

Session 59: Rooster Court is in Session

Date: 2026-10-27

Summary

The deafening shriek of the ley lines rose to a fever pitch as the Inscrutable Tower's concentric brass rings locked into alignment, and the stabilization lattice snapped shut around the churning dimensional rift. Prismatic light flared white-hot as the tear in reality was crushed inward, imploding with a hollow thud and leaving behind the dead, breathless vacuum of restored reality. The corpse of the delirium dragon Amaranthus convulsed violently, its essence unraveling into an incandescent river of violet fire and crystallized particles that burst outward through the shattered dome of the observatory. The stream arced across the sky in a blazing trail, curving toward the high crags of Castle Drakenheim, where Tark's sharpened vision tracked it plunging down into what appeared to be a throne room — and watched in horror as the particles began knitting themselves to a hideous, fleshy bulk before the image snapped shut like a closing eye.

The victory was short-lived. A jolt of planar exhaust lashed back through the entire system and struck Eldrick Runeweaver, his body glowing as his sapphire glyphs winked out one by one and his knees buckled beneath him. Ned rushed to his side and poured a potion into the old man's lips, but even as he drank, Runeweaver aged decades in seconds, his skin turning gray and his ink-stained fingers trembling with urgency. He grabbed Ned by the tunic and pulled him close, rasping that the seals held at the tower but that the rift at Castle Drakken remained open — that it had called to the dragon's essence, and that it had to be finished. With one final surge of energy, Eldrick named Ned as Director Pro Tempore of the Amethyst Academy before his grip went slack and he slumped lifeless to the floor.

The tower itself seemed to acknowledge the transfer of power. A disembodied announcement echoed through the chamber confirming the lineage override, and hairline beams of prismatic light shot up from the nexus to coalesce into a polyhedral shape before resolving into the spectral likeness of an austere, robed figure draped in flowing illuminated script. He introduced himself as the Grand Librarian — the living consciousness and codex of the Inscrutable Tower — and bowed his head to the new Director. He offered the party access to the Academy's total index of knowledge, its vast stores of magical armaments, and the complete unredacted chronicle of the Amethyst Academy since the signing of the Edicts of Lumen. Ned granted him permission to open his queries to the entire party, and the looting of the Academy's vaults began in earnest.



Ned himself inherited the Inscrutable Staff and the Robe of the Archmagi from the fallen

Runeweaver, along with a peculiar pair of reading glasses. Tark successfully requested a Ring of Three Wishes from the Academy's stores, it arrived on a velvet pillow carried by an unseen servant. Oiroa secured a Mask of the Dragon Queen with Ned's approval, while Syndle acquired a Belt of Cloud Giant Strength and Yazzy claimed a beautifully carved Anstruth Harp of teak wood, capable of controlling weather, healing wounds, and conjuring walls of thorns. The Grand Librarian also confirmed that the Shield of the Sacred Flame — once belonging to Saint Vitruvio — was believed to be in the royal penthouse of Castle Drakken, a fact that Tark's sword, formerly the saint's own blade, had already been urgently suggesting. The party also secured a Scroll of the Comet from the tower's archives, and three potions of superior healing for the road ahead.

Before departing, Tark put his wisesh to use — altering his sword so that it could be wielded through finesse rather than brute force. He then expended two additional charges from the ring to grant the entire party, along with several trusted allies including River, Katya, Ansom, Petra, and a blacksmith's child, resistance to both psychic and force damage. The party also gathered intelligence from the Grand Librarian about the Seals of Drakenheim — the artifacts tied to the seats of the Small Council — and learned that the Medallion of Chancery, worn by the High Judge, was last known to be at the Magistrate's Court near Slaughterhouse Square. With potions of flying distributed and the tower's defenses entrusted to the Grand Librarian's watchful eye, the party took flight from the tower's balcony and soared across the ruined city. A swarm of harpies gave chase from the Cosmological Clocktower, but the party outpaced them and descended toward the courthouse, slipping through a back window to avoid the deadly Executioner that prowled the square below.



Inside, they found a shadow-drenched hall of fallen authority — a vaulted courtroom of dark timber and crumbling gothic stone, its air heavy with wet rot and old alchemical ink, thousands of yellowed warrants and legal scrolls swirling gently in the draft like dead leaves. The stillness lasted only a moment before the room erupted to life. Crimson wax seals liquefied and bubbled, papers swirled and knitted together, and a spectral judge — the Living Indictment — coalesced behind the bench, draped in court robes of bound parchment and a magistrate's wig of rolled scrolls. A gallery of semi-translucent specters filled the moldering benches, and the party found themselves magically compelled into a rigid line before the bench before being teleported into a prisoner's cage as the judge's booming voice declared court in session. A spectral barrister named MatCluck materialized at the defense table — a rooster-like figure who admitted he had never won a case and was himself on trial for incompetence — and Oiroa stepped forward to lead the defense, entering a plea of not guilty on behalf of the party.

The prosecution wasted no time. The headless spirit of Oscar Yoren testified from his neck stump, claiming his research had been purely academic and that the party had slaughtered his assistants without provocation. Oiroa cross-examined him ruthlessly, exposing his contaminated potions and nefarious experiments, and managed to produce affidavits from the Hooded Lanterns to discredit his testimony. The ghost of Open Mike followed, lamenting his death in the chaos that erupted when Tark destroyed his piano — though the defense argued that killing him had been an act of mercy, freeing him and dozens of patrons from a fifteen-year time loop. The prosecution then called an idealized, radiant version of Saint Brenna to testify about the desecration of her crypt, but Oiroa challenged the court to produce the true, corrupted Saint Brenna that the party had actually encountered. The real Saint Brenna answered — manifesting in silver-white robes and a halo of crackling fire, admonishing the court for its cowardice and praising the party for braving her tomb when no one else dared, confirming that she herself had given them her blessing in the dark. The prosecution's own witness had turned against them, and Oiroa moved for a mistrial on the grounds that the court had knowingly presented a perjured witness.

The Living Indictment shuddered. The wax seals holding his papery form together snapped and crackled, and with a final declaration of mistrial — dismissed without prejudice for lack of competent jurisdiction — the spectral court dissolved. The jury faded into cold mist, the bailiff vanished, and the judge collapsed into a harmless cloud of ancient scrolls fluttering to the flagstones. As he fell apart, the party snatched the Medallion of Chancery from his disintegrating neck, the spectral audience cheering and clapping before fading away into silence. The party stood alone in the ruins of the courthouse, one more Seal of Drakenheim in hand, and turned their eyes toward the Castle — where a rift still yawned open, a dragon's essence had taken root in something hideous, and the shield of a long-dead saint waited to be reclaimed.

Memorable Moments

Eldrick Runeweaver, aged decades in seconds by planar exhaust, grabs Ned by the tunic and with his dying breath names him Director Pro Tempore of the Amethyst

Academy before going limp.

A potion was poured into his mouth but could not stop his rapid aging; his final act was to pass the torch of the Academy's leadership.

"I guess we're going to need a new Amethyst Academy guy. Good thing we got two of them right here."

— Ned

Casually announcing the death of the Academy's director moments after the dramatic rift implosion, while gesturing to himself and another party member.

The Ring of Three Wishes arrives on a velvet pillow carried by an unseen servant — with only one charge remaining. The Grand Librarian apologetically notes it is 'slightly used.'

Tark had triumphantly rolled for the legendary ring, making the deflating reveal of its single remaining charge all the more comedic.

The real Saint Brenna manifests in radiant silver-white robes and a halo of crackling fire to admonish the spectral court, praising the party for their bravery and confirming her blessing — turning the prosecution's own witness against them.

The prosecution had called a fabricated, idealized version of Saint Brenna; the real saint appeared to set the record straight.

"I am a sovereign citizen, and I'm going to challenge the jurisdiction."

— Ned

Ned's immediate reaction upon being magically teleported into a rigid line before a spectral judge and read a list of thirty criminal charges.

The prosecution points out that Syndle is sitting in the defendant's cage wearing Open Mike's clothes and mustache while the ghost of Open Mike testifies about his own death.

Syndle had been wearing the deceased MC's outfit, making for an absurd visual as the victim's spirit addressed the court.

Oiroa wins a mistrial by arguing the prosecution perjured itself with a fabricated witness, causing the Living Indictment to shudder and collapse into a pile of ancient scrolls as all charges are dismissed.

After a long trial revisiting the party's greatest crimes, a single persuasive argument brought the entire spectral court crashing down.

Scenes

The Restoration of Reality

The party witnesses the stabilization of the dimensional rift and the final moments of Eldrick Runeweaver.

- The concentric brass rings of the Inscrutable Tower's nexus lock into alignment, shrieking with ley line energy.
- A stabilization lattice snaps shut, imploding the interdimensional tear and restoring reality to the chamber.
- The corpse of the delirium dragon Amaranthus unravels into violet fire and crystallized particles.
- A stream of essence particles arcs across the sky from the observatory toward Castle Drakenheim.
- Tark uses true sight to witness the dragon's essence knitting itself to a hideous fleshy bulk in what appears to be the castle's throne room.
- A jolt of planar exhaust strikes Eldrick Runeweaver, scorching him and causing his sapphire glyphs to wink out as he collapses.
- Ned attempts to pour a potion into the dying Eldrick Runeweaver's mouth, but the old man has aged decades in seconds.
- Eldrick Runeweaver, with his final breath, names Ned as the Director Pro Tempore of the Amethyst Academy before passing away.

The Grand Librarian Awakens

A spectral AI of the Amethyst Academy manifests to serve the new Director and his companions.

- The tower's command lattice updates, acknowledging Ned as the new administrator via a disembodied announcement.
- Prismatic beams of light coalesce into a polyhedral shape before forming the spectral likeness of the Grand Librarian.
- The Grand Librarian, draped in flowing illuminated script, introduces himself as the consciousness and codex of the Inscrutable Tower.

- The Grand Librarian offers the party access to the academy's total index of knowledge, magical armaments, and all tower operations.
- Ned grants the Grand Librarian permission to open queries to the entire party.
- The Grand Librarian directs the party to floors containing plentiful healing supplies.

Arming the Party from the Academy's Vaults

The party uses the Grand Librarian to request powerful artifacts from the Amethyst Academy's stores.

- Ned inherits the Inscrutable Staff and the Robe of the Archmagi from the fallen Eldrick Runeweaver, along with a pair of Spectacles of the Midnight Scribe.
- Tark successfully acquires a Ring of Three Wishes from the Academy's vaults, delivered by an unseen servant on a velvet pillow — though it arrives with only one charge remaining.
- Oiroa successfully secures a Mask of the Dragon Queen from the Academy's collection, approved by Ned as Director.
- Tark uses his single wish to magically alter his sword, allowing it to be wielded with dexterity rather than strength.
- Syndle acquires a Belt of Cloud Giant Strength after a near-miss roll for Storm Giant Strength.
- Yazzy successfully requests a legendary Anstruth Harp from the Academy's stores.
- The Grand Librarian provides three potions of superior healing to the party for the road ahead.
- The party discusses attuning to various magical stones and artifacts in preparation for the coming battle at Castle Drakenheim.

Wishes, Knowledge, and Final Preparations

The party uses the Grand Librarian to gather intelligence and Tark expends his remaining wishes to bolster the party's defenses.

- Xakarium queries the Grand Librarian about the history of the Church of Tyr and its absorption by the Sacred Flame.

- The Grand Librarian reveals the existence of Sector Zeta in the deep cells, containing relics and prisoners of the Tyr faith, accessible only with both the Director's ring and the seal of the Divine Matriarch.
- The Grand Librarian confirms the Shield of the Sacred Flame — once belonging to Saint Vitruvio — is located in the royal penthouse of Castle Drakenheim.
- Tark's sword, revealed to have once belonged to Saint Vitruvio, strongly suggests Tark retrieve the shield.
- The party successfully acquires a Scroll of the Comet from the tower's archives.
- Tark uses his remaining two wishes to grant the entire party and several allies resistance to both psychic and force damage.
- The party selects several allies — including River, Katya, Ansom, Petra, and the blacksmith's child — to also receive the benefit of the wish.
- The party discusses the ongoing rift at Castle Drakenheim, the fate of the delirium dragon's essence, and the need to address Queen Leonor's mutation.
- The Grand Librarian provides the last known locations of the Seals of Drakenheim, including the Medallion of Chancery at the Magistrate's Court.
- The party decides to head to the Magistrate's Court first to retrieve the Medallion of Chancery before heading to the castle.

Flight to the Magistrate's Court

The party uses potions of flying to travel across the ruins of Drakkenheim, evading harpies to reach the courthouse near Slaughterhouse Square.

- Ned procures five potions of flying from the tower's stores and the party takes flight from the tower's balcony.
- During the flight over Old Town, a swarm of harpies from the Cosmological Clocktower spots the party and gives chase.
- The party reaches Slaughterhouse Square and identifies the Magistrate's Court on the north end.
- Choosing to avoid the Executioner guarding the square, the party enters the courthouse through a back window.
- The party finds themselves in a decrepit courtroom filled with swirling yellowed papers, rotting parchment, and the heavy scent of wet rot and old alchemical ink.

The Trial of the Bag of Heads Syndicate

The party is magically compelled to stand trial before a spectral judge for their numerous crimes committed

throughout Drakkenheim.

- Thousands of abandoned legal papers and crimson wax seals coalesce to form a spectral judge — the Living Indictment — behind the bench.
- A gallery of semi-translucent specters appears to witness the proceedings, filling the moldering benches.
- The party is magically teleported into a rigid line before the judge, then into a prisoner's cage.
- The judge reads a massive indictment of thirty counts, including murder, sacrilege, grand larceny, arson, and human tissue trafficking.
- A spectral apparition named Matt Cluck appears at the defense table to offer legal assistance, admitting he has never won a case and is himself on trial.
- Oiroa steps forward to represent the party as lead counsel, entering a plea of not guilty.
- The judge grants the defense ten minutes in chambers to prepare their case.
- In chambers, the party consults with Matt Cluck, discussing jurisdictional defenses and potential character witnesses.
- Ned argues that his new status as Director of the Amethyst Academy should grant them immunity as they were on official business.
- The party is teleported back into the prisoner's cage as the trial resumes.
- A spectral prosecutor delivers a scathing opening statement, labeling the party as the most notorious villains in Drakkenheim's history.
- The headless spirit of Oscar Yoren testifies from his neck stump, accusing the party of slaughtering his assistants and looting his research.
- Oiroa cross-examines Yoren, highlighting his nefarious experiments and contaminated potions; the defense successfully manifests depositions from the Hooded Lanterns to discredit him.
- The prosecution counters by accusing the party of decapitating enemies and storing heads in a magical bag, citing the so-called 'Bag of Head Syndicate.'
- Syndle casts Calm Emotions on the jury, bailiff, and prosecutor, turning their hostility into indifference.
- The ghost of Open Mike testifies that the party's destruction of his piano sparked a fatal brawl, while the prosecution mocks Syndle for wearing Open Mike's clothes and mustache in the cage.
- Oiroa argues that killing Open Mike was a mercy, as it freed him and other patrons from a fifteen-year time loop.
- A fabricated, idealized version of Saint Brenna is called by the prosecution to testify about the desecration of her crypt.
- The defense challenges the court to produce the true, corrupted version of Saint Brenna that the party actually encountered.
- The real Saint Brenna manifests in a radiant glow, admonishing the court for its cowardice and praising the party for rescuing her from the haze, effectively turning the prosecution's own witness against them.
- Oiroa moves for a mistrial, arguing the prosecution knowingly presented a perjured witness.

- The Living Indictment shudders and declares a mistrial, dismissing all charges without prejudice for lack of competent jurisdiction.
- The spectral court dissolves — the jury fades, the bailiff vanishes, and the judge collapses into a pile of inert ancient scrolls.
- As the judge collapses, the party snatches the Medallion of Chancery from his disintegrating form using a magical hand.
- The spectral audience cheers the verdict before vanishing, leaving the party alone in the ruins of the courthouse.

NPCs

Eldrick Runeweaver

The former Director of the Amethyst Academy who was struck by a jolt of planar exhaust after the nexus was stabilized, aging decades in seconds. In his final moments, he named Ned as Director Pro Tempore before passing away, leaving behind his staff, robes, and glasses.

The Grand Librarian

A spectral, robotic consciousness and living codex of the Inscrutable Tower, appearing as an austere figure draped in flowing illuminated script. He holds total indexation of all tower operations, Academy knowledge, and magical armaments, and serves the Director's commands.

Amaranthus

A delirium dragon whose corpse unraveled into violet fire and crystallized particles after the nexus was stabilized. Its essence streamed across the sky and merged with a hideous fleshy bulk in Castle Drakenheim's throne room.

Ignatio

The sentient personality within Tark's sword, which was formerly the blade of Saint Vitruvio. It communicated with Tark and strongly suggested he retrieve the Shield of the Sacred Flame, which was the saint's own shield.

River

A tiefling mage of the Amethyst Academy who was chosen by the party to receive magical resistance to psychic and force damage via Tark's wish.

Katya Braun

A knight mentioned as a potential character witness and chosen to receive magical resistance to psychic and force damage via Tark's wish.

Elias Drexel

The Lord Commander of the Hooded Lanterns, confirmed by the Grand Librarian to still be in possession of the Lord Commander's badge, one of the Seals of Drakenheim.

Magdalene Vasari

The former Spymaster of Drakenheim, a half-elf assassin who was last known to wear the Spymaster's Signet. Her current whereabouts are unknown, with the Grand Librarian suggesting the ring may be in the King's Chambers.

The Living Indictment

A spectral judge-like construct formed from thousands of loose papers, warrants, and crimson wax seals who presided over the Magistrate's Court. He possessed the power to magically teleport and compel those in his court, and wore the Medallion of Chancery around his neck. He collapsed into inert paper upon declaring a mistrial.

Matt Cluck

A spectral, bird-like barrister who appeared to serve as co-counsel for the party's defense. He spoke with a southern accent, admitted to never having won a case, and revealed he was himself on trial for incompetence, yet offered legal strategies to challenge the court's jurisdiction.

The Prosecutor

A spectral figure who presented the case against the party, detailing their numerous crimes against the realm with a smirk. His case was undermined when Saint Brenna's own testimony turned against the prosecution.

Oscar Yoren

The headless spirit of an alchemist who testified against the party from his neck stump, claiming his research was purely academic and intended to aid Drakkenheim's recovery. He was discredited by Oiroa's cross-examination.

Open Mike

The ghostly MC of the Black Ivory Inn who testified that he was an innocent patron killed in the crossfire after Tark destroyed his piano. The defense argued his death was a mercy, freeing him from a fifteen-year time loop.

Saint Brenna

Initially called as a prosecution witness in an idealized form, the real Saint Brenna manifested in radiant silver-white robes and a halo of crackling fire to admonish the court. She testified that the party had rescued her from the haze and that she had given them her blessing, effectively turning the prosecution's case against itself.

Locations

Inscrutable Tower Nexus Chamber

A chamber at the heart of the Inscrutable Tower containing concentric brass rings and a stabilization lattice used to contain dimensional rifts. The site of Eldrick Runeweaver's death and the Grand Librarian's manifestation.

Castle Drakenheim

The former royal seat of Westemär, where the essence of the delirium dragon Amaranthus fled to merge with a hideous fleshy bulk in what appeared to be the throne room. An open dimensional rift remains there, and the Shield of the Sacred Flame is believed to be in the royal penthouse.

Inscrutable Tower

The headquarters of the Amethyst Academy in Drakenheim, standing nearly 9,000 feet tall. It contains the Grand Librarian AI, vast repositories of magical knowledge and artifacts, and various magical safeguards that prevent unauthorized entry.

Sector Zeta

A unique high-security area within the tower's deep cells, held under a joint agreement between the Amethyst Academy and the Church of the Sacred Flame. It contains relics and prisoners of the Tyr faith and can only be opened with both the Director's ring and the seal of the Divine Matriarch.

Cosmological Clocktower

A tall structure in Drakkenheim that serves as a nesting ground for a swarm of harpies, which gave chase to the party during their flight across the city.

Slaughterhouse Square

A grim square guarded by the powerful construct known as the Executioner. The party previously disposed of bodies here and chose to avoid it by entering the nearby courthouse through a back window.

Magistrate's Court

A decrepit, shadow-drenched hall of justice located off Slaughterhouse Square. Once a hall of absolute authority, it is now a monument to decay filled with swirling yellowed papers and rotting parchment. The site of the party's spectral trial, and where the Medallion of Chancery was recovered.

Items

Inscrutable Staff

A powerful artifact and one of the Seals of Drakenheim, representing the Archmage of the Small Council. It was dropped by Eldrick Runeweaver upon his death and claimed by Ned. The Grand Librarian noted it can cast spells including Mage Armor. Ned used it during the trial to detect magical auras in the courtroom.

Robe of the Archmagi

A powerful magical garment formerly worn by Eldrick Runeweaver, now claimed by Ned as the new Director Pro Tempore. It provides significant arcane enhancement and protection.

Spectacles of the Midnight Scribe

Reading glasses formerly belonging to Eldrick Runeweaver. They carry a minor quirk: whenever the wearer peers over the rims at a creature making an inaccurate grammatical, historical, or mathematical statement, the lenses emit a faint violet glint and the wearer must resist the urge to immediately interrupt and correct them.

Ring of Three Wishes

A legendary ring retrieved from the Academy's vaults by an unseen servant and delivered to Tark on a velvet pillow. It arrived with only one charge remaining. Tark used that charge to alter his sword to be wielded with dexterity, then expended two additional charges — one to grant the party and allies resistance to psychic damage, and one for force damage resistance.

Mask of the Dragon Queen

A powerful artifact consisting of five dragon masks that together form a single crown, granted to Oiroa from the Academy's collection with Ned's approval as Director.

Belt of Cloud Giant Strength

A legendary belt that imbues the wearer with the immense physical power of a cloud giant, acquired by Syndle from the Academy's vaults after a near-miss roll for Storm Giant Strength.

Anstruth Harp

A slender, graceful instrument carved of teak wood, described as small and light. It is capable of controlling weather, curing wounds, and conjuring a wall of thorns. It was retrieved for Yazzy from the Academy's stores.

Ioun Stone of Protection

A magical stone that floats around the user's head, providing defensive benefits. Syndle offered to lend it to Tark, marking it with a sticky note reading 'Syndle' to ensure its return.

loun Stone of Regeneration

A magical stone that orbits the user, granting the ability to slowly heal wounds over time. Also offered by Syndle to Tark on loan.

Shield of the Sacred Flame

A legendary shield once belonging to Saint Vitruvio, capable of absorbing and countering incoming spells. The Grand Librarian revealed it is currently located in the royal penthouse of Castle Drakenheim. Tark's sword — formerly Saint Vitruvio's blade — strongly urged Tark to retrieve it.

Scroll of the Comet

A legendary magical scroll capable of calling down a devastating celestial impact, creating a massive crater and dealing immense force damage over a wide area. Successfully retrieved from the tower's archives for the party.

Potions of Superior Healing

Potent restorative tonics provided by the Grand Librarian to aid the party in their upcoming battles.

Potions of Flying

Magical elixirs that grant the drinker the ability to fly for one hour, used by the party to travel from the Inscrutable Tower to the Magistrate's Court.

Bag of Holding

A magical storage vessel that the prosecution at the spectral trial claimed was used by the party — referred to as the 'Bag of Head Syndicate' — to transport severed heads of enemies for psychic mind extractions.

Medallion of Chancery

One of the Seals of Drakenheim, historically worn by the High Judge. It was worn around the neck of the Living Indictment and detected by Ned using magic during the trial. After the mistrial was declared and the judge collapsed, the party snatched it from his disintegrating form.

Director's Ring

A signet ring that appeared on Ned's finger upon being acknowledged as Director Pro Tempore. It serves as one of the two keys required to access the restricted Sector Zeta in the tower's deep cells.

Spells

True Sight

Active on Tark during the rift's implosion, it sharpened and magnified his vision to witness the stream of Amaranthus's essence arc across the sky and plunge into Castle Drakenheim, zooming in on a throne room where the particles began knitting to a hideous fleshy bulk.

Wish

Cast three times via the Ring of Three Wishes by Tark. The first wish altered his sword to be wielded using dexterity instead of strength. The second and third wishes granted the entire party and up to ten allies resistance to psychic damage and force damage respectively.

Detect Magic

Cast by Ned using the Inscrutable Staff while the party was imprisoned in the courtroom cage, allowing him to locate the Medallion of Chancery around the Living Indictment's neck.

Calm Emotions

Cast by Syndle during the spectral trial, targeting the jury, bailiff, and prosecutor within range. All affected creatures had their hostility toward the party replaced with indifference, significantly shifting the tone of the proceedings.

Mage Hand

Used to telekinetically snatch the Medallion of Chancery from the Living Indictment's disintegrating form as the spectral judge collapsed at the end of the trial.

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