The Gamer Assembly and Kobold Press.

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FOREWORD

Urban Dressing: Shrines seemed a natural compliment to *Urban Dressing: Temples*. Rather marvellously, Brian is tackling cemeteries and graveyards in next month's instalment which I think will work fantastically with both supplements. Shrines, temples and graveyards, after all, are often the focus of urban adventures. I've featured such adventures in my Borderland of Adventure campaign on occasion and they have proved a refreshing change of pace to the normal hack and slash of adventuring.

At first glance, covering shrines so soon after dealing with temples might seem a little redundant, but in truth the style, focus and contents of the two are very different. Shrines tend to be more informal places, less laden with the trappings of

formal worship. If a wandering adventurer cannot find a full temple devoted to his god, he is certain to find a shrine (and at least a few worshippers) in any large town or city. Such folk could offer succour or be adventure hooks in their own right!

I hope you find this instalment of *Urban Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



A: CHARACTERISTICS AND APPEARANCE

A shrine is a site of veneration for a deity, personage or ideal. They range in composition and size. Use the tables below to generate a shrine's basic details.

D20	TYPE
1-12	Personal
13-19	Public
20	Major

- **Personal:** Often not more than a shelf in a home or business. Personal shrines are small, containing 1-3 pieces of minor veneration. They may be private or intended for humble public display. Some even bundle up for easy transportation.
- **Public:** Small to large shrines are meant to be accessible to the greater population. Found often in parks, squares and graveyards, they may have a single piece of minor veneration or quite a deal more.
- **Major:** Other shrines develop because they hold something so unique that others amongst the faithful travel from the surrounding countryside or even farther for the chance to worship before it. Such places of veneration are often grander in scope, and may have temples built up around them.

D100	PERSONAL
1-4	A simple shelf of repurposed wood
5-8	A well-polished shelf of oak
9-11	A shelf of jade with black detail work
12-14	A shelf of pine engraved with images of clouds
15-17	A marble shelf flanked by candles
18-20	An old bookshelf, stained with ink
21-23	A simple shelf covered by a small white cloth
24-26	A large wooden shelf, with built in dividers
27-30	A shelf of birch, the bark still intact
31-33	A shelf of white quartz with a green cloth runner
34-36	Three small, square stone alcoves
37-39	An old wooden cabinet with glass doors
40-42	An open wooden cabinet with a rounded top
43-45	A small square wooden cabinet with blue doors
46-48	A musty, yellow cabinet that has doors with empty glass panes
49-51	A pale blue cabinet decorated with colour paper
52-54	A bleached white wooden cabinet decorated with sea shells
55-57	Three grey stone shelves set in a column
58-60	A small red cabinet with engraved doors
61-63	An open wooden cabinet with circular alcoves
64-66	A copper cabinet with multi-hinged doors
67-69	An open cabinet of white stones carved to look like a small temple
70-72	A frame of wood atop a single drawer
73-75	A frame of mouldy dried sand, set into the shape of a castle

76-78	A hung wooden crate, missing the outward side
79-81	A small wooden end table with a green cloth
82-84	An old crate covered with a worn blanket
85-87	A small, unfinished wooden box, laid on its side
88-89	A large, circular pine cabinet hanging by chains
90	An old bone cabinet with no doors
91	A stone cabinet designed to look like a temple when the doors are closed
92	A wooden cabinet, whose insides are hidden by red, silk curtains
93	A cabinet of oak, lined with bronze
94	A steel open cabinet with a leather lining
95	A small square of silver, with a white linen covering the inside bottom
96	A large, white wooden cabinet with stained glass doors
97	A shelf of glass, resting on a large double-headed, warhammer
98	An adamantite box, with clear glass lid
99	A small, banged up tin, crudely painted with iconography
100	An old handkerchief, rolled with the object of veneration and laid flat when needed

D100	PUBLIC
1-4	A stone dais, about four feet tall
5-8	A small stone alcove in the shape of a shell
9-11	A wooden gazebo with heavy curtains
12-14	A large, red wooden archway with a small altar
15-17	Stone steps, leading to a simple altar
18-20	A large stone torii, overgrown with moss and vines
21-23	A series of small tables, draped with brightly coloured fabric
24-26	A small stone fountain with shelves built around its base
27-30	A flagstone archway with small alcove beneath
31-33	A large wooden cabinet, painted gold, which is shaped like a statue when closed
34-36	A rock garden with several large boulders
37-39	A pair of trees, with interwoven branches shading several stone benches
40-42	A wooden archway overgrown with ivy
43-45	A stone semi-sphere, with a small granite altar
46-48	A short wooden pyramid, covered in offerings
49-51	A fieldstone wall, with small metal shelves
52-54	Four steel poles holding up a slanted slate roof over an old rug
55-57	A small bronze altar set before a stone wall painted with the image of a divine realm
58-60	A small metal plaque featuring scores of names, set into a base of stone
61-63	A small wooden dais with a roof of loose planks and woven flowers

64-66	An old foundation surrounding a small alcove with a simple stone table
67-69	A green, wooden bower with a built in shelf
70-72	The remains of an old stone wall protects two small alcoves
73-75	A small stone table set in the centre of a large red quilt
76-78	A large wooden building with columns for walls and coral coloured roof
79-81	A large torii of felled logs
82-84	A stone column engraved with ancient scripture
85-87	A small stone alcove with a pointed roof and circular base
88-89	A small wooden hut, featuring a simple table and some pillows for kneeling
90	An alcove built of human skulls set over a metal basin
91	A small stone pavilion marked with jade columns
92	A small stone dais featuring mini arches of bronze and an outer wall of tall, orange flowers
93	Several large oval stone tablets marked with runes, bounding a clearing
94	Four bronze statues turned inward toward a small stone altar
95	Wooden columns with a net roof and walls keeps several birds within the shrine
96	Several large, moss covered columns standing in a circle
97	A series of stones rise out of a pond, each with its own small altar
98	A small stone building with no door hides beneath the roots of a very large tree
99	A squared stone archway beneath a roof of tarnished copper piping
100	A small circle of gigantic mushrooms has a small pool in the centre

D%	MAJOR
1-4	A terraced, wooden dais decorated with silks
5-8	A golden casket set behind a wall of glass
9-11	A large altar, surrounded by shelves of candles
12-14	A large red torii, decorated with copper and jade
15-17	A ceremonial maze of high hedges built around a contemplation pool
18-20	Four ceremonial gates set at the cardinal compass points
21-23	A large stone alcove, lit by torches and filled with dancing shadows
24-26	A large oak tree festooned with coloured ribbons and votive offerings
27-30	An ancient fallen tree; thousands of coins have been hammered into its trunk
31-33	Crumbling stone ruins surround an immaculate altar of silver
34-36	Exotic flowers climb the columns of an ivory gazebo
37-39	A large iron statue above a terraced stone base

40-42	A series of bleached white columns, connected by pointed archways and flanked by statues
43-45	A golden awning set into a marble base
46-48	A gate of copper bars protects this quarts dais set with precious gems
49-51	A multi-levelled pagoda set with red and green stonework
52-54	A small stone alcove covered in a complicated glass mosaic
55-57	The statue of a robed man with beatific expression on his face
58-60	A lovingly tended garden filled with flowers
61-63	A bridge with prayer niches built into its walls
64-66	An ornately carved mausoleum dedicated to a fallen heroine
67-69	A lofty tower empty but for a staircase that leads to the roof
70-72	A statue of a stunning beautiful woman petting a unicorn
73-75	A circular pool fed by an underground spring; niches in its wall contain sacred objects
76-78	A golden picture box draped with heavy black curtains
79-81	An intricately engraved adamantine box, set onto poles but chained to the ground
82-84	A large mirror set into a silver frame engraved with the image of roses and crowns set into a base of sandstone
85-87	A long, rough stone wall covered in a riot of colourful wild flowers
88-89	A mausoleum covered in intricate carvings of devils and demons holds the bones of a blessed paladin
90	The bones of a gigantic dragon lie draped across a ruined tower
91	The statues of a warrior king and his entourage festooned with brightly coloured silken scarves
92	A tall, ancient set of gallows has an iron cage with the weather-worn skeleton of a tyrant within
93	Five stone statues depicting dancing maidens set in a circle about a clear pool
94	A series of stone buttresses leading to a central point, above a large fountain
95	An infinity pool, of ancient construction, with an altar rising from the centre
96	A small white stone building, domed in gold, with many small alcoves within
97	A large metal plaque featuring hundreds of names, set into a base of polished marble
98	A glass coffin holds the bones of a saint or other notable figure
99	A stone tomb encased in huge tree roots; a gigantic tree grows atop it
100	A gigantic fourteen-foot long bronze horn set upon iron supports

B: OBJECT OF VENERATION

The most prominent features of any shrine is linked to veneration. Some of the items may seem mundane, but are important when linked to the power worshipped.

D%	ITEM
1	A small white candle
2	A large brightly coloured candle
3	A small wood carving of an animal
4	A small humanoid wooden statue
5	A tattered tapestry
6	A woven family tree
7	A small, painted wooden icon
8	A block of wood carved with a religious scene
9	A small stone tablet, covered in writing
10	A dried, pressed flower
11	A metal statuette
12	A series of candles
13	Incense burning in a small metal pot
14	A set of finger cymbals
15	A stone basin of water
16	A small pouch of sand
17	A large wooden icon that's beginning to fade
18	A hanging stained glass window
19	Several small scrolls
20	An open book of scripture
21	A lit lamp
22	A small tin of consecrated oil
23	Dried blood
24	A long white feather
25	A metal disc engraved with labyrinthine patterns
26	A knotted rope
27	A folded ceremonial cloth
28	A curved dagger
29	An unrolled scroll written in an ancient script
30	Three garnets and a pearl
31	A riding crop
32	An empty basket
33	A stone coffin
34	A bronze gong
35	A thin metal circlet
36	A black, tri-cornered hat
37	Fragments of rotted wood
38	Two small ivory tusks carved with runes
39	A pair of well-worn sandals
40	Bloodstained robes
41	A fringed coil of rope
42	A small metal begging bowl
43	A bronze bust
44	An old set of scales
45	A marble statue
46	A flower pot, filled with rich soil
47	A wind chime
48	A glass cylinder of water

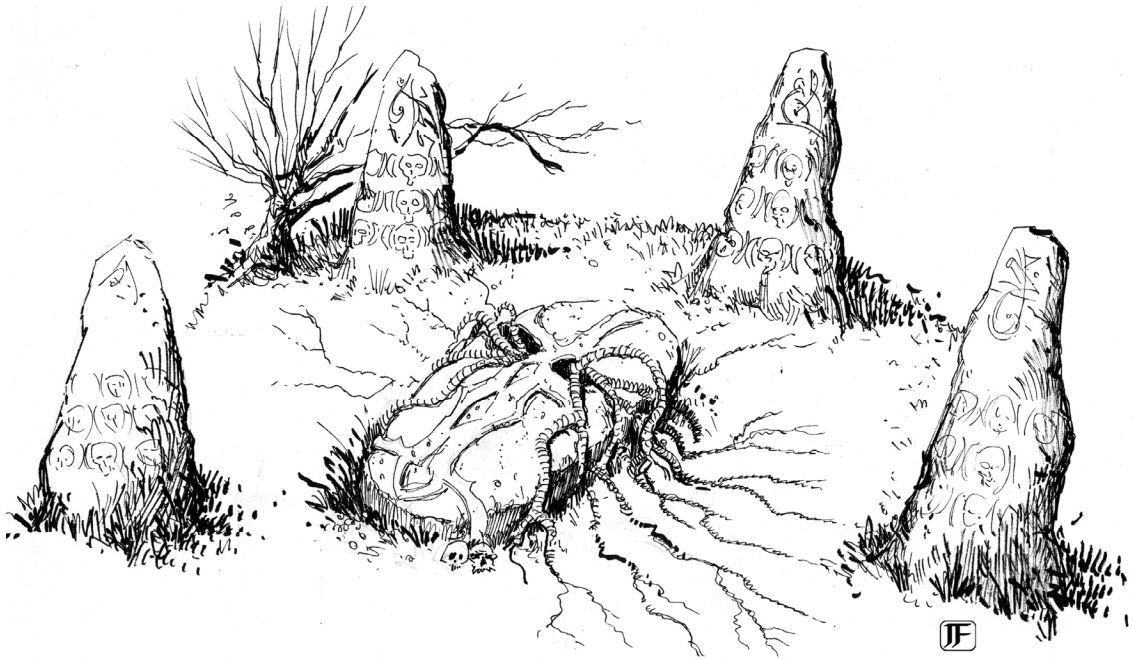
49	A small brazier of flame
50	A corpse
51	A wax figure of an important humanoid
52	A burial shroud
53	A clay cup
54	A bronze goblet
55	A gold chalice engraved with gems
56	A set of plate mail
57	An old, rusty sword
58	A beautifully crafted, ceremonial sabre
59	A large, stone warhammer
60	A broken arrow
61	A glass eye
62	A peg leg
63	A locket of hair
64	A knuckle bone
65	A humanoid skull
66	A handful of teeth
67	An old scarf
68	An eye-patch
69	An hourglass
70	The hilt of a sword with no blade
71	A silver holy symbol with a broken chain
72	A set of manacles
73	A singed rope, frayed at one end
74	A set of thieves' picks
75	A single, glass shoe
76	A shattered monocle
77	Two simple silver rings
78	A wooden holy symbol covered in lichen
79	A crown of wire
80	A preserved eye, floating in a jar of pink liquid
81	A necklace of gold coins
82	A leather bound, musty tome
83	A bronze coffin with a glass lid, showing the perfectly preserved corpse of a young woman
84	A locked reliquary
85	A mummified hand
86	A silver circlet set with a ruby
87	A phoenix feather
88	A petrified tongue
89	The head of an axe set into a stone block
90	Pieces of a silver sword
91	A dragon's tooth
92	An oversized, cracked diamond
93	A crystal skull
94	Golden shackles
95	A large fang
96	A humanoid skeleton with angelic wings
97	A beating heart, in an enchanted wooden box
98	A vial of water from the River Styx
99	The horns of a demon
100	A vial of blue blood

C: HOOKS, COMPLICATIONS AND OPPORTUNITIES

Shrines are often important places in people's lives, providing a break from the daily grind of peasant life. Use this table, to determine what special occurrence the PCs encounter.

D20

1	Someone has stolen the object of veneration. The shrine keeper has no resources to recover/replace the object.	10	Zombies have begun appearing near the shrine as if drawn to it. Each one was a follower in life, and does not attack those brandishing a holy symbol of the relevant faith.
2	A new object has been placed at the shrine, linked to a popular legend. Hundreds gather for the chance to look upon it and offer their prayers.	11	The shrine has been closed for an annual maintenance ritual.
3	The spirit of the last shrine keeper is lingering until a proper replacement is found. No one seems to want to tend a haunted shrine.	12	A charlatan has set up shop near the shrine's entrance, charging an admittance fee.
4	A tribe of unarmed lizardfolk have occupied the shrine and refuse to leave. They claim the shrine is stolen and rightfully belongs to them.	13	A local sage has declared the shrine a historical site and, much to the annoyance of the shrine keeper, is trying to preserve it by preventing worship.
5	The shrine has begun to glow with a purple light. <i>Detect magic</i> reveals a single, strong lingering aura, but its purpose and source is unknown.	14	The shrine has recently changed hands between churches. Tradesmen make subtle changes in the design to reflect its new focus.
6	The local baron is about to seize the building the shrine is in if the back rent is not paid.	15	The shrine has become a hangout for children in the early afternoon.
7	A paladin has been found dead in front of the shrine. Her body bore no wounds or sign of struggle.	16	The earth around the shrine has given way, plunging it and the object of veneration into an underground cave.
8	The shrine keeper is concerned he is about to be the target of a rival group. He asks the party to secretly transport the object of veneration to a member of his order in a foreign land.	17	A cassinian angel has taken up residence and quotes scriptures at all hours of the day.
9	The shrine has had a permanent <i>invisibility</i> spell cast upon it. People can still feel that it is there, but feel uncomfortable venerating what they can't see.	18	The shrine keeper here only burns a special kind of incense and has almost run out. He looks for adventurers to find out why his supplier hasn't made his last delivery.
		19	Drunken revelers came through the area of the shrine last night leaving trash everywhere.
		20	A shooting star was seen flying directly over the shrine and crashing in a nearby forest. Local elders argue whether it is a blessing or a curse.



D: NPCs

Use the NPC bios below to portray the keeper of the shrine. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D20	NPC
1	Allie Blake
2	Paekad Burr
3	Elmur Tintapper
4	Aldan Warrow
5	Geen Forester
6	Natir the Lame
7	Ves Maroth
8	Jezebel Uasa
9	Hardrad Narrowcart
10	Gahn
11	Cursed Livia
12	Hesper Magpie
13	Helden Pernt
14	Jekel
15	Orthunk the Axe
16	Gussy Macgrod
17	Katla Ellana
18	Nassir Oldud
19	Rami Farfate
20	Kyst the Wet

ALLIE BLAKE

NG female human expert 1

Appearance: Young with short black hair.

Personality: Normally shy, she opens up if someone shows an interest in religion.

Mannerisms: She's very tidy, and stops what she's doing to straighten something that is out of place.

Hooks: Allie has learned everything she knows about spirits and gods listening to stories outside the window of the local tavern. She secretly yearns for adventure and tries to apprentice to someone who shows kindness and a knowledge of lore.

PAEKAD BURR

LN male human aristocrat 2/expert 1

Appearance: Tall and thin, with tanned skin. He dresses in well-kept, fine robes.

Personality: Paekad is diligent and a steadfast learner.

Mannerisms: Taps the end of his feather pen when thinking.

Hooks: Paekad is the son of the lord's Keeper of the Coin, but grew weary of his accountant studies at a young age. Technically his position of shrine keeper is just a hobby, but he spends more time here than anywhere else. Foreign agents plan to kidnap him and hold him for ransom.

ELMUR TINTAPPER

CN male halfling commoner 1

Appearance: Scruffy brown hair with a dirty face and holes in his shirt.

Personality: Always chipper with a persistent smile that seems to cure any gray day.

Mannerisms: Constantly scratching his hair.

Hooks: Several townsfolk take advantage of Elmur's good nature sending him on tasks with the promise of pay and no intention of making good. He keeps a secret ledger, and is owed 217 gold pieces by the innkeeper alone. He will have his revenge.

ALDAN WARROW

LN male dwarf cleric 1

Appearance: Bald head with a dark brown beard. He's always wears his shiny breastplate.

Personality: A dwarf out of his element, Aldan is looked up to as a community leader, but comes off as awkward; he doesn't feel part of the community.

Mannerisms: Stumbles over his words and paces when forced to make a decision.

Hooks: Aldan was assigned the position of shrine keeper when an unfortunate accident took the life of the last keeper. He hails from a neighbouring clan of dwarves and views his exile as a punishment for an unknown slight.

GEEN FORESTER

CG female human commoner 1/expert 2

Appearance: Long strawberry blonde hair in a tangled mess. She wears earthy colours and a leather apron.

Personality: Self-assured and confident, Geen holds her head high and is quick to act.

Mannerisms: Bounces on her toes when waiting to begin a new task.

Hooks: Geen has been spending lots of time in the woods outside the city and has attracted the attention of a travelling satyr. She's considering running away with him but worries about what will happen to the shrine.

NATIR THE LAME

LN male human fighter 3

Appearance: Balding in front with long black hair at the back and a scar running down the right side of his face.

Personality: Natir is grizzled and without humour. He takes everything as seriously as possible and does not suffer fools.

Mannerisms: One of his legs has been replaced by a wooden peg and he favours it heavily, causing a rhythmic thud wherever he goes.

Hooks: Natir was part of the city militia and lost his leg defending the shrine from pillaging bandits. If you think he looks bad, you should see the bandit who got away. Natir would like to see him dead, and pays gold to any killing the bandit.

VES MAROTH

CN female elf aristocrat 2/sorcerer 1

Appearance: Braided white hair with loose silken robes.

Personality: Weak-willed and easily bored. She agrees to most requests, especially if she can avoid labour, blame or violence.

Mannerisms: Rests her chin on her bent wrist when standing.

Hooks: Ves is gifted with arcane magic. It is part of her blood and everyone knows it. Now the local thieves guild is pressuring her into charming some ogres into their ranks, and she's agreed (only she is not actually powerful enough to pull it off).

JEZEBEL UASA

LG female half-elf commoner 1

Appearance: Thin of frame she has orange hair.

Personality: Genuinely optimistic.

Mannerisms: Slides her hair out of her face with a shake of her head.

Hooks: Jezebel tries to do as much good with the little resources she has as possible. She's promised new toys to some poor local children in celebration of the new harvest, but is down to her last copper.

HARDRAD NARROWCART

LN male human monk 2/aristocrat 2

Appearance: Short and stout but all muscle. He wears a belt of beads over simple robes.

Personality: Stoic, always listening to the words of others carefully.

Mannerisms: Steeples his fingers together when making a point or listening to an argument.

Hooks: Hardrad was a noble before he went into hiding amongst an order of monks. He has adopted their ways and found a new home, but his family would like to make sure he never returns.

GAHN

N female dwarf expert 1

Appearance: White hair in braided rows, with a large gut. She wears a tin tankard on her belt.

Personality: Jolly and flamboyant.

Mannerisms: She bangs her tankard against nearby surfaces when she hears something pleasing.

Hooks: Gahn makes poor decisions in the name of good drink. It is rumoured she is responsible for Farmer Elthor's son going missing.

CURSED LIVIA

N female human druid 2

Appearance: Cursed Livia has sunken eyes, thinning hair and wears dirty peasant's clothes.

Personality: Glum.

Mannerisms: Drags her feet and keeps her head down.

Hooks: A series of unfortunate accidents including a fire, parasitic infestation and localized earthquake has led Livia and the townsfolk to believe she's been cursed.

HESPER MAGPIE

CN female human rogue 4

Appearance: Shoulder length brown hair, immaculate skin, white shirt and a feathered cap.

Personality: Chipper and opportunistic.

Mannerisms: Talks fast with an excitable voice.

Hooks: Hesper loves a good rumour and knows of a nearby abandoned temple that might have a few artifacts for the shrine and riches for questing adventurers.

HELDEN PERNT

N male human commoner 2

Appearance: Broad shouldered Helden wears simple clothes of cloth and leather.

Personality: Mild mannered, Helden takes life as it comes.

Mannerisms: Shrugs his shoulders and does not look people in the eye.

Hooks: Helden is a local leatherworker. He tends the shrine because no one else does. He wouldn't mind passing the duties on to someone with more passion.

JEKEL

NE male human warrior 2

Appearance: Wears his hair in a pony tail and has a well crafted leather vest.

Personality: Egotistical and greedy.

Mannerisms: Smiles at his own jokes and picks at his elbows.

Hooks: Jekel may not be kind but he keeps up the profile of a halfway decent man. He then murders innocent travellers on the road after they've left town.

ORTHUNK THE AXE

CN male half-orc barbarian 1/expert 2

Appearance: Large of frame, Orthunk has two protruding tusks. He wears furs.

Personality: Generally kind until insulted, then aggressive.

Mannerisms: Cracks his knuckles and other joints.

Hooks: Orthunk was part of a larger tribe but most was killed by giants. He has a reputation as a brute but can actually be quite insightful on the nature of spirits and the use of herbalism in healing.

GUSSY MACGROD

CN female human bard 1

Appearance: Gussy wears colourful silk dresses and is never without her pipe.

Personality: Nosey and quick with a joke.

Mannerisms: Pats her lap when she sits down as if she wants you to sit on her lap.

Hooks: She does not want you to sit on her lap, however the baker's son began to do so as a joke. Now there's rumours they are romantically involved (against the baker's wishes).

KATLA ELLANA

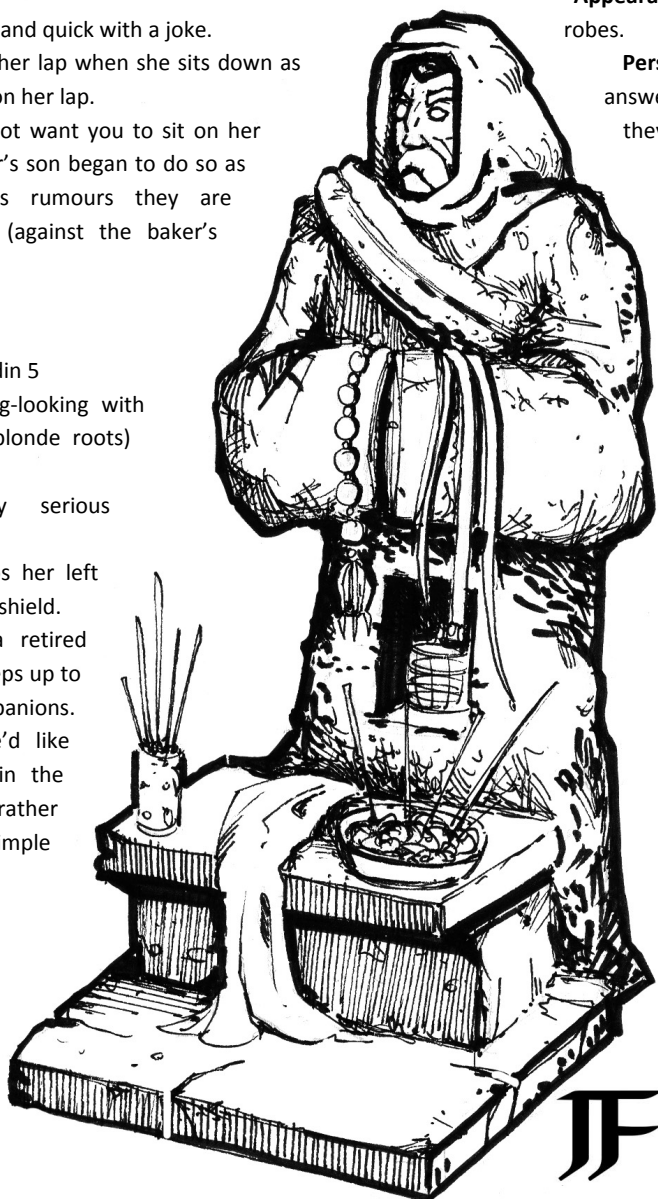
LG female human paladin 5

Appearance: Young-looking with black hair (featuring blonde roots) and a strong frame.

Personality: Very serious though well meaning.

Mannerisms: Keeps her left hand up as if holding a shield.

Hooks: Katla is a retired adventurer but still keeps up to date with her old companions. She has a letter she'd like delivered to an inn in the capital that she would rather not hand to a simple messenger.



NASSIR OLDUD

N male human commoner 1

Appearance: Old and thin with a ring of gray hair and a tuft beard on his chin.

Personality: Doesn't trust strangers.

Mannerisms: He walks very slowly and grunts at those who grow impatient.

Hooks: Nassir has been here his whole life and has little knowledge of the world outside the city walls. He was warned trolls are gathering for an attack but hasn't told anyone as he doesn't believe they exist.

RAMI FARFATE

LN female human expert 1

Appearance: Clean cut, Rami wears simple scholar's robes.

Personality: Rami believes he has all the right answers and isn't afraid to tell anyone how wrong they are.

Mannerisms: Always clears his throat before articulating a new thought.

Hooks: Rami isn't as knowledgeable as he thinks he is. His tips has been leading to bad crops and bad investments and the town just needs a small nudge to realize whose fault it really is.

KYST THE WET

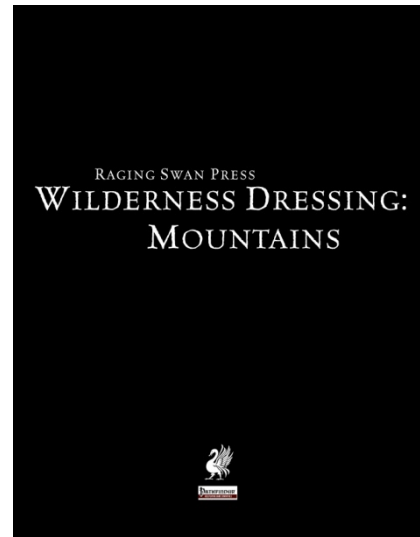
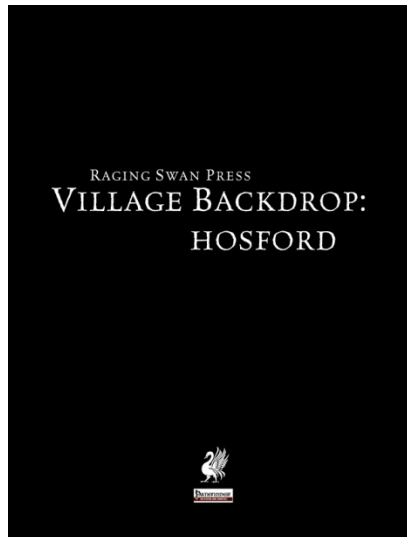
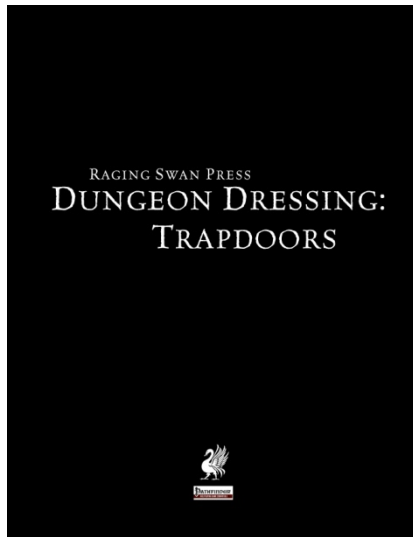
NG female halfling cleric 2

Appearance: Long brown hair, which is usually wet.

Personality: Eager and passionate about life.

Mannerisms: Wrings her hair out with her hands.

Hooks: Kyst loves the water and spends much of her time diving in the river. On her last dive she found what looked like a stone door amongst the rocks that she never noticed before.



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