

Advanced Dungeons Dragons Dungeon Masters Special Reference

If you're a Dungeons & Dragons fan, you've surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have *Dungeon Master 4th Edition For Dummies* tucked into your bag of tricks! From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, creators of the game, it shows you how to: Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official *Dungeon Master's Guide* Develop a campaign with exciting themes, memorable villains, and plots that keep players entranced If you're getting the urge to lead the charge in a D&D game of your own, *Dungeon Master 4th Edition For Dummies* will introduce you to the DM's many jobs. With the information you need to start your own game, craft exciting stories, and set up epic adventures, you'll be on your way!

This lecture introduces fundamental principles of online multiplayer games, primarily massively multiplayer online role-playing games (MMORPGs), suitable for students and faculty interested both in designing games and in doing research on them. The general focus is human-centered computing, which

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includes many human-computer interaction issues and emphasizes social computing, but also, looks at how the design of socio-economic interactions extends our traditional notions of computer programming to cover human beings as well as machines. In addition, it demonstrates a range of social science research methodologies, both quantitative and qualitative, that could be used by students for term papers, or by their professors for publications. In addition to drawing upon a rich literature about these games, this lecture is based on thousands of hours of first-hand research experience inside many classic examples, including World of Warcraft, The Matrix Online, Anarchy Online, Tabula Rasa, Entropia Universe, Dark Age of Camelot, Age of Conan, Lord of the Rings Online, Tale in the Desert, EVE Online, Star Wars Galaxies, Pirates of the Burning Sea, and the non-game virtual world Second Life. Among the topics covered are historical-cultural origins of leading games, technical constraints that shape the experience, rolecoding and social control, player personality and motivation, relationships with avatars and characters, virtual professions and economies, social relations inside games, and the implications for the external society. Table of Contents: Introduction / Historical-Cultural Origins / Technical Constraints / Rolecoding and Social Control / Personality and Motivation / Avatars and Characters / Virtual Professions and Economies / Social Relations Inside Games / Implications for External Society

Many of today's hottest selling games—both non-electronic and electronic—focus on such elements as shooting up as many bad guys as one can (Duke Nuk'em), beating the toughest level (Mortal Kombat), collecting all the cards (Pokémon), and scoring the most points (Tetris). Fantasy role-playing games (Dungeons & Dragons, Rolemaster, GURPS), while they may involve some of those aforementioned elements, rarely focus on them. Instead, playing a fantasy

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role-playing game is much like acting out a scene from a play, movie or book, only without a predefined script. Players take on such roles as wise wizards, noble knights, roguish sellswords, crafty hobbits, greedy dwarves, and anything else one can imagine and the referee allows. The players don't exactly compete; instead, they interact with each other and with the fantasy setting. The game is played orally with no game board, and although the referee usually has a storyline planned for a game, much of the action is impromptu.

Performance is a major part of role-playing, and role-playing games as a performing art is the subject of this book, which attempts to introduce an appreciation for the performance aesthetics of such games. The author provides the framework for a critical model useful in understanding the art—especially in terms of aesthetics—of role-playing games. The book also serves as a contribution to the beginnings of a body of criticism, theory, and aesthetics analysis of a mostly unrecognized and newly developing art form. There are four parts: the cultural structure, the extent to which the game relates to outside cultural elements; the formal structure, or the rules of the game; the social structure, which encompasses the degree and quality of social interaction among players; and the aesthetic structure, concerned with the emergence of role-playing as an art form.

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeon Masters*. In the course of a *Dungeons & Dragons* game, a *Dungeon Master* has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced *DM* to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The*

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Monsters Know What They're Doing, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

Historian Johan Huizinga once described game playing as the motor of humanity's cultural development, predating art and literature. Since the late 20th century, Western society has undergone a "ludification," as the influence of game-playing has grown ever more prevalent. At the same time, new theories of postmodernism have emphasized the importance of interactive, playful behavior. Core concepts of postmodernism are evident in pen-and-paper role-playing, such as *Dungeons and Dragons*. Exploring the interrelationships among narrative, gameplay, players and society, the author raises questions regarding authority, agency and responsibility, and discusses the social potential of RPGs in the 21st century.

Part of the core rules to the AD&D second edition game system, this book provides detailed information on magical items and how to make them. All players and game masters. Illustrations, some in color.

Advanced Dungeons and Dragons
Dungeon Masters Guide
Advanced Dungeons and Dragons
Advanced Dungeons and Dragons
Dungeon Master's Guide
TSR

Since the release of *Dungeons & Dragons* in 1974, role-playing games (RPGs) have spawned a vibrant industry and subculture whose characteristics and player experiences have been well explored. Yet little attention has been devoted

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to the ways RPGs have shaped society at large over the last four decades. Role-playing games influenced video game design, have been widely represented in film, television and other media, and have made their mark on education, social media, corporate training and the military. This collection of new essays illustrates the broad appeal and impact of RPGs. Topics range from a critical reexamination of the Satanic Panic of the 1980s, to the growing significance of RPGs in education, to the potential for "serious" RPGs to provoke awareness and social change. The contributors discuss the myriad subtle (and not-so-subtle) ways in which the values, concepts and mechanics of RPGs have infiltrated popular culture.

The story of the arcane table-top game that became a pop culture phenomenon and the long-running legal battle waged by its cocreators. When Dungeons & Dragons was first released to a small hobby community, it hardly seemed destined for mainstream success--and yet this arcane tabletop role-playing game became an unlikely pop culture phenomenon. In *Game Wizards*, Jon Peterson chronicles the rise of Dungeons & Dragons from hobbyist pastime to mass market sensation, from the initial collaboration to the later feud of its creators, Gary Gygax and Dave Arneson. As the game's fiftieth anniversary approaches, Peterson--a noted authority on role-playing games--explains how D&D and its creators navigated their successes, setbacks, and controversies. Peterson describes Gygax and Arneson's first meeting and their work toward the 1974 release of the game; the founding of TSR and its growth as a company; and Arneson's acrimonious departure and subsequent challenges to TSR. He recounts the "Satanic Panic" accusations that D&D was sacrilegious and dangerous, and how they made the game famous. And he chronicles TSR's reckless expansion and near-fatal corporate infighting, which

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culminated with the company in debt and overextended and the end of Gygax's losing battle to retain control over TSR and D&D. With Game Wizards, Peterson restores historical particulars long obscured by competing narratives spun by the one-time partners. That record amply demonstrates how the turbulent experience of creating something as momentous as Dungeons & Dragons can make people remember things a bit differently from the way they actually happened.

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

This volume will convince readers that the swift ascent of the

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tabletop role-playing game Dungeons and Dragons to worldwide popularity in the 1970s and 1980s is “the most exciting event in popular culture since the invention of the motion picture.” *Dungeons and Dragons and Philosophy* presents twenty-one chapters by different writers, all D&D aficionados but with starkly different insights and points of view. It will be appreciated by thoughtful fans of the game, including both those in their thirties, forties, and fifties who have rediscovered the pastime they loved as teenagers and the new teenage and college-student D&D players who have grown up with gaming via computer and console games and are now turning to D&D as a richer, fuller gaming experience. The book is divided into three parts. The first, “Heroic Tier: The Ethical Dungeon-Crawler,” explores what D&D has to teach us about ethics and about how results from the philosophical study of morality can enrich and transform the game itself. Authors argue that it’s okay to play evil characters, criticize the traditional and new systems of moral alignment, and (from the perspective of those who love the game) tackle head-on the recurring worries about whether the game has problems with gender and racial stereotypes. Readers of *Dungeons and Dragons and Philosophy* will become better players, better thinkers, better dungeon-masters, and better people. Part II, “Paragon Tier: Planes of Existence,” arouses a new sense of wonder about both the real world and the collaborative world game players create. Authors look at such metaphysical questions as what separates magic from science, how we express the inexpressible through collaborative storytelling, and what the objects that populate *Dungeons and Dragons* worlds can teach us about the equally fantastic objects that surround us in the real world. The third part, “Epic Tier: Leveling Up,” is at the crossroads of philosophy and the exciting new field of Game Studies. The writers investigate what makes a game a

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game, whether D&D players are artists producing works of art, whether D&D (as one of its inventors claimed) could operate entirely without rules, how we can overcome the philosophical divide between game and story, and what types of minds take part in D&D.

Collects SKULLKICKERS #6-11 plus Bonus Material! The second SKULLKICKERS adventure is a wondrous tornado of action-adventure: a den of thieves, a city of danger, nobility, stupidity, plant monsters, dinner parties and bloodthirsty faerie folk. Jump on board to see why Ain't It Cool News says 'Everyone who loves comics should buy SKULLKICKERS.'

Science fiction constitutes one of the largest and most widely read genres in literature, and this reference provides

bibliographical data on some 20,000 science fiction, fantasy, and horror fiction books, as well as nonfiction monographs

about the literature. A companion to Reginald's Science Fiction and Fantasy Literature, 1700-1974 (Gale, 1979), the

present volume is alphabetically arranged by approximately 10,000 author names. The entry for each individual work

includes title, publisher, date and place published, number of pages, hardbound or paperback format, and type of book

(novel, anthology, etc.). Where appropriate, entries also provide translation notes, series information, pseudonyms,

and remarks on special features (such as celebrity introductions). Includes indexes of titles, series, awards, and

"doubles" (for locating volumes containing two novels). Annotation copyright by Book News, Inc., Portland, OR.

TSR games and rules editor, preface by author, credits and acknowledgements, 16 appendices, glossary, afterword, a list of tables and charts, and index.

A set of charts containing basic rules of the Dungeons and Dragons game with blank charts for recording player information to facilitate playing the game.

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Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

Traditional Chinese edition of *Sharks Fin and Sichuan Pepper: A Sweet-Sour Memoir of Eating in China*, praised as one of the best travel food writings. Fuchsia Dunlop writes for *Gourmet*, *Saveur*, the *Financial Times*, and *Time Out*. In Traditional Chinese. Annotation copyright Tsai Fong Books, Inc. Distributed by Tsai Fong Books, Inc.

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Tracing the evolution of fantasy gaming from its origins in tabletop war and collectible card games to contemporary web-based live action and massive multi-player games, this book examines the archetypes and concepts within the fantasy gaming genre alongside the roles and functions of the game players themselves. Other topics include: how *The Hobbit* and *The Lord of the Rings* helped shape fantasy gaming through Tolkien's obsessive attention to detail and virtual world building; the community-based fellowship embraced by players of both play-by-post and persistent browser-based games, despite the fact that these games are fundamentally solo experiences; the origins of gamebooks and interactive fiction; and the evolution of online gaming in terms of technological capabilities, media richness, narrative structure, coding authority, and participant roles. Please note that the content of this book primarily

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consists of articles available from Wikipedia or other free sources online. Commentary (books not included).

Pages: 113. Chapters: Dungeons & Dragons books, Lone Wolf, Fighting Fantasy, List of Lone Wolf media, List of Dungeons & Dragons rulebooks, Player's Handbook, Monster Manual, Fabled Lands, Unearthed Arcana, Manual of the Planes, Libris Mortis, Fiend Folio, Deities & Demigods, Endless Quest, Grailquest, Way of the Tiger, Dungeons & Dragons Basic Set, Tome of Battle, Dungeon Master's Guide, Oriental Adventures, List of Dungeons & Dragons adventures, Book of Vile Darkness, Monster Mythology, Dungeons & Dragons Immortals Rules, Blood Sword, Book of Artifacts, Dungeons & Dragons Companion Set, The Book of Lairs, Complete Psionic, Dungeons & Dragons Expert Set, Tome of Magic, Dungeons & Dragons Master Rules, The Complete Book of Dwarves, Lankhmar - City of Adventure, Complete Arcane, Elder Evils, Dungeoneer's Survival Guide, Fiendish Codex II: Tyrants of the Nine Hells, Monstrous Compendium, Blackmoor, Draconomicon, Fantasy Forest, Arms and Equipment Guide, Ghostwalk, Cretan Chronicles, Book of Exalted Deeds, Creature Catalogue, Greyhawk Adventures, Drow of the Underdark, Magic Item Compendium, The Shady Dragon Inn, Dungeon Geomorphs, Wilderness Survival Guide, Sorcery!, The Complete Book of Humanoids, The Deathlord of Ixia, Complete Divine, Advanced Dungeons & Dragons Adventure Gamebooks, Races of Stone, Complete Adventurer, Flight from the Dark, Martial Power, Gods, Demi-Gods & Heroes, Fiendish Codex I: Hordes of the Abyss, Complete

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Warrior, Miniatures Handbook, Lords of Madness, Eldritch Wizardry, Night Below: An Underdark Campaign, The Caverns of Kalte, Grey Star the Wizard, The Kingdoms of Terror, Fire on the Water, Swords & Spells, Beyond the Nightmare Gate, The Forbidden City, The Dungeons of Torgar, War of the Wizards, The Legacy of Vashna, The Masters of Darkness, Dungeons & Dragons Rules...

The definitive reference guide of "Dungeons & Dragons]" core rules, this supplement takes all of the games most important rules and presents them in a single comprehensive, easy-to-reference volume for players and Dungeon Masters.

Augments and expands on the rules of play for the Dungeons & Dragons role-playing game, explaining the role of the Dungeon Master and reconciling previously discovered inaccuracies, inconsistencies, and other problems.

Breathe life into your tabletop Dungeons & Dragons(R) game with these full color dungeon tiles. Infinitely expandable and easy to set up, these dungeon tiles allow you to create the adventures you want to play. This box contains 16 durable, double-sided, fully illustrated tile sheets, featuring grasslands, ruins, sandy beaches, and other terrain elements that Dungeon Masters can use to build exciting encounters. Use these tiles to make fantastic wilderness maps to enhance your tabletop roleplaying game experience. For use with the Dungeons & Dragons Fantasy Roleplaying Game.

Fantasy. Science fiction. Role-playing games. People around the globe turn away from the "real" world to

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inhabit others. Movie fan-freaks design costumes and collect Lord of the Rings action figures. Some attend comic book conventions and Renaissance fairs, others play live-action role-playing games (LARPs). The online game World of Warcraft (WoW) has lured twelve million users worldwide. Even old-school role-playing games such as Dungeons & Dragons (D&D) are still wildly popular. What could one man find if he embarked on a journey through fantasy world after fantasy world? In an enthralling blend of travelogue, pop culture analysis, and memoir, forty-year-old former D&D addict Ethan Gilsdorf crisscrosses America, the world, and other worlds—from Boston to New Zealand, and Planet Earth to the realm of Aggramar. On a quest that begins in his own geeky teenage past and ends in our online gaming future, he asks gaming and fantasy geeks how they balance their escapist urges with the kingdom of adulthood. He speaks to grown men who build hobbit holes, and to grown women who play massively multiplayer online games. He seeks out those who dream of elves, long swords, and heroic deeds, and mentally inhabit faraway magical lands. What lures them—old, young, male, female, able-bodied, and disabled—into fantasy worlds, and for what reasons, whether healthy, unhealthy, or in between? Our noble hero battles online goblins, trolls, and sorcerers for weeks on end. He travels to pilgrimage sites: Tolkien's hometown, movie locations, and castles. He hangs out with Harry Potter tribute bands. He LARPs. He goes to fan conventions and gaming tournaments. He camps with medieval re-enactors—12,000 of them. He becomes Ethor, Ethorian, and Ethor-An3. He sews his own tunic.

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He even plays D&D. What he discovers is funny, poignant, and enlightening.

Dungeons and Dragons and Philosophy presents twenty-one chapters by different writers, all D&D aficionados but with starkly different insights and points of view. The book is divided into three parts. The first, "Heroic Tier: The Ethical Dungeon-Crawler," explores what D&D has to teach us about ethics. Part II, "Paragon Tier: Planes of Existence," arouses a new sense of wonder about both the real world and the collaborative world game players create. The third part, "Epic Tier: Leveling Up," is at the crossroads of philosophy and the exciting new field of Game Studies.

Star Worlds explores the future-oriented universe of online virtual worlds connected with popular science fiction—specifically, with Star Wars and Star Trek—that have been inhabited for over a decade by computer gamers. The Star Wars and Star Trek franchises, both of which have shaped the dominant science fiction mythologies of the last half-century, offer profound conceptions of the tension between freedom and control in human economic, political, and social interactions. Bainbridge investigates the human and technological dynamics of four online virtual worlds based on these two very different traditions: the massive multiplayer online games Star Wars Galaxies; Star Wars: The Old Republic; Star Trek Online; and the Star Trek community in the non-game, user-created virtual environment, Second Life. The four “star worlds” explored in this book illustrate the dilemmas concerning the role of technology as liberator or oppressor in our post-industrial society,

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and represent computer simulations of future possibilities of human experience. Bainbridge considers the relationship between a real person and the role that person plays, the relationship of an individual to society, and the relationship of human beings to computing technology. In addition to collecting ethnographic and quantitative data about the social behavior of other players, he has immersed himself in each of these worlds, role-playing 14 avatars with different skills and goals to gain new insights into the variety of player experience from a personal perspective.

This book presents the most serious and comprehensive study, by far, of American public perceptions about the meaning of space exploration, analyzing vast troves of questionnaire data collected by many researchers and polling firms over a span of six decades and anchored in influential social science theories. It doesn't simply report the percentages who held various opinions, but employs sophisticated statistical techniques to answer profound questions and achieve fresh discoveries. Both the Bush and the Obama administrations have cut back severely on fundamental research in space science and engineering. Understanding better what space exploration means for citizens can contribute to charting a feasible but progressive course. Since the end of the Space Race between the US and the USSR, social scientists have almost completely ignored space exploration as a topic for serious analysis and this book seeks to revive that kind of contribution. The author communicates the insights in a lucid style, not only intelligible but interesting to readers from a variety of

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backgrounds.

Shows the reader how to be a Dungeon Master.

This edited volume supports implementation of a critical literacy of popular culture for new times. It explores popular and media texts that are meaningful to youth and their lives. It questions how these texts position youth as literate social practitioners. Based on theories of Critical and New Literacies that encourage questioning of social norms, the chapters challenge an audience of teachers, teacher educators, and literacy focused scholars in higher education to creatively integrate popular and media texts into their curriculum. Focal texts include science fiction, dystopian and other youth central novels, picture books that disrupt traditional narratives, graphic novels, video-games, other arts-based texts (film/novel hybrids) and even the lives of youth readers themselves as texts that offer rich possibilities for transformative literacy. Syllabi and concrete examples of classroom practices have been included by each chapter author

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition *Player's Handbook*[™] released in 2004 for the 30th anniversary of D&D, this special release of the *Dungeon Master's Guide*[™] features an embossed, leather-bound cover and premium, gilt-edged paper. This definitive book on Dungeons & Dragons, one of the original ultimate nerd subcultures, traces its origins on the battlefields of ancient Europe through the hysteria that linked it to satanic rituals and teen suicides, and to its apotheosis as father of the modern video game industry.

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Spelljammer links Greyhawk, Dragonlance, and the Forgotten Realms settings and takes game adventures to the stars, where tall ships sail between worlds and buccaneers make their fortunes. Features lairs for Dungeon Masters and detailed descriptions and stats for quick, easy-to-use encounters.

Role-playing games seemed to appear of nowhere in the early 1970s and have been a quiet but steady presence in American culture ever since. This new look at the hobby searches for the historical origins of role-playing games deep in the imaginative worlds of Western culture. It looks at the earliest fantasy stories from the nineteenth and twentieth centuries, at the fans--both readers and writers--who wanted to bring them to life, at the Midwestern landscape and the middle-class households that were the hobby's birthplace, and at the struggle to find meaning and identity amidst cultural conflicts that drove many people into these communities of play. This book also addresses race, religion, gender, fandom, and the place these games have within American capitalism. All the paths of this journey are connected by the very quality that has made fantasy role-playing so powerful: it binds the limitless imagination into a "strict" framework of rules. Far from being an accidental offshoot of marginalized fan communities, role-playing games' ability to hold contradictions in dynamic, creative tension made them a necessary and central product of the twentieth century.

The twentieth century was a period of rapid change for religion. Secularisation resulted in a dramatic fall in church attendance in the West, and the 1950s and

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1960s saw the introduction of new religions including the International Society for Krishna Consciousness (ISKCON), the Church of Scientology, and the Children of God. New religions were regarded with suspicion by society in general and Religious Studies scholars alike until the 1990s, when the emergence of a second generation of 'new new' religions – based on popular cultural forms including films, novels, computer games and comic books – and highly individualistic spiritualities confirmed the utter transformation of the religio-spiritual landscape. Indeed, Scientology and ISKCON appeared almost traditional and conservative when compared to the radically de-institutionalised, eclectic, parodic, fun-loving and experimental fiction-based, invented and hyper-real religions. In this book, scholarly treatments of cutting-edge religious and spiritual trends are brought into conversation with contributions by representatives of Dudeism, the Church of All Worlds, the Temple of the Jedi Order and Tolkien spirituality groups. This book will simultaneously entertain, shock, challenge and delight scholars of religious studies, as well as those with a wider interest in new religious movements.

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