

A Chance at Fortune

**A One-round D&D 3E Dungeon Adventure
Living Greyhawk Preview**

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This is a RPGA Network preview adventure for the Living Greyhawk campaign. It is designed to take place in a four-hour time block, divided as follows:

- One hour to generate characters and discuss initial rules
- Two-and-a-half hours to play the adventure
- Half an hour to wrap up, issue character certificates, and collect all 3E materials.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

This adventure will not be scored using the standard RPGA voting system. The goal is to expose players to the 3E D&D rules and the Living Greyhawk character creation system. Therefore, use the "No Voting" scoring option as described on the scoring packet.

This is an adaptable Living Greyhawk adventure, which means that the specifics of the places and people are not defined. The adventure is written in general terms, using "the necromancer" for the villain and "the castle" for his base and so forth. It is up to the triad members for a given Greyhawk nation to add the specifics to make the adventure fit into their nation. The adventure can be run without any specifics, however.

Note: For this demo, no chart for determining Encounter Level (EL) is needed, as the demo assumes six PCs which means EL=2. Encounter Level is the equivalent of Living City tier in 3rd edition D&D. For four or five PCs, the EL would be 1, so try to run this for six or seven PCs.

Adventure Background and Player Introduction

The great dragon is dead!! Word spreads quickly throughout the region. The dragon, of course, was famed far and wide as unkillable. Many adventurers have tried, but all have perished. But now the word is that the dragon has died. Fast upon that rumor is another: the adventurers who killed it also perished. Rumor spreads faster than wildfire, and soon the stories tell of a great battle (which no one has seen) in which both sides battled fiercely and devastated the countryside for miles around.

Of more immediate interest to you is the fact that the great dragon lived in the ruins of a castle that once belonged to an evil (and supposedly rich) necromancer. Nothing is known of what happened to the necromancer, but the fact that the castle suddenly collapsed led many to believe that he was dead. The

fact that the dragon settled in the ruins furthered that idea.

Though you are beginning adventurers, you feel you can handle the challenges of exploring the necromancer's ruins. There is wealth to be had, and the dragon is dead. So, with courage in your hearts and weapons or spells close at hand, you make your way to the ruins.

The dragon is indeed dead, slain by a group of adventurers who thought they were more powerful than they turned out to be. The last one died before the dragon bled to death from its wounds. The PCs are the first adventurers to reach the site since that time.

The ruins are pretty dull, in that there is nothing but dead dragon and dead adventurers to find. The adventure lies under the ruins, for the necromancer had an underground temple, study, and conjuring area. The PCs find this entrance and explore the dungeon area below, eventually coming out in some goblin warrens on the other side of the hill from the ruins.

So what happened to the necromancer? Well, he also turned out not to be as powerful as he thought he was. The necromancer was a follower of Nerull, god of death, and sacrificed regularly to this grisly deity. He also dabbled in conjuration of extra-planar creatures, particularly demons. Finally, he summoned something he could not control.

He trapped the fiend in a magic pentagram, and sealed the conjuration room so that no one could ever release the demon. Then, he quickly abandoned his study and temple and set traps and guardians to make sure that no one would ever reach the demon. Soon after, he was slain in a wizardly battle that took place at his castle (which is why it collapsed), and the secret of the demon was buried with him. The dragon's occupation of the ruins just extended the time that the demon was down there, unknown to all.

Unfortunately for the world, some goblins happened on the scene a year ago and began digging a warren into the side of the hill beyond the ruins. They did this when the dragon was hunting, and were very surprised when it returned. Thus began a scary period for the goblins, who continued their digging but learned to avoid the dragon very well. It slept a lot anyway, and as long as they stayed on their side of the hill, it did not bother them very often. Goblin is an appetizer for a dragon, not a meal.

In their digging, the goblins penetrated to the conjuration chamber of the necromancer, and accidentally released the demon. It slew a few of them and left the area, looking for the necromancer and a way home. In the meantime, it planned to cause as much suffering as possible among humanoid settlements. The demon does not enter the adventure.

The Demonstration Aspect

What are we showing off in this demo?

1. The 3rd edition of Dungeons and Dragons. Specifically, you will be able show how some common 1st level monsters work in 3E, how undead turning works, the uses of darkvision, how combat works, and how traps work.
2. The Living Greyhawk character creation rules. This is still not the final version of character creation, but very close. Character creation is described below.
3. The kinds and amounts of treasure that players can expect at 1st level in Living Greyhawk. They cannot keep any treasure from this adventure, since they cannot keep their characters. But seeing what can be expected is good for establishing the right tone at the start.

During this demonstration of the D&D 3E rules, a lot of the time will be spent on mechanics, and questions will come up. Combat may be slower than in 2nd edition AD&D. Be patient and answer questions to the best of your ability, but please don't speculate where you are not sure of the rules.

The second rule is, don't answer any 3E rules questions outside of the demonstration. You can talk about anything in the game during the demo, but once it is over you are bound by your NDA agreement not to speak about the game specifics.

The third rule is, no player leaves with a character sheet or rules summary sheet. You collect the real character sheets and the rules summary pages.

Abbreviated spell lists are provided, as all the priest spells would not fit on the priest sheets. Do not let anyone take these away, or take notes on their contents.

Don't forget to explain what can be done in a combat round before combat starts. Players won't know about counter-spelling and "going on the ready" to anticipate a foe's action.

Last rule: when the demo is finished, please caution the players not to speak about the specifics of the 3E D&D game.

Character Creation

This demo should have come with a set of 11 demo character sheets, one for each class. If not, go get them, because you need them. Have each player choose a class, and give the player the sheet for that character class. Don't let two players choose the same class; the idea is to show off various aspects of the game. They'll cooperate.

Character creation for this demo works as follows: Players choose which class they want to play, and get the appropriate sheet.

1. Players choose race, fill in height and weight info, and choose alignment.
2. Players assign ability points according to the Point Buy table on their sheets. Each ability starts at 8, which costs 0 points to buy. Players have 28 points to spend on their characters, and can raise the abilities as high as 18 (costs 16) if they can afford it. Include racial ability modifiers AFTER buying on the table. You can share the Quick Point-Buy sheet at the end of this text with them, as it is helpful in creating different types of characters.
3. Players copy their ability modifiers from the ability cost table.
4. Players copy the appropriate ability modifiers to the lines on the character sheet where they belong. All are labeled.
5. Players buy skills with the skill points listed on their character sheets. REMEMBER: Human characters get four more skill points than non-human characters at 1st level. The character sheets are set up so that if a player chooses human, he or she should just add four points after figuring out the amount as shown on the sheet.

A number of choices (for example, starting feats and skills available) have been chosen for the players using the "starting packages" for the classes in the Player's Handbook. This has been done so that time is saved in the demo. If players want to do something that is not available on the character sheets, tell them that they can create characters that way when the campaign begins, but for now they should please choose from the options on the character sheets.

Answer any questions about items on the character sheet. You should have a galley of 3E rules to refer to, and most of the skills are self-explanatory for demo purposes.

When the players are ready, have them describe their characters to you and each other, and then proceed to the adventure.

The Ruins

You have arrived, and the great bulk of the dead dragon lies before you. The ichor pooling around the dragon from its wounds leads you to believe that is in fact dead. Nearby, you see two elves, and the charred remains of five other humanoids. You assume these were the adventurers who slew the dragon. Their weapons are melted and twisted, and their gear slashed or burned or otherwise ruined. Beyond, the ruins rise invitingly. Apparently the majority of the fighting took place here, a little distance away from the fallen castle walls.

Everything is as it seems. There are no undead here (they are coming later). The equipment from the adventurers is beyond repair (there is treasure in the dungeon, don't worry), and the dragon's body covered in wounds. First-level adventurers should not be carving up dragons for body parts, since they don't know that such things are useful, so move them on to the ruins, where the adventure begins.

The ruins are now a framework of low walls that mark where two and a half of the former castle walls were located, and a great pit of stones in the center on which the dragon slept. There are no rooms to discover here. However, the walls are still intact in the back, and they are easily 10 feet thick (people built castles with really thick walls). In the back wall, which is intact to about 7 feet high, there is a secret door near the middle. This leads to the dungeon area, and can be found on a successful Spot check with a DC of 20. It opens onto a 5-foot wide passage that leads down a set of stairs to Room One.

When the PCs open the secret door, present the following:

As the door creaks open, you hear a clatter from beyond, a great clatter as if someone were surprised in the kitchen and scattered pots everywhere. Then suddenly it is quiet, and only the creaking of the door comes to your ears. Before you is a dark passage leading downward.

Refer to the **Map** for the layout of the dungeon. It is dark in the dungeon, and darkvision or light sources are required. Ceiling heights are all 8 feet, unless otherwise specified.

Room One

The stairs come out into a circular room approximately 15 feet in diameter. The clattering that the PCs heard was the activation (and therefore assembling) of a group of skeletons which were put here by the necromancer to keep people out. The skeletons attack as soon as the PCs enter the room.

Skeletons (4): Medium Undead (6 ft. tall); HD 1d12; hp 6; Init +5 (Dex, Improved Initiative); Spd 30'; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (2 claws, 1d4); SA nil; SD **Weapon immunities, cold immunity**; AL N; SV Fort +0, Ref +1, Will +2.

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

Skeletons are the animated bones of the dead. They are mindless automatons who obey the orders of their

evil masters. Pinpoints of red light smolder in the black emptiness of their eye sockets. They attack until destroyed, for that is what they were created to do.

Weapon Immunities: Because skeletons lack flesh or internal organs, they are less vulnerable to edged weapons than other creatures. They suffer no damage from piercing weapons and half damage from slashing weapons.

Cold Immunity: Skeletons suffer no damage from cold.

Other than the skeletons, the room is bare. The passage on the other side (also 5 feet wide), leads into the disk trap described as Room Two.

Room Two

This "room" is actually a corridor 30 feet long and five feet wide. It has a trap built into it, one that is very effective against the unwary dungeon delver.

Narrow grooves are cut into both walls horizontally, running the length of the corridor. The grooves are cut at heights of 1 foot, 2 feet, 4 feet, 5 feet, and 6 feet. The grooves begin at the corner and end at the entrance to the temple (Room Three).

When someone steps on the 5-foot square in the center of the hallway (where the "2" is on the map), sharpened metal disks a little larger than five feet wide are fired down the hallway in the grooves (on the side with the gap, the disks are guided magically into the grooves, but this magical effect is not detectable until activated). The disks travel the length of the corridor and then bounce back, slowing down a little. They repeat this pattern of bouncing back and forth for about 10 minutes, by which time they are moving very slowly. At the end of 10 minutes, they slip back into their sheaths in the wall and wait to be set off again.

Detecting the trigger plate on the floor requires a successful **Spot** or **Search** check, depending on whether they are actively searching or not, with a DC of 15.

The disks travel in each groove, but not all at the same time. The disk in the groove at 6 feet goes first, followed a round later by the one at 5 feet, followed a round later by the one at 4 feet, followed a round later by the one at 2 feet, followed a round later by the last one at 1 foot. Thus, the disks are not synchronized and seem to move randomly back and forth in the hallway.

This trap is especially effective against those relying on darkvision to see, as by the time the intruder realizes what is going on, the second disk has been launched (assuming the first did not cut off his head).

Disk: +0 melee attack, 2d8 hp damage, SA a killing blow cuts the victim in half.

The trick, therefore, is to get down the passage without getting cut in half. This requires ingenuity on the part of the players.

Disarming the device: It is possible to disarm this device, but not by “turning it off.” Instead, the grooves have to be jammed with something that can withstand the pressure the disks exert. When they are first fired, only metal or a few inches of stone would be strong enough to stop them but wood will work after they have been moving back and forth for 5 rounds or more.

Solution: run like the wind down the corridor before the disks are launched. The corridor is only 30 feet long, so characters can cover it in one round or less. If they wait until the trap resets, they can all run down and have only the disk at 6 feet to worry about, and ducking is a perfectly good way to avoid this disk.

Room Three

Escaping the disks of death, you come into a room that is clearly a temple, of sorts. There is an altar at the far end, and even from here you can see the dark brown stains covering it. Behind it on the wall is a symbol to some deity, one of death and destruction from the looks of the symbol. The rest of the room is decorated with gory scenes of death, some extremely graphic.

Characters should make **Fort** saves with a DC of 10 if they look at the images on the wall. They are extremely unsettling. Failure on the Fort save means the character turns from the room, unable to absorb the grisly scenes without retching. The effect wears off after a few minutes, but will be renewed if the character views the images on the walls again.”]

The room is 30 feet long, but not square (see map). The altar is about 6 feet long, and was used for human sacrifices. The dark stains are dried blood. The altar top has grooves cut in it around the circumference, for allowing the blood from the sacrifices to flow down the channels and collect in urns that would be placed at the corners.

There are no apparent exits from this room, other than the one the PCs used to enter. The two exits are behind secret doors (**Spot**, DC 20). Allow the PCs to find one of them no matter what they roll, since we don’t want to end the adventure here. If you have to give them one, give them the one that leads to Room Seven. PCs that failed their Fort saves cannot search for secret doors, as they cannot pay that much attention to

the walls. The passage to Room Four is 5 feet wide, that to Room Seven is only 3 feet wide.

The necromancer was a follower of Nerull, god of death, and sacrificed here regularly even though he was not a priest. Bodies were disposed of in Room Seven.

More interesting things await further into the dungeon.

Room Four

This room is lower than the rest of the rooms. When the complex was excavated, the necromancer discovered an underground river at the level he was digging. So, he just went under it.

The stairs down to this room are dry, but there is a slight dampness around the door into Room Four (on both sides). When the necromancer trapped the demon, he had tunnels dug to the underground river, so it would flood the room. The river now has a branch that flows through the room. He thought that the demon would not pass the water. Then he sealed the room carefully with magic, which is why the corridor is not flooded.

The door opens outward, but requires a **Str** check with a DC of 20 to open (the door has absorbed water and expanded). Opening this door is a really bad idea, since the whole dungeon will eventually be flooded. If the door is opened, a great wave of water pushes the PCs backward as water escapes from the room into the temple and back towards the entrance. Flooding the whole area will take some time, and the characters can explore the area, but they now have to fight the constant water pressure.

The main trick here is getting across the room and through the other door. As 1st level characters, they don’t have the magic to stop the water or even affect it for more than a minute. So, they have to either find the secret door from Room Three to Room Seven, or use strength to push through and open the far door.

Getting across requires **Swim** checks with a DC of 10 (to fight the slight current). Those without swimming skill can try to swim across using Swim untrained. Ropes attached between PCs will help.

Opening the door on the other side requires a **Str** check with a DC of 20 too, and sends water into the corridor and up the stairs on that side. Again, there is time to explore, and luckily the way out is through Room Nine, but this should make the characters think.

If for some reason a PC is swept into the river through the small exit tunnel, he or she emerges into a surface river about two miles downstream. There is not much air to breathe in the river passage, and a **Con** check (with DC 10) [DC?] should be made to hold one’s breath long enough.

Room Five

You enter into a room lined in bookshelves. They cover the walls completely, though they are not occupied fully. You estimate that there are about 100 books remaining, perhaps fewer. In one corner sits a desk, which has the dust of a hundred or more years on it. The chair behind it is pulled in, however, as if someone got up and carefully set the chair where it belonged. A rug adorns the floor near an old fireplace. There is no wood, and how smoke would have left the room is beyond you, as there are no vents. There are passages leading off this room in the center of each wall.

The study is 20 feet by 30 feet, with a ceiling height of 12 feet. The necromancer spent a lot of time in here, and wanted the higher ceiling. Smoke from the fire was magically removed by an air elemental that served the necromancer, but it is gone now.

There are 98 books on the shelves, the dregs of the necromancer's collection that he did not want to take with him. Most are written in either Draconic (the language of dragons) or Infernal (the language of demons and devils), and describe basic research into necromancy and human anatomy. There is a set of six books that are written in Terran (the language of earth elementals), and describe how to summon and bind creatures from the plane of Earth. The books are quite bulky, and not worth that much to a collector. Consider them to be basic-level [100-level makes sense to a college student/grad, but it's not clear to others] college textbooks on their respective topics, and you have a good idea of their content and value.

One of the books contains a spell. It is amongst the books written in Draconic, and the spell is *ghoul touch*, a 2nd-level wizard spell. Learning this spell requires much study, more than can be done during the adventure (especially if the door to Room Four is open and water is flooding the dungeon).

The desk contains some scribbles in Draconic and a strange code language that the necromancer used to hide his research from (non-existent) prying rivals. It should be nonsense to the characters. However, there is one paper of interest in the desk. It says, in Common:

"If anyone finds this, I warn them not to open the door into the conjuring room. I have sealed the door against the monstrosity within. Do not let it loose, as it will surely come after me. If you have any pity for a fellow creature, do not open the door."

Optional Combat

If the players like fights, you can use this optional encounter. It is not required, and if they are going to run out of time, skip it. DO NOT USE THIS ENCOUNTER if you don't have at least two brave and strong fighters in the group. The appearance of the creature tends to make groups back off from entering Room Eight, which is not necessarily what we want.

The conjuring room is guarded by an earth elemental, which must serve for 101 years. Luckily for it, that time is almost up, but unluckily for the PCs, it is not quite up. When anyone approaches the passage leading to Room Eight, the elemental rises from the very floor and bars the way.

The door before you has a magical symbol of some sort inscribed on it. Before you can make out what exactly it might do, your approach to the door is blocked. The floor writhes before you, bubbling and heaving slightly, and then a vaguely humanoid form rises up and stands before you. It says something in a language you do not know, but it sounds menacing in a gravelly sort of way.

The earth elemental will not let anyone pass while it lives. It will only attack if someone wants to use the door to Room Eight.

Medium Earth Elemental: Medium Elemental (8 ft. tall, 750 lbs.); HD 4d8; hp 30; Init -1 (Dex); Spd 20'; AC 18 (+0 size, -1 Dex, +9 natural); Atks +8/+3 melee (buffet, 1d8+5); SA **earth mastery, push**; SD **elemental defenses**, damage reduction +1/10, earth immunity; AL N; SV Fort +7, Ref +0, Will +1.

Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11.

Skills: Listen +6, Spot +6. **Feats:** Power Attack.

Earth elementals look like very large, stony humanoids. When summoned to the Prime Material plane, they seem to be made of whatever types of dirt, stones, precious metals, and gems they were conjured from. They always have cold, expressionless faces, and two eyes that sparkle like brilliant, multifaceted gems. Though they have a mouth-like opening in its face, an earth elemental will rarely speak. Their voices sound like echoes in deep tunnels, the rumblings of earthquakes, or the grinding of stone on stone. They speak Terran.

Though earth elementals travel very slowly, they are relentless opponents. They can travel through solid ground or stone as easily as humans walk along the earth's surface. They cannot swim, however. They must either walk around bodies of water or go under them, traveling through the ground. They can move along the bottoms of bodies of water, but they prefer not to.

Earth Mastery: An earth elemental gains a +1 attack and damage bonus if both it and the foe it is attacking touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. These modifications are not included in the stats listed above.

Push: This extraordinary ability allows the elemental to perform bull rush maneuvers against opponents without drawing attacks of opportunity. The combat modifiers listed in the Earth Mastery section above apply when to the opposed Strength checks the elemental makes when pushing.

Elemental Defenses: Earth elementals are immune to poison, sleep, paralyzation, and stunning. Elementals are not subject to critical hits or precision damage bonuses. They have no clear front or back, and cannot be flanked. They have darkvision with a range of 60'.

Room Six

This circular room is 20 feet in diameter. It was the necromancer's treasure room. It looks very sparse, because he managed to take the really valuable stuff. He left behind some nice goodies that an adventuring group should be really happy with. There are three chests and a large wooden cabinet in the room.

Chest #1: Locked, no traps. DC 14 to pick the lock. It contains 200 sp.

Chest #2: Locked, no traps. DC 14 to pick the lock. It contains 200 sp.

Chest #3: Locked, trapped. There is a poison needle trap in the lock which pricks the hand trying to open the lock. The needle is covered in poison that causes the victim to fall into a coma for a week, and does 1 hp of damage per day to the victim as well. This was mainly an immobilizer; anyone caught in here was sacrificed and tossed to the ghoul in Room Seven. DC 14 to open the lock, DC 15 to disarm the trap. It contains a velvet bag with 2 gems (each worth 50 gp), and a dagger with gems encrusted on the pommel. The dagger is worth about 250 gp.

Wooden Cabinet: Not locked, not trapped. It contains 3 bolts of a fine silk, which is kind of worn with age by now. It is still whole, and each bolt could be sold for 20 gp.

Room Seven

This room is basically a deep pit. The room is 15 feet in diameter, and 20 feet deep. There is a ledge about one foot wide around the room. The stench of death and decay is almost overpowering strong in here, as this is where the bodies from the sacrifices were disposed of.

PCs must make a **Fort** save with DC 13 upon opening the door, or retreat retching for 5 minutes.

The body disposal was very simple: the bodies would be carried from the temple through the secret passage, and be thrown down into the pit. The necromancer kept a ghoul in here to eat the bodies. The ghoul is still in here, and extremely hungry. All that remains of any bodies are bones, some tattered clothing, and the occasionally shiny object that has no value.

The ghoul cannot climb out of the pit, so the PCs can just leave the room and not worry about it. But you can scare them into thinking it can climb out. It can make horrible sounds, begin to claw its way up the wall, and generally give the impression that it can get to the PCs. However, half-way up the wall the stone is smooth and there are no handholds for it, so it stops and goes back down if there is no one around. You can also use the shiny objects to tempt the PCs into braving the pit.

Getting around the ledge requires a Dex check with a DC of 15. Anyone that falls into the pit takes 2d6 damage and is set upon by the ghoul.

Ghoul: Medium Undead (6 ft. tall); HD 2d12; hp 13; Init +2 (Dex); Spd 30'; AC 14 (+2 Dex, +2 Natural); Atks claws +0 melee, bite +3 melee (2 claws 1d3, bite 1d6+1); SA **paralysis**; SD nil; AL N; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Search +6, Spot +7, Move Silently +7. **Feats:** Multi-attack (can make 3 attacks a round), Weapon Finesse (Bite, +1 dmg).

Ghouls are undead creatures who haunt graveyards, battlefields, and other places where the carrion they hunger for is easily had. The transformation from living beings into fell things of the night has warped their minds, making them cunning and feral. Wherever the stench of death hangs heavy in the air, these terrible creatures are likely to be lurking nearby, ready to kill and devour the unwary.

Although they still look more or less human, their decaying flesh is mottled and putrid, drawn tight across bones clearly visible beneath a web of distended veins and muscles. Their eyes burn like hot coals in the darkness of their sunken sockets.

Ghouls speak Common.

Paralysis: Each melee hit from a ghoul can paralyze a living foe. This extraordinary ability renders those who fail a Fortitude saving throw vs. DC 14 unable to move for 1d6+2 minutes or until some manner of magical spell is used to drive the taint of the ghoul from the victim. Elves are immune to the paralytic effect of a ghoul's attacks.

Room Eight

This is the conjuring room where the necromancer contacted other planes for the servants he required. His last conjuration was the demon that he trapped here. Present the following:

The door opens to reveal a five-sided room, the walls of closely equal length. In the center of the room, a pentagram has been inscribed on the floor with arcane symbols running all the way around it. On the right side (as you look at it), some dirt and rock bits have covered the pentagram's side. The pentagram is empty.

The goblins from Room Nine burrowed into this room and broke the pentagram, freeing the demon. It killed a bunch of them and then left the area.

In the wall above the dirt on the floor is a crudely dug opening three feet in diameter. It leads to Room Nine, and is the only way out of this room other than the passage to Room Five.

Room Nine

The three-foot passage from Room Eight leads to a small goblin warren. The goblins dug out their home and have lived in the shadow of the dragon ever since. The main living area consists of the areas lettered A-K on the map. The passage from Area A away from the warren leads to the surface.

The warren passages are three feet in circumference (they are for goblins), but the wider areas are nearly seven feet high and as wide as shown on the map. The PCs are in cramped quarters. Goblin warrens smell lived-in and a little rank; think of how a dog kennel smells if it is not cleaned in months. The living areas are piled with sleeping mats made of fur and leaves, with stray rags around that are used for various things. Three suits of goblin studded leather armor (not suitable for any of the PCs, including gnomes and halflings) can be found in the central areas, unless the male goblins have donned the suits. Various pieces of wood and other trash litter the area, and some bones. The goblins don't cook in the warrens; in fact, they tend not to cook at all.

The whole warren is currently occupied by 10 goblins: 5 females, 3 males, and 2 children. The rest of the males are off hunting, and there are four females off gathering other food (goblins are not egalitarian in their work assignments).

The goblins will certainly view the entrance of the PCs into their warren as an invasion, and respond with suspicion and hostility. However, they can be talked to if someone has Goblinoid as a language, or casts

comprehend languages on himself and a goblin. If the PCs can somehow convince the goblins that they mean no harm and just want to pass through, the goblins will suspiciously allow them to do so. If things get hostile, a fight will develop.

The goblins have a definite advantage in the constricted space. They can run down the 3-foot passages, while medium-sized PCs have to crawl (1/4 speed). If a fight breaks out, the goblins will use their size advantage and knowledge of their lair to surround and capture or slaughter the PCs. Captured PCs become heavy-labor slaves for the goblins.

The goblins don't have any treasure.

Goblin (10, only 8 combatants): Small Humanoid (6 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30'; AC 12 (+1 Dex, +1 size, no armor but they could don studded leather for +3 more AC); Atks +0 melee (short sword, 1d6-1), +2 ranged (javelin, 1d6-1, but it will be hard to throw javelins in the warren); SA nil; SD nil; AL CE; SV Fort +0, Ref +1, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Ride +6, Move Silently +4. **Feats:** Alertness, Mounted Combat.

Goblins have flat faces, broad noses, pointed ears, wide mouths and small, sharp fangs. Their foreheads slope back, and their eyes are usually dull and glazed. They always walk upright, but their arms hang down almost to their knees. Their skin colors range from yellow through any shade of orange to a deep red. Their eyes vary from bright red to a gleaming lemon yellow. They wear clothing of dark leather, tending toward dull soiled-looking colors.

Goblins speak Goblinoid.

An existence of being bullied by bigger, stronger races has taught them to exploit what few advantages they have in dealing with opponents: sheer numbers and malicious ingenuity. The concept of a "fair fight" is meaningless in their society: They favor ambushes, overwhelming odds, dirty tricks, and any other unfair advantage they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them.

Goblins are tribal. Their leaders are generally the biggest, strongest and sometimes even the smartest goblin in the vicinity. They have almost no concept of privacy, living and sleeping in large common areas; only the leaders live separately. Goblins live by raiding and stealing from other races (preferably those that cannot defend themselves easily), sneaking into lairs, villages, and even towns by night to take what they can. They are not above waylaying travelers on the road or in forests and stripping them of all possessions, up to and including the clothes on their backs. Goblins

sometimes capture slaves and force them to perform hard labor in the tribes' lair or camp.

These creatures live wherever they can, from dank caves to dismal ruins, and their lairs are always smelly and filthy due to the goblins' utter lack of sanitation. They often settle near civilized areas, which they raid for food, livestock, tools, weapons, and supplies.

Conclusion

Once the PCs emerge from the dungeon, the scenario is over. You can discuss any rules questions that remain unanswered, and then collect all the character sheets and the action summary pages. Thank the players and collect their RPGA numbers for the scoring packet. They do not have to vote.

Remember to collect all character sheets and demo information pages. No one should leave the demo with any pieces of paper with 3E-specific rules on them.

Experience Point Summary

This section is included so you can “award” experience to the demo characters, showing the players what kinds of experience rewards they can expect at 1st level. The experience is based on an EL 2 group encountering EL 2 encounters.

To assign XP:

1. Add up the values for the objectives accomplished, as listed.
2. Assign discretionary roleplaying experience. This should be awarded for character portrayal and teamwork. Add roleplaying experience to the total for objectives.
3. Multiply the sum by the EL for the character group, as calculated at the start of the adventure.
4. Divide the total by the number of PCs who survived the adventure (round up). The amounts listed below are for ALL THE PCs, not for each PC. PCs who die during the adventure do not get experience from the adventure, even if they are raised from the dead later.

Room One

Destroy skeletons 100 xp

Room Two

Avoid trap with no damage to any PC 75 xp

Room Five

Optional: Destroy elemental 100 xp

Room Seven

Destroy ghoul 50 xp

Room Nine

Defeat goblins 75 xp

OR

Bypass goblins through negotiation 100 xp

Discretionary roleplaying experience 0-25 xp

Total possible experience: 450 xp

Maximum xp per PC at EL=1 4 PCs: 113 xp

5 PCs: 90 xp

6 PCs: 75 xp

7 PCs: 65 xp

Treasure Summary

This section is included so you can easily describe the treasure in the scenario, showing the players what they can expect as far as treasure goes in 1st-level adventures. The characters cannot keep any of this treasure.

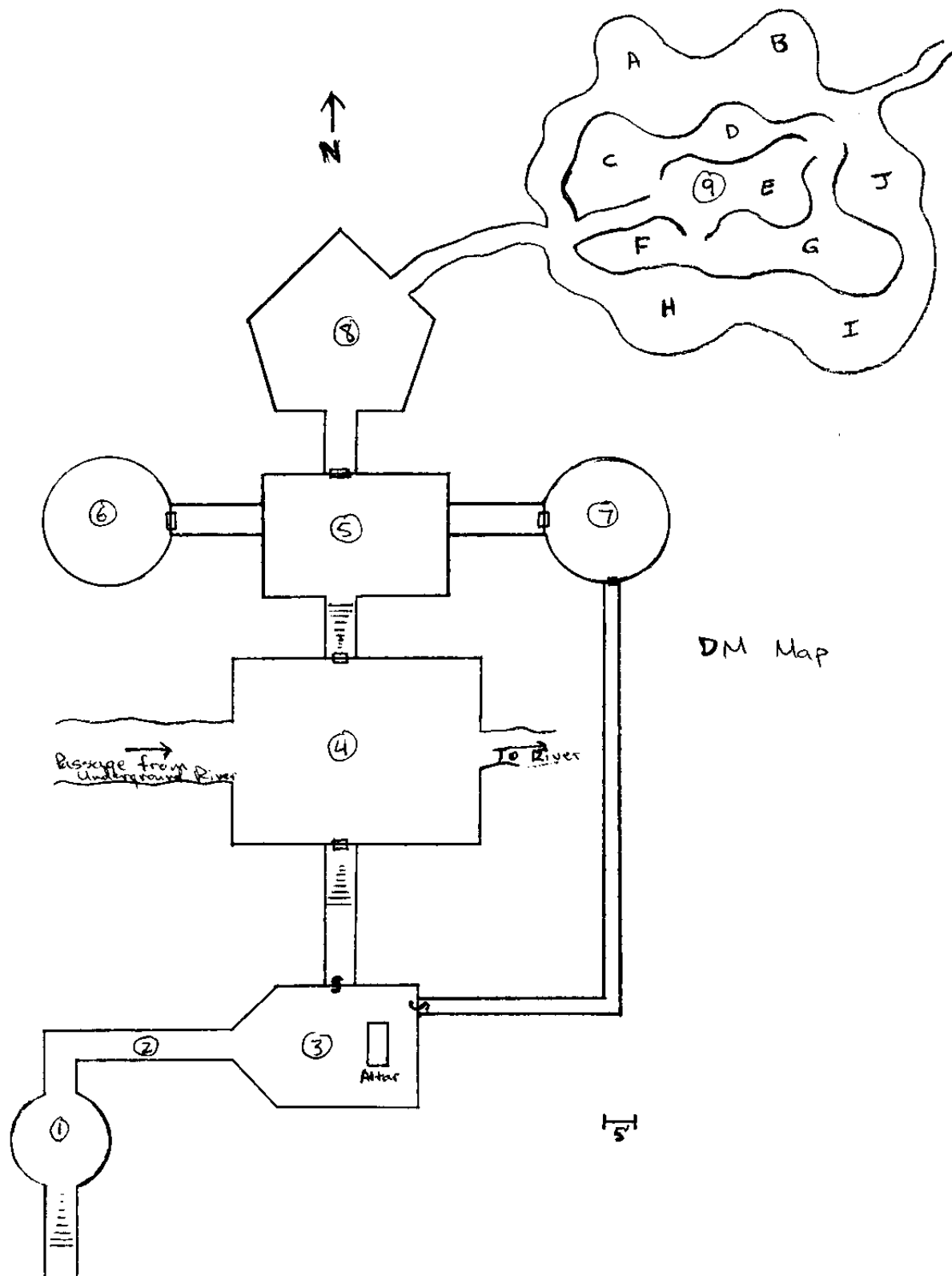
Room Five:

5. Book with 2nd-level wizard spell *ghoul touch*

Room Six

- Chest #1: 200 sp.
- Chest #2: 200 sp.
- Chest #3: a velvet bag with 2 gems (each worth 50 gp), and a dagger with gems encrusted on the pommel. The dagger is worth about 250 gp.
- Wooden Cabinet: 3 bolts of a fine silk; each bolt could be sold for 20 gp.

Map of Dungeon Layout



Allowed Deity List

Deity	Alignment	Domains	Worshippers
Heironeous, God of Valor	Lawful good	Good, Law, War	Paladins, fighters, and monks
Moradin, God of Dwarves	Lawful good	Earth, Good, Law, Protection	Dwarves
Yondalla, Goddess of Halflings	Lawful good	Good, Law, Protection	Halflings
Ehlonna, Goddess of the Woodlands	Neutral good	Animal, Good, Plant, Sun	Elves, gnomes, half-elves, halflings, rangers, and druids
Garl Glittergold, God of Gnomes	Neutral good	Good, Protection, Trickery	Gnomes
Pelor, God of the Sun	Neutral good	Good, Healing, Strength, Sun	Rangers and bards
Corellon Larethian, God of the Elves	Chaotic good	Chaos, Good, Protection, War	Elves, half-elves, and bards
Kord, God of Strength	Chaotic good	Chaos, Good, Luck, Strength	Fighters, barbarians, rogues, and athletes
Wee Jas, Goddess of Death and Magic	Lawful neutral	Death, Law, Magic	Wizards, necromancers, and sorcerers
St. Cuthbert, God of Retribution	Lawful neutral	Destruction, Law, Protection, Strength	Fighters, monks, and soldiers
Boccob, God of Magic	Neutral	Knowledge, Magic, Trickery	Wizards, sorcerers, and sages
Fharlanghn, God of Roads	Neutral	Luck, Protection, Travel	Bards, adventurers, and merchants
Obad-Hai, God of Nature	Neutral	Air, Animal, Earth, Fire, Plant, Water	Druids, barbarians, and rangers
Olidammara, God of Thieves	Chaotic neutral	Chaos, Luck, Trickery	Rogues, bards, and thieves

Spell Lists for Player Characters

Wizard and Sorcerer Spells

0-Level Wizard and Sorcerer Spells (Cantrips)

School	Spell.....	Effect
Abjur	Resistance	+1 on saving throws
Alter	Mage Hand	5-pound telekinesis
Alter	Mending.....	Make minor repairs in an object
Alter	Open/Close	Open or close small or light things
Conj	Ray of Frost	Ray deals 1d3 cold damage
Div	Detect Poison.....	Detect poison in one creature or small object
Ench	Daze.....	Creature loses next action
Evoc	Light	Object shines like a torch
Evoc	Flare.....	Dazzles one creature (-1 attack)
Illus	Dancing Lights.....	Figment torches or other lights
Illus	Ghost Sound	Figment sounds
Necro	Disrupt Undead.....	1d6 damage to an undead
Univ	Detect Magic.....	Detect spells and magic items within 60'
Univ	Prestidigitation.....	Minor tricks
Univ	Read Magic.....	Read scrolls and spellbooks
Univ	Wizard Mark.....	Inscribes a personal rune (visible or invisible)

1st-level Wizard and Sorcerer Spells

Abjur	Alarm	Wards an area for 2 hours/level
Abjur	Gaze Reflection.....	Reflects gaze attacks back at gazer
Abjur	Hold Portal	Holds door shut
Abjur	Protection from Chaos	+2 AC & saves vs. chaotic, counter mind control, hedge out nonlawful elementals and outsiders
Abjur	Protection from Evil	+2 AC & saves vs. evil, counter mind control, hedge out nongood elementals and outsiders
Abjur	Protection from Good	+2 AC & saves vs. good, counter mind control, hedge out nonevil elementals and outsiders
Abjur	Protection from Law	+2 AC & saves vs. lawful, counter mind control, hedge out nonchaotic elementals and outsiders
Abjur	Shield.....	Invisible disc blocks <i>magic missile</i> attacks
Alter	Animate Rope	Make a rope move at your command
Alter	Burning Hands.....	1d4 fire damage/level (max: 5d4)
Alter	Color Spray.....	Knock unconscious, blind, or stun 1d6 weak creatures
Alter	Enlarge.....	Object or creature grows +10%/level (max +50%)
Alter	Erase	Erase mundane or magical writing
Alter	Expeditious Retreat.....	Doubles your Movement
Alter	Feather Fall.....	Creature falls slowly
Alter	Jump	Creature gets +30 on Jump checks
Alter	Message	Whispered conversation at distance
Alter	Reduce	Object or creature shrinks 10%/level (max 50%)
Alter	Shocking Grasp.....	Touch delivers electric charge (1d8+1/level)
Alter	Spider Climb.....	Grants ability to walk on walls and ceilings
Conj	Grease	Cover 10' square or 1 object with slippery grease
Conj	Mage Armor.....	Grant creature +4 armor bonus
Conj	Mount	Summon riding horse for 2 hrs./level
Conj	Obscuring Mist.....	Fog surrounds you
Conj	Summon Monster I	Summons outsider to fight for caster
Conj	Unseen Servant.....	Creates invisible force (Str 2, 6 hp) that obeys caster's commands for 1 hour/level
Div	Comprehend Languages.....	Understand all spoken and written language
Div	Detect Secret Passages.....	Detect hidden doors within 60'
Div	Detect Undead	Detect undead within 60'
Div	True Strike	Adds +20 bonus to caster's next attack roll
Ench	Charm Person	Make one person your friend for 1 hr./level
Ench	Hypnotism	Fascinate creatures (2d4 HD or levels)
Ench	Sleep	Casts targets (2d4 HD worth) into comatose slumber

Evoc	Magic Missile	1d4+1 damage; +1 missile/2 levels above 1st (max 5)
Evoc	Tenser's Floating Disc	3' diameter horizontal force-disc, holds 100lb/level
Illus	Change Self.....	Change own appearance
Illus	Minor Illusion.....	Silent image of your design; concentration
Illus	Nystul's Magical Aura.....	Grant object false magic aura
Illus	Nystul's Undetectable Aura.....	Mask magic item's magic aura
Illus	Ventriloquism.....	Throws voice for 1 minute/level
Necro	Cause Fear	One creature flees for 1d4 rounds
Necro	Chill Touch.....	Deal 1d6 damage + 1 Str damage; 1 touch/level
Necro	Ray of Enfeeblement.....	Ray reduces Str 1d6 points +1 point/2 levels
Univ	Identify.....	Determine single feature of magic item

Cleric Spell List

0-Level Cleric Spells (Orisons)

Create Water.....	Create 2 gallons/level of pure water
Cure Minor Wounds.....	Cures 1 point of damage
Detect Magic.....	Detect spells and magic items within 60'
Detect Poison.....	Detect poison in one creature or small object
Guidance.....	+1 on one roll, throw, or check
Light.....	Object shines like a torch
Mending.....	Make minor repairs in an object
Purify Food and Drink.....	Purify 1 cubic foot/level of food or water
Read Magic.....	Read scrolls and spellbooks
Resistance.....	+1 on saving throws
Virtue.....	Target gains 1 temporary hp

1st-level Cleric Spells

Bless.....	+1 attack and +1 vs. fear for allies
Bless Water.....	Makes holy water (costs 25 gp)
Cause Fear.....	One creature flees for 1d4 rounds
Command.....	One creature obeys your one-word command for 1 round
Comprehend Languages.....	Understand all spoken and written language
Cure Light Wounds.....	Cures 1d8 +1/level damage (max +5)
Curse.....	Enemies get -1 attack, -1 vs. fear
Curse Water.....	xx [??]
Deathwatch.....	See how wounded creatures within 30' are
Detect Chaos.....	Detect chaotic creatures, spells, or objects
Detect Evil.....	Detect evil creatures, spells, or objects
Detect Good.....	Detect good creatures, spells, or objects
Detect Law.....	Detect lawful creatures, spells, or objects
Detect Undead.....	Detect undead within 60'
Doom.....	One creature gets -2 on attacks, damage, saves, and checks
Endure Elements.....	Ignore first 5 damage from one energy type each round (1 day)
Entropic Shield.....	Ranged attacks against you suffer 20% miss chance
Guiding Hand.....	Attack and damage bonus +1/3 levels; 1 minute
Inflict Light Wounds.....	Touch attack, 1d8 +1/level damage (max +5)
Invisibility to Undead.....	Undead can't perceive targets (1/level)
Magical Stone.....	3 stones become +1 projectiles, deal 1d6+1 damage
Obscuring Mist.....	Fog surrounds you
Protection from Chaos.....	+2 AC & saves vs. chaotic, counter mind control, hedge out nonlawful elementals and outsiders
Protection from Evil.....	+2 AC & saves vs. evil, counter mind control, hedge out nongood elementals and outsiders
Protection from Good.....	+2 AC & saves vs. good, counter mind control, hedge out nonevil elementals and outsiders
Protection from Law.....	+2 AC & saves vs. lawful, counter mind control, hedge out nonchaotic elementals and outsiders
Random Action.....	One creature acts randomly for one round
Remove Fear.....	+4 vs. fear for 1 creature +1 creature/4 levels
Sanctuary.....	xx [??]
Shield of Faith.....	Shimmering aura grants +2 or better deflection bonus
Summon Monster I.....	Summons outsider to fight for caster

Cleric Domains

Air Domain

Deities: Obad-Hai

Granted Power: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Air Domain Spells

1 Obscuring Mist

Animal Domain

Deities: Ehlonna, Obad-Hai

Granted Power: You cast *animal friendship* once per day. Knowledge (nature) is a class skill.

Animal Domain Spells

1 Calm Animals

Chaos Domain

Deities: Corellon Larethian, Erythnul, Gruumsh, Kord, Olidammara

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1 Protection from Law

Death Domain

Deities: Nerull, Wee Jas

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

1 Cause Fear

Destruction Domain

Deities: St. Cuthbert, Hextor

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells

1 Inflict Light Wounds

Earth Domain

Deities: Moradin, Obad-Hai

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Earth Domain Spells

1 Magic Stone

Evil Domain

Deities: Erythnul, Gruumsh, Hextor, Nerull, Vecna

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1 Protection from Good

Fire Domain

Deities: Obad-Hai

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Fire Domain Spells

1 Burning Hands

Good Domain

Deities: Corellon Larethian, Ehlonna, Garl Glittergold, Heironeous, Kord, Moradin, Pelor, Yondalla

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1 Protection from Evil

Healing Domain

Deities: Pelor

Granted Power: You cast Healing spells at +1 caster level.

Healing Domain Spells

1 Cure Light Wounds

Knowledge Domain

Deities: Boccob, Vecna

Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells

1 Detect Secret Passages

Law Domain

Deities: St. Cuthbert, Heironeous, Hextor, Moradin, Wee Jas, Yondalla

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

1 Protection from Chaos

Luck Domain

Deities: Fharlanghn, Kord, Olidammara

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells
1 Entropic Shield

Magic Domain

Deities: Boccob, Vecna, Wee Jas

Granted Power: Use scrolls, wands, and other devices with spell completion or magic word activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells
1 Nystul's Undetectable Aura

Plant Domain

Deities: Ehlonna, Obad-Hai

Granted Power: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Knowledge (nature) is a class skill.

Plant Domain Spells
1 Entangle

Protection Domain

Deities: Corellon Larethian, St. Cuthbert, Fharlanghn, Garl Glittergold, Moradin, Yondalla

Granted Power: You can generate a protective ward, a spell-like ability to grant someone a resistance bonus on her next saving throw equal to your level. Activating this power is standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells
1 Sanctuary

Strength Domain

Deities: St. Cuthbert, Kord, Pelor

Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, it the power lasts 1 round, and it's usable once per day.

Strength Domain Spells
1 Endure Elements

Sun Domain

Deities: Ehlonna, Pelor

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells
1 Endure Elements* [*=???]

Travel Domain

Deities: Fharlanghn

Granted Power: For a total of 1 round per your cleric level per day, you can act normally regardless of magic effects that impede movement (similar to the effect of the spell *free action*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit). This is a spell-like ability. Wilderness Lore is a class skill.

Travel Domain Spells
1 Expeditious Retreat

Trickery Domain

Deities: Boccob, Erythnul, Garl Glittergold, Olidammara, Nerull

Granted Power: Bluff, Disguise, and Hide are class skills.

Trickery Domain Spells
1 Change Self

War Domain

Deities: Corellon Larethian, Erythnul, Gruumsh, Heironeous, Hextor

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

War Deity	Favored Weapon
Corellon	Longsword
Larethian	
Erythnul	Morningstar
Gruumsh	Spear (halfspear, shortspear, or longspear)
Hextor	Flail (light or heavy)
Heironeous	Longsword

War Domain Spells
1 Magic Weapon

Water Domain

Deities: Obad-Hai

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Water Domain Spells
1 Obscuring Mist

Druid Spells

0-Level Druid Spells (Orisons)

Create Water.....	Create 2 gallons/level of pure water
Cure Minor Wounds.....	Cures 1 point of damage
Detect Magic.....	Detect spells and magic items within 60'
Detect Poison.....	Detect poison in one creature or small object
Flare	Dazzles one creature (–1 attack)
Guidance	+1 on one roll, throw, or check
Know Direction.....	Druid discerns north
Light	Object shines like a torch
Mending	Make minor repairs in an object
Purify Food and Drink	Purify 1 cubic foot/level of food or water
Read Magic.....	Read scrolls and spellbooks
Resistance	+1 on saving throws
Virtue	Target gains 1 temporary hp

1st-level Druid Spells

Animal Friendship.....	Gain permanent animal companions
Calm Animals.....	Calms 2d4 HD +1 HD/level or animals, beasts, and magical beasts
Cure Light Wounds.....	Cures 1d8 +1/level damage (max +5)
Detect Animals or Plants.....	Detect specific species of animals or plants
Detect Snares and Pits.....	Detect natural or primitive snares and traps
Endure Elements	Ignore first 5 damage from one energy type each round
Entangle	Plants entangle everyone (affects circle with 40' radius)
Faerie Fire	Outlines creatures with light, canceling <i>blur</i> , concealment, etc.
Goodberry	2d4 berries each cure 1 h.p. (max 8 h.p./24 hours)
Invisibility to Animals.....	Animals can't perceive targets (1/level)
Obscuring Mist.....	xx [??]
Pass without Trace	1 creature/level leaves no tracks
Shillelagh	Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level
Summon Natural Creature I	Summons animal to fight for caster

Bard Spells

0-Level Bard Spells (Cantrips)

Dancing Lights	Figment torches or other lights
Daze	Creature loses next action
Detect Magic	Detect spells and magic items within 60'
Flare	Dazzles one creature (–1 attack)
Ghost Sound	Figment sounds
Light	Object shines like a torch
Mage Hand	5-pound telekinesis
Mending	Make minor repairs in an object
Open/Close	Open or close small or light things
Prestidigitation	Minor tricks
Read Magic	Read scrolls and spellbooks
Resistance	+1 on saving throws

Quick Point-Buy Help

28 points (heroic character)

Point Buy Scale

Cost	Score	Modifier
—	6	−2
—	7	−2
0	8	−1
1	9	−1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
—	19	+4
—	20	+5

Apply racial ability adjustments after buying your scores. Final scores may range from 6 to 20.

Human	no adj.
Dwarf	+2 Con, −2 Cha
Elf	+2 Dex, −2 Con
Gnome	+2 Con, −2 Str
Half-Elf	no adj.
Half-Orc	+2 Str, −2 Int −2 Cha
Halfling	+2 Dex, −2 Str

Typical

Cost	Score	Modifier
10	16	+3
6	14	+2
6	14	+2
4	12	+1
2	10	+0
0	8	−1

Typical & Focused

Cost	Score	Modifier
16	18	+4
6	14	+2
4	12	+1
2	10	+0
0	8	−1
0	8	−1

Multi-talented

Cost	Score	Modifier
10	16	+3
6	14	+2
6	14	+2
6	14	+2
6	14	+2
0	8	−1
0	8	−1

Heavily Focused

Cost	Score	Modifier
16	18	+4
10	16	+3
2	10	+0
0	8	−1
0	8	−1
0	8	−1

Balanced & Flawless

Cost	Score	Modifier
10	16	+3
4	12	+1
4	12	+1
4	12	+1
4	12	+1
2	10	+0

Focused & Flawless

Cost	Score	Modifier
16	18	+4
4	12	+1
2	10	+0
2	10	+0
2	10	+0
2	10	+0

Multi-Talented & Flawless

Cost	Score	Modifier
6	14	+2
6	14	+2
6	14	+2
6	14	+2
2	10	+0
2	10	+0

[Or would you prefer not to point out the min/max option?]