

CASTLES CRUSADES

BENEATH THE DOME PART ONE: TOMBS OF GREEN



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BENEATH THE DOME

PART 1 TOMBS OF GREEN

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BENEATH THE DOME - PART I: TOMBS OF GREEN



You hold in your hand the first in a series of adventures. This one works best for low level characters. The first in a series of harder and harder tomb adventures, this temple/tomb introduces the green zombies and the lesser Amdromodons to the player characters.

GREENISH INTRODUCTION

It was fall and the crescent moon had an emerald tint to it. In the middle of the night there was a deep rumble from the nearby granite mountain. Everyone in the small fishing village of Sharkville, ten homes and the Red Fish Inn, woke because of the disturbance. They were five miles from the mountain. No one had a problem with falling back to sleep and as usual they rose before sunrise, to cast their fishing nets into the cove. But before ever a net hit the water, the night filled with cries of horror.

The next morning a bloodied rider came to Clarkville, the next closest town. He was the retired owner of the Red Fish Inn. Many years ago he was a ranger. It was those skills that allowed him to survive when all of the rest of the inhabitants of the town were dragged screaming into the darkness.

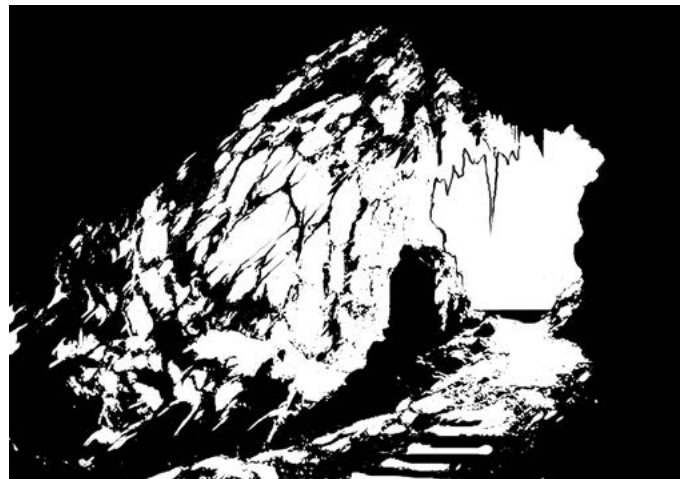
SHARKVILLE INVESTIGATED

Those who come to the tiny village find it empty. Every front door is caved in and broken in pieces. Scenes of battle are clear in all ten of the thatched huts. Broke crockery, some blood, and tipped over furniture are proof of battles in every home.

In the damp earth of the meadows outside the village is a clear trodden path into the wood and southwest toward the mountain.

1) ENCOUNTER IN THE OLIVE COLORED DEBRIS

Following the clear path of the invaders out of the ruined village, the granite mountain appears in the distance past the trees. The cliff face looks freshly cut as the normal vegetation is all rubbed off and gone from a section of the mountain face. Right below that gray cliff face is a new debris field of all shapes and sized boulders. To the back of the field is a new mountain cliff-wall, revealing a dark green stone. The tracks end in a large cave at the foot of the cliff.



A humanoid figure stands in the cave mouth. It's large with orange flesh. There is a green cloak around its body. The creature stands there with its hands open showing no weapons. The Amdromodon begins speaking when the characters come close enough to hear it. The creature has a calm, gentle voice.

"There is danger here. You should go back to your homes and guard your loved ones. I will try to keep death from your doors."

It talks to the characters and tries to sound reasonable. It really wants the player characters to leave.

2 CASTLES & CRUSADES

EPSILON LESSER AMDROMODON (*Chaotic Evil creature in control of the first of four Amdromodon temples. Its vital statistics are Armor Class 20, HP 30. Its Primary Stats are Intelligence, Dexterity, and Wisdom. Special Dead Touch, Att. 2 Claws 2d4 + 3/2d4 + 3.*)

Trying to be reasonable and unaggressive, he confronts the characters, telling them they are in grave danger from the zombies roaming the area. It advises them to go and search this area no further. If the characters ignore it, the creature brings out its ten green zombies to attack the group. The humanoid doesn't follow if the characters retreat, nor does it let its zombies follow the characters.

GREEN ZOMBIES X10 (*Be sure and mention the green skin of the zombies and that each one is dressed in a green toga much like their master's. These chaotic evil undead have vital stats of HD 2d8 +2, HP 6 x10, AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage, and a bite for 1d4 + 2 points of damage. They move 30ft. These undead always attack last in every combat round. They are immune to sleep, charm, and cold-based attacks. Holy water inflicts 2d4 to their flesh. XP: 55 each.*)

As they kill characters, the dead are immediately carried away to be turned into zombies later. This action dramatically changes the force numbers after several combat rounds as zombies carry away the fallen.

Attacking: Epsilon doesn't attack unless it is attacked. Its job is to make more zombies from the dead of the battle.

2) INTRODUCTION TO THE GREEN TEMPLE TOMB

Note: The secret door in the northern wall is not being used in this adventure and is waiting for the writing of part III.

As the characters come to the second encounter, a wave of animal manure strikes their senses. The characters can see a mass of dead farm animals on the corridor floor. These creatures are there to stop anyone from going deeper into the temple.

The first clue that something is wrong with the scene is the green skin of all the dead animals. Most of the creatures are covered in green blankets. The creatures don't react to even being cut or prodded until one of the characters moves past them. With characters past them the creatures rise and attack. It would be possible to disable all of the creatures or take all of their green blankets before they rise up and attack.

CORRIDOR GUARDIANS

GREEN ZOMBIES X10: (*See stats above. The farm animals have different attacks and damaging capability.*)

3 HORSES – 2 hooves (1d6 + 2/1d6 + 2)

3 PIGS – bite (1d4 + 2)

4 DOGS – bite (1d6 + 2)

The undead magic makes them smarter than normal and they try to gain flank attacks when possible. As they kill characters,

the dead are immediately carried away to be turned into zombies later. This action dramatically changes the force numbers after several combat rounds as single zombies ignore everything else and carry away the fallen. The dead are taken to Encounter Four. Those zombies carrying or dragging away the dead can also be found in Encounter Area Four.

BEGINNING DESCRIPTION OF THE EMERALD TEMPLE

While the cave entrance is raw rock, ten feet into the area becomes quality dressed stone. There is a light green cast to the stones of the floor and ceiling. The side walls seem to be made of gray granite in perfectly cut stonework.

CORRIDOR: The corridor is twenty feet wide and fifteen feet high. The corridor runs east and west. Twenty feet in on the north and south walls are open portals. To the farthest extent of the character's lights there is more corridor running west.

There are two secret doors in the north corridor wall. Neither is active in this first adventure so referees should not let the characters find them.

The corridor extends from the north and south openings, approximately seventy feet to a wide set of stairs leading down. The north wall in this section is featureless gray stone. The south wall has a series of four openings. The first three are all about two feet wide, while the last one is about seven feet wide.

OPEN WAYS: To the north and south are two openings in the wall fifteen feet from the entrance of the cave. The north opening leads to a dark chamber, ten feet wide to the north and twenty feet wide to the west. The south opening leads to a dark chamber, ten feet wide to the south and twenty feet wide to the west. Both chambers are empty. There is the smell of freshly moved, moist earth in the area.

Twenty-five feet past the first openings, in the south wall, there are four different openings. The first three are three feet wide openings and the last one to the west on the south wall is five feet wide.

The first two southern openings open onto ten by ten feet chambers. The third opening displays a ten foot wide chamber with a door on the east side of the south wall.

Opening the door reveals a ten feet north and south by twenty feet east and west chamber with nothing inside.

The widest southern opening to the farthest west of the corridor goes south ten feet and then turns twenty feet west. From there the corridor turns thirty feet south into another area of the corridors (SEE ENCOUNTER SEVEN).

3) JADE CAVE IN

Just before the debris field, on the floor in the debris of the stones, are a pile of sacks.

The sacks are left over from the bodies of many dead who were turned into zombies. As the dead were brought back, their valuables were dropped here. There are 12 sacks with ten coppers, five sacks with 2 silver and 9 coppers, and three sacks of 6 gold. Two of the sacks has a poison dart. There is a 1-5 chance on a d20 that the character reaches into the sack and gets cut by the poison dart. If cut by the dart, the character takes three points of poison damage.

Also in the pile is a +1 war hammer, obviously dwarf forged and a +1 leaf dagger looking like it's elf forged. There is a pair of very dusty saddle bags and these are filled with clerical equipment, including: 2 vials of holy water, a silver crescent holy symbol, two scroll tubes each with a *LIGHT OF THE GODS* spell, quality white holy robes, dry and moldy bread, and a bottle of red wine.

Note: The secret door to the north isn't used in this adventure and cannot be detected. It's waiting for part II to be written.

After the characters have had a chance to sort through the sacks and when they walk deeper into the temple, they encounter the Shadow monsters. Tell the players the hair on the backs of their character's necks is getting stiffer as they all detect some type of danger past the rocks of the debris field.

SHADOWS X2 (These chaotic evil undead have vital stats of HD 3d12, HP 10 x2. Their primary attributes are physical. Their touch inflicts 1d4 damage, plus 1 point of strength drain, only magical weapons strike them. They are immune to sleep, charm, and cold-based attacks. Holy water inflicts 2d4 to their flesh. XP: 104 each.)



4 CASTLES & CRUSADES

The stairs down to the west are as wide as the corridor and ten feet deep. The corridor ends forty feet from the stairs. The last ten feet in the south end of the corridor displays a debris field of rocks that doesn't quite block a new corridor heading southwest at fifteen feet wide (SEE ENCOUNTER FOUR). The rocks have clearly fallen from the ceiling of the corridor.

There are two open portals on the south wall; twelve feet from the stairs and another 22 feet from the stairs.

The chambers are ten feet by ten feet and appear empty. In the first of these portals is a secret door on the east wall. (See Encounter 6)

4) AZURE STATUES

The slanting southeast corridor is fifteen feet wide. Your lights show three sections of fifteen by fifteen feet wide chambers. At the center of every chamber is a statue of a humanoid figure (an *Amdromodon*). Each statue is ten feet tall and painted so the flesh of the statue is orange and the cloak surrounding the figure is green.

Each of the statues in the slanting corridor and the statues in Encounter Area Four begin chanting in a strange language when the statues are touched by anything. This chanting vibrates loudly in every section of the entire complex. The magical voices tell all the creatures in every chamber that strangers are searching in the first temple complex. There will be no surprising any of the creatures in the other encounter areas.

There are five statues in Encounter Area Four. They are monuments to the stupidity of the other races. Each statue holds a different cursed item. When the items are taken, the curses affect the user.

STATUE ONE: Elfin Longbow shoots arrows at +3 to strike. The first strike always hits and further attempts in the same battle always miss.

STATUE TWO: Dwarven Shield, +3 on defense, but all enemy melee weapons always hit the wielder of this shield.

STATUE THREE: Wizard's +3 protection ring, but wearing the ring causes all opponents to successfully strike the very first time they attempt to do battle with the ring wearer.

STATUE FOUR: Orc +3 Knife, with every unsuccessful strike the weapon inflicts a point of damage to the wielder with no way for the wielder to tell where the damage came from.

STATUE FIVE: Pearl Beyond Price, it looks to be a 10,000 gp pearl, but when it is shown to any potential buyer all they see is a crude pearl seed worth nothing.

There are the bodies of three dead barbarian characters with backpacks and equipment for the character class on the floor in front of the statues.

On the west wall of the encounter area is a secret door. It's another trap meant to be discovered. If the characters look for an opening, they automatically find the secret door and successfully open it. The five feet wide corridor they find is highly magical. If they walk the entire length of this corridor, and see the illusion, they lose a point in their primary attribute without being aware of this fact until they leave the temple area.

5) **GREEN ALTAR OF EVIL**

To the south and west of the statues is a thirty by thirty area with a large dais in the twenty feet of the northwest corner. On the dais, is an altar with skulls seeming to float on the surface of the stone. They move about the face of the altar. Party lights seem to be absorbed in the jade stone of the altar, shedding half the light they usually do.

On the dais are a pile of rolled up parchments. Each is tied closed with a band of silver (*worth 5 silver coins*). The pile glows with a silver radiance and a tentacle of ghost-like force extends from the altar to the parchments.

The scrolls power the altar and give extra strength and growth to the Amdromodon's in the entire complex. If the scrolls are removed all Amdromodons in the complex lose five hit points. The pile is: two scrolls of *SUSPENDED WEAPON*, three scrolls of *ZOMBIE INVISIBILITY*, four scrolls of *ZOMBIE WAR HAMMER*, and two scrolls of *LIGHT OF THE GODS*.



Removing the scrolls causes the many floating skulls to fall to the floor of the dais and turn to dust. If other magics are placed on the dais, all Amdromodon's gain five more hit points and ghostly-tentacles extend out from the dais to the new items.



6) **ONE OF MANY SAPPHIRE SECRETS**

Secret door corridor to encounter six, from encounter area 4 and its secret door

The corridor is five feet wide and ten feet tall. The ceiling, walls, and floor are all made of the green stone covering the other ceilings and floors in this area.

The corridor flows as follows: ten feet west, turning south – twenty feet south, turning east – thirty feet east turning north – twenty feet north turning east – twenty-five feet east turning northeast – forty feet turning east – twenty-five feet east turning north – fifteen feet ending in a dead end.

In the dead end section of the encounter area there is a running phantasmal illusion. The characters can interact with the image of the Amdromodon, but they can do nothing to dispel the image. The Amdromodon appears intelligent and talks right along with the characters. It presents itself as more and more evil as the conversation goes on.

Amdromodon Phantasmal Illusion

The magic of this area creates powerful illusions. The group sees the following:

Some type of large humanoid creature in a green robe is chanting over a skeleton. As the creature moves its large hands over the bones they shake and move from side to side. Further inspection allows the characters to note there is some type of softly glowing magical circle around the pair. There are symbols on the floor seemingly made out of silver dust. The icons glow with their own soft light. As the creature sees the characters it speaks to them. "You must go away or face the wraith of my deity."

The characters can never get into the protective circle on the floor. Also thrown spells or weapons never reach the characters inside the circle. The player party can get past the circle without touching the illusion. The Amdromodon inside the circle just wants the group to leave so it can continue to concentrate on the skeleton.

7) GREEN DRAGON HORROR

Here are the turns of the corridor before Encounter Seven.

The passage goes ten feet south and then turns west. The passage is five feet wide with the green stone of the floor and ceiling also on the walls as well. The passage extends fifteen feet west and turns south – it goes twenty feet south and turns east – the passage travels ten feet east and then turns southeast – it extends fifteen feet and opens wider, still going southeast but the corridor expands out to twenty feet wide – moving twenty feet it widens into a twenty feet wide chamber to the south – however the light sources don't illuminate the area.

A voice speaks from the darkness. It sounds gravely and there is the smell of age and leather in the chamber.

"I like the darkness why have you come to disturb my rest? You can't have my treasures. They took away everything else, but my treasures are still mine."

The creature is an intelligent undead, young green dragon. It's the perfect guard for the secret door at the southeast end of the chamber. There is a darkness spell cast on the back half of the area. The dragon can see fine, but characters are going to have problems. The dragon doesn't want to come out of the darkness to reveal its small stature. The undead dragon is a great talker and

talks right along with the characters. The creature tells them it's a magical guardian of the area, but won't say what it is guarding.

Note: Blind attacks into the darkness never hit the zombie dragon unless they are area effect attacks and these always do maximum damage.

Special Note: The dragon can be bribed to let the characters pass if they give it a magic item of +2 power or more. It warns them about the guarding floating sword just past the secret door attacks if they try and enter. (SEE ENCOUNTER 8 FOR MORE DETAILS)

GREEN DRAGON ZOMBIE (It's a green dragon 15 feet long with tattered wings and maggots coming out in spots on its hide. These things aren't seen if the characters don't dispel the darkness. This chaotic evil undead dragon has vital stats of HD 4d8, HP 21, AC 1. Its primary attributes are mental and physical. Its significant attributes are intelligence 13. It attacks with a bite for 1d6 points of damage. Its moves 40ft. or burrow 20 ft. While in the darkness it strikes first in the round. When it's lit it strikes last in the round. It is immune to sleep, charm, and cold-based attacks. Holy water inflicts 2d4 to their flesh. XP: 155.)

TREASURES: The dragon has a chest the creature is quite proud of because the chest is tough to open. There are two obvious locks on the top of the chest. Each has a vial of poison gas. The vial bursts and forces a save or the character takes six points of poison damage. The real lock is a set of shifting tiles on



the side of the metal box. The tiles shift and when they are placed at 1 in row 1, two in row two, and three in row three the chest pops open. The chest walls are two inches of solid steel. The box is six feet long by four feet wide by five feet tall.

Treasure: *It has the following dragon treasure: +1 Shield of Bashing looking like a much used old shield with a 200 gp ruby in the middle, Boots of Speed looking like they are falling apart and smell of the farm, a small coffer of 100 gold pieces, and a shiny brass bottle is a Bottle of Eversmoking.*

8) OLIVE TEMPLE LEADER

As the secret door opens it reveals a golden glow beyond the door. There is a wondrously well forged long sword floating in the air five feet in from the door.

The sword strikes as a fifth level fighter would and strikes last in every combat round. It inflicts 1d6 in damage. If dispelled it falls to the floor a +2 weapon ready for anyone to use. While covered in the guardian magic, the weapon must stay in its ten foot area and can't move. Characters can easily run by and not be struck if they adopt such a tactic.

The well lit sword chamber is a ten by ten foot area. There is an open portal to the east and stairs down to the sough.

The stairs are ten feet wide and go down fifteen feet into a ten by ten foot chamber with an open portal to the east.

Lights reveal a twenty by twenty foot chamber. The portal is in the southwest wall and the chamber extends north and east. At the center of this chamber is a mass of clothing and armor.

Quality clothing and armor covers the middle of the floor. There are many high quality cloaks, vests, and other clothes, of the type rich men and women would wear. There are also several complete sets of armor from full plate and chain mail to high quality ring mail and banded mail. Among the items is a +2 cloak of protection and a +3 helm.

ENCOUNTER ON THE DAIS

From the sword chamber opening there is a ten foot chamber with the sword portal in the southwest corner. In the northeast corner the chamber opens up into a huge area with a harsh green glow.

The new chamber is round with a seventy foot diameter in all directions. There is a multi-level dais of five rising levels. At the top is a huge throne with a figure sitting there. The throne gives off a bright green glow. All of the five levels are made of some type of green stone. The two lower levels are circles, each one five foot high. The outer circle is about sixty feet wide. The second ring is about forty foot wide. The third, fourth, and fifth levels of the dais are square.

The throne has fine jade arm rests. Each is a three foot long rectangle of jade worth 1,000 gold pieces.

The figure speaks to the characters.

"I am Omicron, priest of the Amdromodons. You do not belong in our temple. Leave now and live to tell others to never come here. Stay and you become servants of the Amdromodons."

If the characters battle the priest, find out from them exactly what they all want to do on the first combat round. If they are going to rush the throne all of the damaging effects of the five levels are going to affect the characters before they realize it.

Each level of the dais drains one hit point from each character coming onto the dais. Those hit points add up in the body of Omicron. If the characters are running up to do battle they lose five hit points each. No matter what they do, every time they freshly come up on the levels of the dais they lose points and another priest of the Amdromodons in the temple area gains those points.

OMICRON LESSER AMDROMODON: *Chaotic Evil creature in control of the first of four Amdromodon temples. Its vital statistics are Armor Class 20, HP 40. Its Primary Stats are Intelligence, Dexterity, and Wisdom. Special Dead Touch, Att. 2 Claws 2d4 +3/2d4 +3. Every time Omicron kills a character it rises in the next combat round to fight the living.*

Omicron sits on a throne at the top of a dais. He speaks to the characters and taunts them. It's his desire to get them to come up and attack him.

Its green flesh cloak is rich looking and feels like a wonderfully soft fur once it leaves Omicron's body.



Character clerics recognize this area has a holy dais. If they wish they know how to despoil this temple area and make it powerless. This action takes several hours.

NEW CREATURES

AMDROMODON-LESSER

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5 (d8)

MOVE: 40 ft.

AC: 20

ATTACKS: 2 Claw (2d4 + 3/2d4 + 3)

SPECIAL: Dead Touch (see below), Dark Vision 100 ft.

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: None

XP: 180 +5

Always dressed in a long flowing cloak, those coming to know the Amdromodons discover that cloak is actually an extension of their flesh. The older the Amdromodon, the thicker and plusher, the “cloak” appears to be. The lesser stage of Amdromodons stands nine foot tall with a humanoid shape. Its flesh is red, the humanoid’s strength is greater than a hill giant.

The young crack out of eggs and appear to be small wingless dragons. They are fed the flesh of other humanoids and take on the characteristics of what they are fed the most of. Elves give them a slim build and pointed ears. Dwarves give them a massively wide build and even greater strength. Humans give them the greatest intelligence and a height of ten feet or more. For ten years they walk on all fours and appear as small dragons with animal intelligence. In their tenth year they molt for a month and stand as a Lesser Amdromodon with at least the intelligence of humans and sometimes even greater intelligence. For one hundred years they function as a Lesser Amdromodon. In their hundredth year they molt again and die or become a Superior Amdromodon.

DEAD TOUCH: When any type of Amdromodon touches a dead humanoid, having died in the last 48 hours, the humanoid rises as a Green Amdromodon Zombie and follows its creator. A status symbol in Amdromodon society is how many and how powerful are the follower zombies. Giants are particularly favored because of their toughness to kill. Flying creatures of all types are also especially sought after.

COMBAT: Lesser Amdromodons enjoy attacking with their bare talons. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +2 in their Strength attribute. The cloak slowly turns a character’s alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn’t. Any human touching the cloak has a distinct creepy feeling from the touch.

GREEN AMDROMODON ZOMBIE

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 2 + 2 (d8)

MOVE: 30 ft.

AC: 12

ATTACKS: Slam (1d8), Bite (1d4)

SPECIAL: These zombies move a little quicker than normal human speed.

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: 30 +4

TREASURE: None

XP: 30 +4

Groups of ten green zombies follow most Amdromodon’s. These zombies are not limited to humans as the touch of an Amdromodon can turn any recently dead body into a green zombie. These undead creatures are far more intelligent than normal zombies. They also move as quickly as their living bodies did in life. The Amdromodon who made the zombie can see through its eyes and help direct any attacks the zombies make.

As they kill characters, the dead are immediately carried away to be turned into zombies later. These undead are quick and attack first in every other combat round. They are immune to sleep, charm, and cold-based attacks. Holy water inflicts 2d4 to them at a touch. XP: 55 each.

COMBAT: These zombies are smart enough to try flanking attacks. As they kill beings, they pick them up and take their bodies back to their Amdromodon master to be converted into more zombies.

NEW SPELLS

SUSPENDED WEAPON Level 3 Wizard or Illusionist

CT 1 R Touch D 4 days./lvl.
SV none SR N/A Comp V, M, DF

A +1 or more weapon of any type is needed for the spell. The earth from a wizard's grave over 100 years old is also needed for the spell. A ten feet wide circle of silver is made on the floor and the weapon becomes suspended ten feet in the air above the circle. The magic causes the weapon to be magically suspended in the air. The weapon fights as a fighter at the level of the caster of the spell. The weapon avoids being captured and never leaves the spell area of the casting circle.

ZOMBIE INVISIBILITY Level 3 Wizard or Illusionist

CT 3 R Sight D 3 rds./lvl.
SV none SR none Comp V, DF

The flesh from a zombie is needed for this spell. When cast the wielder is invisible to zombies of all types and levels. However, if the caster interacts with zombies by attacking them or other actions the spell is negated.

ZOMBIE WAR HAMMER Level 4 Cleric or Druid

CT 3 R Touch D 24 hours
SV none SR none Comp V, DF

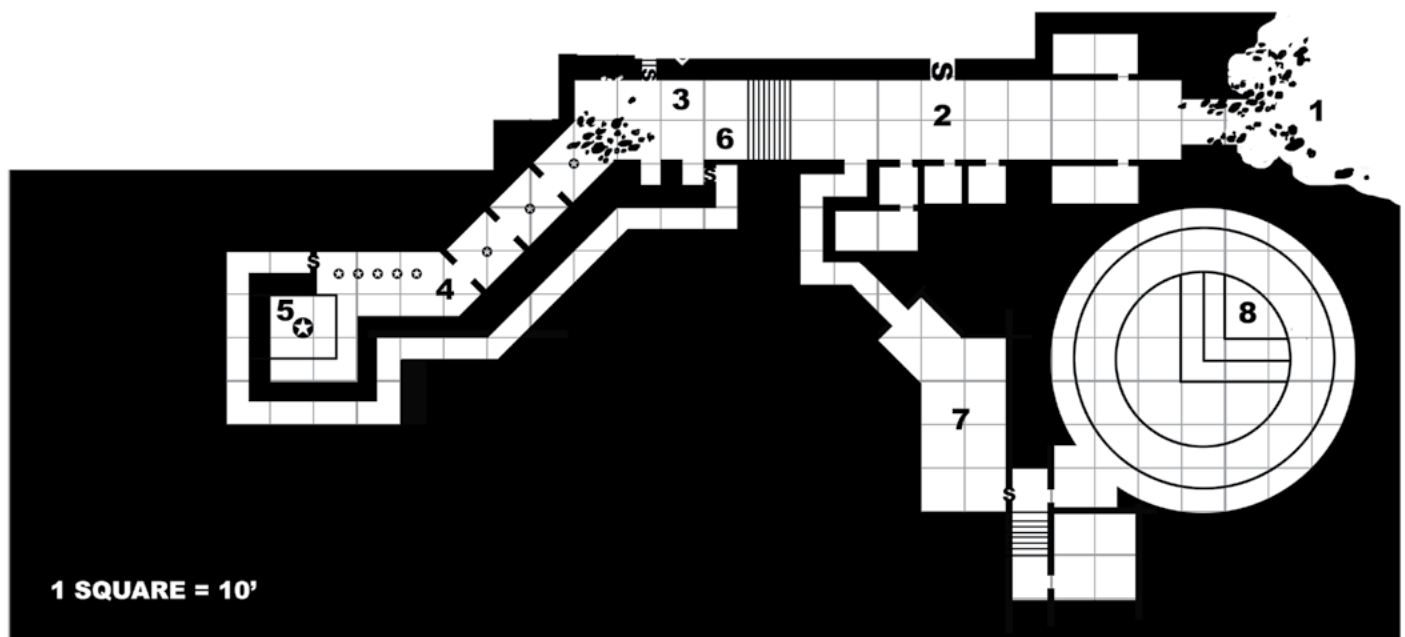
A quality war hammer is needed for the casting of this spell. When silver dust and the hair of a zombie are used in this spell, a deadly arcane effect covers the hammer. A successful strike of the weapon causes the zombie to flee. If the zombie is trapped in a dead end or escape is blocked by characters, the undead creature turns to dust from the strike.

LIGHT OF THE GODS Level 5 Cleric

CT 2 min Range see text D 60 min./lvl.
SV n/a SR n/a Comp V, DF

A 1,000 gp or more cut diamond is used up in the casting of this spell. A holy light as bright as day appears where the cleric stands and shines out ten yards for every level of the cleric. The light inflicts 1d6 a combat round on any undead coming into the area. The cleric can't be in a battle when casting the spell. This light also influences foes of the caster. If the caster is lawful then evil characters suffer a -2 in striking while bathed in the light. The reverse is true if the caster is evil and lawful characters attack. Neutral clerics cannot cast this spell.

GREEN ZOMBIE TOMB



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