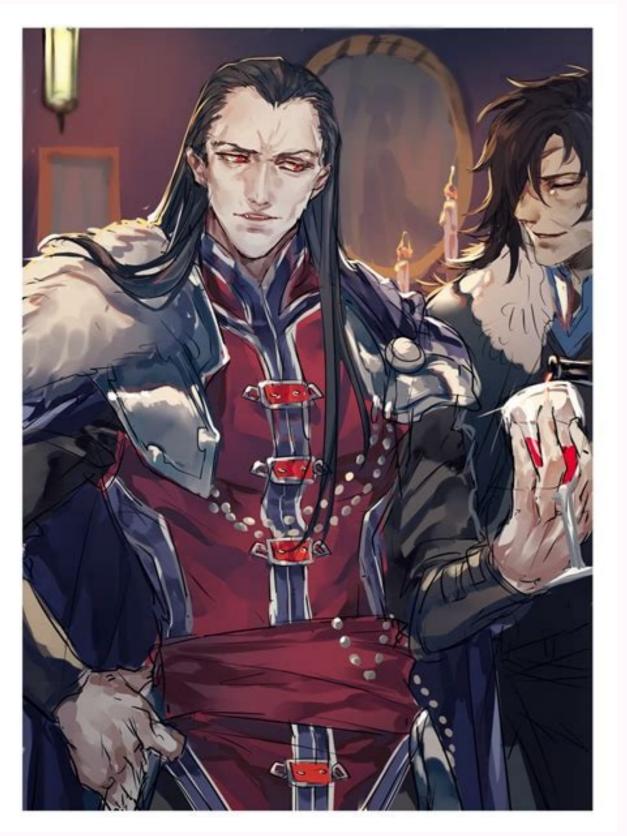
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Shanks! I found this weird piece of film in th (14.2.0) onwards are natively supported on Apple Silicon (M1) Macs. Additionally, Hardware Acceleration on Apple Silicon (M1/M2) machines is achieved using Metal - this is now also the case on Intel based Macs, if you are using Capture One 22 (15.3.0) or newer. Previous versions of Capture One that have not been. Capture One Pro offers you 4 varieties of clarity. The one I use is called "natural" and that is exactly what it's called. It gives you a subtle contrast of the mid tones, in combination with structure you get a crisp and sharpened result. The 4K Capture Utility was introduced to allow users to capture full 4K (3840x2160) resolution video at up to 60fps in HDR (High Dynamic Range). The older Game Capture HD software is limited to 1080p (1920x1080), which requires the source to also run at 1080p as it can't process scaling from a 4K input source. This guide was written with 4K Capture Utility 1.7.6. appng browser supportStyles in Capture HD software is limited to 1080p (1920x1080), which requires the source to also run at 1080p as it can't process scaling from a 4K input source. point for further editing. One of the things that can help you grow as a writer is to learn the 4 main types of writing styles and use the characteristics of each to further develop your own personal voice as a writer. Capture One Styles Reddit However, we managed to discover that the most significant portion of the traffic comes from USA (15,2%). Find guides and downloads to help you get started with the LinkedIn brand, from logos and color to type and icons. Do one of the following to start Document Capture Pro. • Windows 8.x : Navigate to the Apps screen and select Document Capture Pro. Use the app to quickly capture depth, data, and imagery of a space when connected to a supported camera. Then simply upload to the Matterport Cloud and all processing of assets is taken care of for you. Download the mobile app to any compatible iOS or Android device and see how easy it is to create a 3D digital twin. Styles Capture Reddit One ruivoku.fabbro.fvg.it Views: 25653 Published: 19.06.2022 Author: ruiyoku.fabbro.fvg.it Search: table of content Part 1 Part 2 Part 3 Part 4 Part 5 Part 6 Part 7 Part 8 Part 9 Part 10 Keeping it well. Dungeon Master's Guide Rules for Crafting Magic Items Note first that the DMG's rules are more strict than Xanathar's rules and are quite limiting. We'll analyze Xanathar's next, and you, as the DM, can determine which set of rules, or a combination, you would like to enforce. According to pages 128 and 129 of the Dungeon Master can allow a player to craft magic items, though it is an expensive and lengthy task. Remember: all aspects of crafting magic items are under the purview of the Dungeon Master, who has the final say on rules. Here's What's Required: A Formula that describes the construction of the item. This can be something characters have developed in-game (with the DM's approval) or an established formula from a reputable (or not) source. Spellcasting Abilities. A character must have the spell slots and be able to cast a spell that an item will produce in order to imbue an item with that magic. This includes having and expending on the item's rarity, a character must meet a minimum level to craft that item. A table showing this is provided below. Materials, Tools, and Location. A Dungeon Master can decide if a character needs particular tools or supplies, or if an item can only be created at a certain location. Example: Flame tongue requires forging with lava. This should be outlined in the formula. Crafting Magic Items Requirements, DMG pg. 129 Item Rarity Creation Cost Minimum Level Days Required Common 100 gp 3rd 4 Uncommon 500 gp 17th 20,000 (~5.5 Years) Legendary 500,000 gp 17th 20,000 (~55 Years) A player crafting a magic item makes progress in increments of spending 25 gp of the Creation Cost per day, assuming they work for 8 hours each of those days. If the item produces a spell, the creator must expend one spell slot of the spell) material components once each day, unless the item has a one-time use (like a spell scroll), in which case, the components are only consumed once. Note: It can be assumed that the 25 gp per day covers the cost of components are acquired. Finding components can make for a fun side quest. Multiple Contributors "Many hands make work light." If multiple characters meet the level requirements, they can work together to create a magic item. Each character can contribute spells, spell slots, and components, and all characters must participate during the item. This means that the time required can be divided by the number of contribute. Only one of the characters needs the spell requirements. Thus, any character can contribute to creating the magic item if they meet the level prerequisites. Example: Four characters crafting a Very Rare item can create it in 500 days instead of 2,000. Economy Crafting a magic item won't break the bank. A character can live off of 1 gp per day modestly. Benefits Developing formulas for a magic item is less complicated based on DMG rules, as usually only a spell and associated components are required unless the DM decided otherwise. Downfalls Only a magic user can create magic items, and this requires a hefty price in time and money. Also, homebrew items that don't have specific spells tied to them will be more difficult to formulate. Xanathar's Guide to Everything, which are similar to a 2017 Unearthed Arcana publication, but with different sets of numbers and specifics. "Creating a magic item is a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item." Xanathar focuses on gaining materials/components through adventuring, and a non-magic user can create an item just as easily. Requirements (Not applicable to creating spell scrolls or brewing healing potions. See below): Formula. Just like in the DMG, a formula is needed. Materials. Exotic materials are required, like skin of a Yeti or a vial of water from a whirlpool in the Elemental Plane of Water. Finding these materials should take place as part of the adventure and in thematically-congruent locations. A Challenge Rating table for encounters where a character can acquire these materials is provided below. Gold Cost and Time Required. Just like in the DMG, there is a cost and time required associated with item rarity. However, this table differs significantly from the DMG because players are gathering materials by encountering creatures. Tool and Skills Proficient in any tools or skills appropriate for creating the item, such as Jeweler's Tools and Arcana, for instance. BIG DIFFERENCE FROM DMG: Note that in Xanathar's rules, a character does not need to be a spellcaster to create a magic item (except spell scrolls). Thus, no material components are consumed or spell slots expended. Gaining materials is a one-time deal according to Xanathar, which should be acquired through the adventure. See our ideas for creating formulas in our article 5e Magic Item Crafting Formulas. Item Rarity Material CR Range Cost Workweeks Common 1-3 50 1 Uncommon 4-8 200 2 Rare 9-12 2,000 10 Very Rare 13-18 20,000 50 Any magic item that is consumable may halve the cost and creation time required (such as a potion). Note that a "workweek" means you are working 5 days a week, 8 hours per day. These days don't need to be consecutive. Costs associated with creating the item cover other materials and tools required. Item Crafting Challenges For Dungeon Masters, Xanathar's Guide also provides a table for possible complications that could arise while crafting an item. Check it out: D6 Table for Crafting Challenges Rumors swirl that what you're working on is unstable and a threat to the community. Your tools are stolen, forcing you to buy new ones. A local wizard shows keen interest in your work and is not interested in hearing no for an answer. A dwarf clan accuses you of stealing its secret lore to fuel your work. A competitor spreads rumors that your work is shoddy and prone to failure. These challenges might involve a rival. Crafting a spell scroll. A spell may be transferred by a spell scroll. See the table below. Arcana Skill. Characters crafting spell scrolls must be proficient in the Arcana skill. Material Components. Material components required by the spell must be provided and potentially consumed (according to the spell scroll must be prepared or among the character's known spells in order to be scribed. Spell Scroll Costs Spell Level Time Cost Cantrip 1 Day 15 gp 1st 1 Day 25 gp 2nd 3 Days 250 gp 5th 4 Workweeks 25,000 gp 6th 8 Workweeks 50,000 gp 6th 8 Workweeks 25,000 gp 7th 16 Workweeks 25,000 gp 6th 8 Workweeks 25,000 gp 6th 8 Workweeks 25,000 gp 6th 8 Workweeks 25,000 gp 7th 16 if you're interested in learning more (their rules are all over the place, so you'll want to bookmark this resource). Brewing Potions of Healing Healing potions of Healing more (their rules are all over the place, so you'll want to bookmark this resource). Brewing Potions of Healing Healing Potions of Healing Healing Potions of Healing Healing Potions of Healing Healing Healing Potions of Healing Healin Healing 100 gp 1 Workweek Superior Healing 1,000 gp 3 Workweeks Supreme Healing 10,000 gp 4 Workweeks Selling Magic Items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants to sell magic items In the event that a player wants In the event that a player w buyer for a single magic item by spreading the word and paying 25 gp for 1 workweek. Only one item at a time can be sold. After finding a buyer, the character can decide to not sell the item after receiving an offer, but another workweek and 25 gp must be expended to find another buyer. Persuasion Check Results In the following table, a player can see the gold value his item sells for based on his Charisma roll. Rarity Roll 1-10 Roll 11-20 Roll 21+ Common 50 gp 40,000 gp 40,000 gp 40,000 gp 60,000 gp 60,000 gp 80,000 gp Legendary 100,000 gp 200,000 gp 200,000 gp 300,000 gp Note: These values are halved for one-time use items such as potions or scrolls. Challenges Thieves and unwanted buyers may be attracted to a character's magic item. Every workweek spent trying to sell the item brings a 10% chance of complications. D6 Complications Your enemy secretly arranges to buy the item to use it against you. A thieves' guild, alerted to the sale, attempts to steal your item. A foe circulates rumors that your item is a fake. A sorcerer claims your item as a birthright and demands you hand it over. Your item is a fake. A sorcerer claims your item is a fake. A s finalized. These challenges might involve a rival. Developing Formulas While the formula examples you give your players are simplified for their convenience, players should be aware that the formulas their characters receive are more like elaborate manuscripts with sketched diagrams, complex measurements, detailed calculations, and precise instructions that take time to analyze and comprehend. Certain skill proficiencies are important in understanding how a formula works, as a formul own formulas based on components they have harvested throughout their adventuring. To do this, a player will need to be familiar with magic item crafting requirements and readily communicate their plans with their Dungeon Master. Keep inventory of what component you've gathered and ask your Dungeon Master to estimate what CR can be associated with the component, whether from slaying a creature or completing a social encounter like shopping, bartering, or stealing. To estimate a CR for social encounters, see our guide here. Also, estimate how much in-game time you have spent gathering each component. When you think you have a few components that could be used to craft a specific magic item based on the item description and function, tally up the CR and time spent, then talk to your Dungeon Master and see what would be required to finish the magic item based on the tables above and additional DM-provided guidelines. Keep in mind that you may need to either have skills and proficiencies or find someone who does have these skills to help complete the item. Selling Formulas Though neither manual mentioned above includes guidelines for selling formulas, this mechanic can be easily implemented into a campaign. A player should have the option to outright sell the formula or reproduce the formula for sale. Finding a Buyer Xanathar's Guide (pg. 133) describes the process for finding buyers for magic items. Following these rules, by spending one workweek and 25 gp marketing their product (either by word of mouth, posters, hiring a manager of sorts and so forth), a player can find a legitimate buyer. A player must then make a Charisma (Persuasion) check to determine the price the buyer is willing to pay. A player may also decide to not go through with the sale, forfeiting the workweek searching for a buyer. Depending on the Magic Item formula rarity, use the base price of a magic item. Formula Base Prices Common: 25 gpUncommon: 100 gpRare: 1,000 gpVery Rare: 10,000 gpVery Rare: 10, formula to distribute in bulk, if they can find the right buyers. For copying a formula, follow the same logic as duplicating a spellbook: a player would need to spend a certain number of hours and gold required, use the table above from Xanathar's Guide to Everything and divide the values by 10. For example, a Very Rare magic item formula would require 2,000 gp and 2.5 workweeks to reproduce. A character with proficiencies in Calligraphy may roll a 1d10 and reduce the amount of time and gold by that percent (up to a 10% reduction of time and cost). Gold required: (1/10) x (Cost to craft a magic item by rarity) Time required: (1/10) x (Workweeks to craft a magic item by rarity) Non-Canonical Ideas In addition to the DMG and UA rules above, here are some additional guidelines a DM may consider. Encounters for Acquiring Components Players need not always defeat a monster to gain components. Here are some non-creature encounters with potentially high CRs: Illegal Ingredients: One or more of the required ingredients must be obtained through criminal means (smuggling, stealing, black market, etc). A Prince's Grace: Players must discover a way to acquire an item of a high-ranking prince or nobility (in large or small quantities). Trading: Trade for an item by fulfilling requests or bribing. High Charisma is needed! Nature Skills: Players must use herbalist skills to harvest components without destroying the plant. Gather Non-Lethal Creature Components with the plant of Mining: In the ridge of an active volcano, players must mine precious ore under the pressure of a ticking molten clock. Tool Proficiency Requirements Provided below are some examples of how tools may be used in creating magic items. For instance, a player who wishes to brew a potion may need proficiencies in Alchemist's Tools. Smith's tools: Armor, weapons, ammunition, metal gear and accessoriesWeaver's tools: Cloaks, capes, robes, cloth gear, bags, bootsJeweler's tools: Rings, necklaces, gems, jeweled gear, amulets, gemcuttingAlchemist's tools: Potions, ammunition, metal gear and accessoriesTinkerer's tools: Rings, necklaces, gems, jeweled gear, amulets, gemcuttingAlchemist's tools: Potions, ammunition, metal gear and accessoriesTinkerer's tools: Rings, necklaces, gems, jeweled gear, amulets, gemcuttingAlchemist's tools: Potions, ammunition, metal gear and accessoriesTinkerer's tools: Rings, necklaces, gems, jeweled gear, amulets, gemcuttingAlchemist's tools: Potions, ammunition, metal gear and accessoriesTinkerer's tools: Rings, necklaces, gems, jeweled gear, amulets, gemcuttingAlchemist's tools: Potions, ammunition, metal gear and accessoriesTinkerer's tools: Potions, ammunition, metal gear, amulets, gemcuttingAlchemist's tools: Potions, gemcuttingAlchemist's tools elixersCobbler's tools: BootsGlassblower's tools: BootsGlassblower's tools: GlassworkHerbalism kit: Antitoxin, potionsPoisoner's kit: PoisonPotter's tools: Pottery, ceramics Role Playing Item Creation If a party is interested in roleplaying their item creation, a DM may decide to throw in some additional challenges players must overcome. Taking inspiration from Pathfinder, here is a list of challenges a DM could throw at players. Challenges Construction Challenges Construction challenges Construction challenges Construction challenges and ecide how to fix or work around the construction challenges. The formula is either incomplete or notes that two sources disagree on a step in the process. Doing an Arcana check, a player can decide which option is best. This can result in a perk, quirk, or flaw in the item. Cryptic Cross-Reference: A shoddy formula references outside sources. Players must find these sources (book, person, history knowledge) in order to create the item. Emotional Requirements The formula for a rare item requires raw emotion to be harnessed during the creation of the item has spread across the city. An NPC approaches the player, offering a shortcut (in materials, better tools, etc) for a price. This can either work or create unexpected effects in the items. Historic Stumbling Block: This formula notes that creators often stumble at a particular step and they don't really have tips on how to overcome the problem. Research can help a player overcome this challenge. Intrusive Spirit: A formula requires an item be crafted in a catacombs. A wandering spirit possesses the item. Players can either accept the item's new sentience and the associated effects or try to dispel the spirit. Eclipse of Moons: An item can only be completed during an Eclipse. Players realize that their item's creation is influenced by planar convergences. The item randomly blips in and out of the material plane. This can produce a perk, flaw, or guirk, or players can locate and acquire the book by whatever means they can think of. Regal Requisite: Hearing about the creation of this item, a king requires that he possess this item due to its unsafe power. Players have to figure out how to change the King's mind or hide the item from him. Language Barrier: Formula is encrypted or written partially in unknown runes. Players must decipher the formula. Class-Based Challenges Crisis of Faith (Cleric, Paladin, Warlock): A player believes his patron or deity has been sending ill omens as a result of creating the magic item. Internal Instability (Sorcerer): A Sorcerer's source of power comes from within. However, due to a personal crisis (loss of loved one, moral dilemma, etc), his powers become unstable and imbuing this item with magic becomes difficult or dangerous. Natural Wonder (Druid, Ranger): At one point during the item could do if created. Otherworldly Influence (Warlock): Otherworldly beings tamper with the item's creation. Unexpected Characteristics That Manifest in an Item: Based on using shoddy or superior tools, formulas, materials, or additional resources, an item can gain a perk, a quirk, or a flaw. Perks Lightweight: The item gains a damage resistance. Inscribed with an unexpected spell: A secondary low-level spell can be cast. Favored Enemy: The item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. 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Potent: Item manifests additional power when used in full sunlight. Potent: Item manifests additional power when used in full sunlight. Potent: Item ma intended. Shielding: The item absorbs some of the damage occasionally. Quirks Unusually colored: Item takes on an unexpected color. Color-Altering: Color of item makes an odd noise each time it's used (such as a squeak, the sound of a spring, etc.). Bloodthirsty: Item vibrates when it touches blood. Levitating: Item now has a scaly skin and occasionally sheds it to reveal a new one. Loyal: Item leaves a trail of sparkles when it's used. Flaws Heavy: Item becomes twice as heavy. Fragile: Item has twice as much chance to break. Vulnerable: Item has twice as much chance to break. Vulnerable to one type of damage. Addictive: Owner does not want to give up the item under any circumstances (Think the One Ring in LOTR). Impotent: Item spells are one level lower than intended. Backlashing: The user of the item takes 1d6 in damage from magical energy backlash. Enticing: Others covet the item and try to take it at all costs. Pacifistic: Weapon deals non-lethal damage only. Allergic: Item gains a curse. Creating Your Own Homebrew Item Players may wish to develop their own homebrew magic item that doesn't fit in with a spell or magical effect. While there is no magic formula to fulfill this request, you as a DM can use the knowledge above and some creativity in determining how the player may create their item. Here are the things you need to consider: Rarity. Is the item extremely powerful? Make it a legendary item that requires more time and gold to create. Components would be required to create the desired effect. Recall that the character must expend or have these components every working day. Effect and Damage Output. Your player may ask for certain abilities, but it it up to the DM to decide how powerful the item should function. We put together a table of 10 examples of homebrewed magic items and their rarity; ability; and required cost, time, and components. 10 Examples of Crafted Homebrewed Magic Items Item Type Rarity Tools/Requirements Components Description Blinksword Uncommon Smith's Tools, Leatherworkers Tools 2 steel bars, Blink dog hide for grip +1 bonus to attack and damage rolls. May cast 2nd level spell Misty Step once per long rest. Requires attunement Lucky Coin Coin Very Rare Coin must be forged to a Halfling's song, Jeweler's tools. Dlarun (halfling material) A bone-white coin that shimmers green. When a player rolls initiative, she may flip a coin and call a side. If she is correct, she gains one luck point to use in that battle. Belt of Returning Weapon-Holding Belt Very Rare Leatherworker's Tools 3 ruby shards, snake-like skin of a Marilith A snakeskin belt with encrusted rubies, this weapon-holding belt allows the user to attune three weapons to it. At the end of each combat turn, any of the attuned weapons away from the belt returns to it. Boots of Prudence Boots Uncommon Leatherworker Tools Vial of essence of an Invisible Stalker to be worked into the leather. These boots allow a user to sense danger. Add 1d8 to an initiative roll once per longrest. Werelord Armor Druid A Shape, providing an additional +2 AC in animal form. Angelslayer Warhammer Legendary Smithing Tools Starmetal (mined from a meteorite), ten gallons of Unholy Water to quench the metal When attuned by a non-lawfully-aligned character, a spectral chain of darkness binds this weapon to the user's hand. This +3 warhammer has a thrown range of 120 feet and deals an extra 3d10 damage against Celestial creatures. Using his bonus action, the warhammer back to his hand via the spectral chain. Once per short rest, the warhammer back to his hand via the spectral chain. Once per short rest, the warhammer back to his hand via the spectral chain. Once per short rest, the warhammer back to his hand via the spectral chain. from the lock of hair from a Bheur; rod of Cold Iron to form the wand This wand has 5 charges. While attuned, a user can cast Ice Storm at 4th level for one charge as an action. Each higher level expends one charge as an action. Each higher level expends one charge as an action. destroyed. Ring of Haste Ring Uncommon Jeweler's Tools, Glassblower's Tools A feather barb from a Solar's wing encased in glass encrusted in silver. While attuned to this ring, a user can cast Haste on himself as an action once per long rest. Copper Feather Trinket Common Smithing Tools Stormowl Feather encased in copper A small copper feather that negates the first 20 feet of falling damage. 20 Bluewood Arrows Uncommon Woodcarver's Tools, Alchemists' Tools, Successful history skillcheck (DC 16) of Treefolk or Volodni (3.5e) Blueleaf wood, sliver of (any type of) Giant's fingernail dissolved in Gray Ooze residue This shimmering blue arrow is hard as steel but light as wood, sliver of (any type of) Giant's fingernail dissolved in Gray Ooze residue This shimmering blue arrow is hard as steel but light as wood, sliver of (any type of) Giant's fingernail dissolved in Gray Ooze residue This shimmering blue arrow is hard as steel but light as wood, sliver of (any type of) Giant's fingernail dissolved in Gray Ooze residue This shimmering blue arrow is hard as steel but light as wood, sliver of (any type of) Giant's fingernail dissolved in Gray Ooze residue This shimmering blue arrow is hard as steel but light as wood, sliver of (any type of) Giant's fingernail dissolved in Gray Ooze residue This shimmering blue arrow is hard as steel but light as wood, sliver of (any type of) Giant's fingernail dissolved in Gray Ooze residue This shimmering blue arrow is hard as steel but light as wood, sliver of (any type of) Giant's fingernail dissolved in Gray Ooze residue This shimmering blue arrow is hard as steel but light as wood, sliver of the final blue arrow of the final bl +1 to attack and damage rolls, and deals an additional 1d6 blue fire damage Formulas While no canonical source exists for developed our own series of formulas for popular magic items in this article, where you'll find DM notes, developed formulas, and more crafting magic item inspiration. Here is an example of what you will read: Arrow of Slaying Weapon (arrow), very rare An arrow of slaying is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both arrows of dragon slaying and arrows of blue dragon slaying takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once an arrow of slaying deals its extra damage to a creature, it becomes a nonmagical arrow. Other types of magic ammunition of this kind exist, such as bolts of slaying meant for a crossbow, though arrows are most common. Materials: One bucket of blood or essence of the creature specific to the arrow type; steel (for the head); Calantra wood (for the shafts); 50 feathers of a Peryton (for the fletching). Instructions: Forge and temper steel arrowheads, quenched in the blood or essence. Assemble the shafts and fletchings and attach to the arrowheads, produces 100 arrows. Proficiencies: Smithing Tools, Nature Skill Material CR Range: 13-18 Cost: 20,000 gp Workweeks: 25 Dungeon Master Notes: This formula is dependent on the type of creature specific to the arrow. Players will need to harvest blood from creatures, which means defeating multiple monsters, helping us reach the CR 13-18 requirement. We are drawing our inspiration from the special material Arandur, a Gnome metal mixed with the blood of a dragon. Furthermore, we will require Calantra, the heartwood of the hardy tree Calan of Faerûn, which is significantly durable and safe as a spell component... Read More Additional Resources: We've also released a spreadsheet containing nearly 500 plant and animal components and their special effects in our Artificer's Field Guide. Download it today for free! See our guide to Herbalism for more resources and information. Download the Artificer's Field Guide Support our site when you use these affiliate links!

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