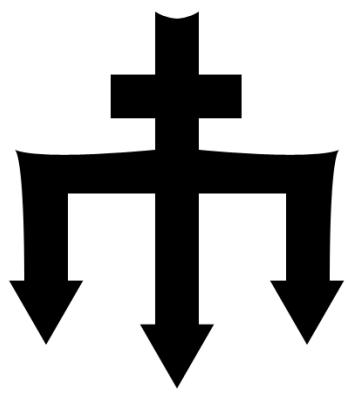


FOURTHCORE ALPHABET

DARK & DEADLY DUNGEON DESIGN FROM ALTARS TO THE ZODIAC



sersa victory



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WHAT THIS BOOK IS

FOURTHCORE ALPHABET is a reference for D&D 4TH EDITION Dungeon Masters who are building and running dark, deadly dungeons. If you've never heard of **fourthcore**, skip ahead to the short primer on page 4.

Each chapter of FOURTHCORE ALPHABET spotlights a different element of fourthcore dungeon design, beginning with a short essay that describes how the element fits into the fourthcore aesthetic. These essays are followed by a table with which you can generate hundreds of examples using only your twenty-sided die.

The primary purpose of this book is to stand alongside *C1: Crucible of the Gods* as a primer on fourthcore design. All of the elements featured in this book are quintessential to fourthcore adventures, and much of the material overlaps so that you might come away with a clear and comprehensive understanding of the genre.

While this book uses the 4TH EDITION rules, every effort has been made to present the material in a way that makes it easily adaptable to other systems. DMs running gothic deathtrap dungeons in games like OSRIC or WRATH will find much to use in the following pages.

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OTHER FOURTHCORE PRODUCTS

Saturday Night Delves #1: Revenge of the Iron Lich
Dungeon Module C1: Crucible of the Gods
Dungeon Module M1: Gallery of the Hate Blossom
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Mythic & Deadly

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WHAT IS FOURTHCORE?

Fourthcore is an unusual genre of DUNGEONS & DRAGONS that departs from some aspects of the game's design philosophy. While fourthcore doesn't require different materials or use different rules, it does embrace a set of assumptions that may not be obvious at first glance. It's important that these assumptions are made clear to everyone playing, as fourthcore can be very jarring and unpleasant for those who aren't prepared for or don't understand it.

DIFFICULT

The challenges in a fourthcore adventure are designed to be especially difficult, requiring players to multitask, balance risk, adapt their strategies to complex and unpredictable scenarios, and decide on courses of action with incomplete information while under a pressing time limit.

DEADLY

Crusaders will die quickly and often during a fourthcore adventure, sometimes as a result of instant death and save-or-die effects. Monsters and traps deal significantly higher amounts of damage than normal, and the consequences for failure are severe. Permanent afflictions, such as curses and disease, are not uncommon.

LUCRATIVE

With great risk comes great reward. The treasure and magic items found in fourthcore adventures are numerous, valuable, and extremely powerful, often outmatching their traditional counterparts. Magic items play a much greater role in a fourthcore game, and many have dramatic secondary effects such as moving the sun and moon, sending whispers through time, or destroying entire worlds.

OVER-THE-TOP

Fourthcore adventures are brought to life with extravagant threats and adventure sites that are both evocative and gruesome. Realism and coherency are pushed aside in favor of the outrageous, entertaining, and chaotic.

BLEAK

The world in which fourthcore adventures take place is an unhappy one. Tyrants stoke the flames of civilization with the ashes of criminals, rebels, and the many who have succumbed to the ravages of plague and war. Priests offer the blood of heretics and infidels to violent, jealous gods. All that lurks in the darkness between empires loathes humanity, and the 'heroes' that venture out to face such threats are little more than murderers, zealots, and privateers. Alignment is a meaningless concept and thus is not used in fourthcore.

DEATHTRAP DUNGEON-CENTERED

All fourthcore adventures are traditional dungeon delves in the spirit of *Tomb of Horrors*, *Hidden Shrine of Tamoachan*, and other classic tournament modules. Fourthcore adventures fetishize deathtrap dungeon tropes, such as lethal traps, nefarious tricks, elaborate puzzles, unique monsters, and nonlinear exploration of an enclosed mazelike setting.

GAME-ORIENTED

A fourthcore adventure emphasizes the players' struggle to 'win' the module by overcoming the challenges presented to them by the Dungeon Master. Player ability takes center stage in many fourthcore encounters, and metagaming is expected and encouraged. Storytelling is not particularly important in fourthcore.

USING THIS BOOK

FOURTHCORE ALPHABET is designed for use both before and during the game. While the tables work well for adding flavor to one-shot adventures, much of the content found in this book assumes an ongoing **megadungeon-style** campaign with diverse encounters and nonlinear progression through multiple levels.

When using the tables in this book, try not to get discouraged if you generate results that don't quite mesh. Much of the fun of these tables is coming up with imaginative ways to blend the elements you've rolled into something truly unique and memorable.

Don't be afraid to pick and choose from the tables instead of rolling. If a particular entry inspires you, go with it!

DUNGEON

If you're looking to create a dungeon adventure, you'll want to generate:

- ◆ the **dungeon** (12) concept itself,
- ◆ an **overlord** (34) that rules over and shapes the dungeon,
- ◆ a **lair** (28) in which the overlord dwells,
- ◆ a **quest** (42) for the crusaders to undertake, and
- ◆ one or more mythic **rewards** (44) for the crusaders to find.

BATTLE

If you want to create a combat encounter, you'll want to generate:

- ◆ one or more **beasts** (8) for the crusaders to do battle with,
- ◆ one or more **traps** (49) to accost the crusaders while they fight,
- ◆ a **violent** (54) means for your monsters to die, and
- ◆ a **reward** (44) for victory.

ROLEPLAYING

If you're looking to outline a roleplaying scenario, you'll want to generate:

- ◆ an **undead** (52) for the crusaders to interact with,
- ◆ a **keepsake** (27) that illuminates the NPC's background, and
- ◆ a **secret** (47) or **reward** (44) the NPC might reveal.

EXPLORATION

If you're looking to set up an exploration scene, you might generate one or more of the following:

- ◆ some **strange** (57) dungeon features to interact with, such as an **altar** (6) or **fountain** (16),
- ◆ a **puzzle** (38) or **mystery** (30) for the crusaders to solve,
- ◆ a **reward** (44) for the crusaders if they solve the puzzle and a **trap** (49) to harm them if they fail,
- ◆ a **secret** (47) to discover and a **clue** (60) to that secret,
- ◆ some **echoes** (14) in the distance, and
- ◆ a **corpse** (10) clutching a **keepsake** (27).

UNDERWORLD

Encounters set in the underworld are characterized by nightmarish **hellscapes** (21), **violent dungeon dressing** (54), and terrifying **beasts** (8).

NETHERWORLD

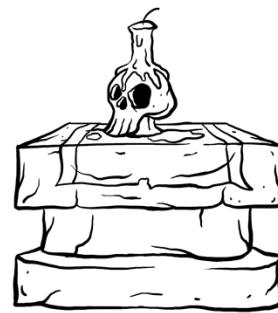
Encounters set in the **netherworld** (32) are characterized by wandering **undead** (52), cryptic **mysteries** (30), and haunting **echoes** (14).

A IS FOR ALTARS

Whether proudly displayed in a ringing chapel or secreted away in an unknown alcove, **altars** are the conduit through which mortals satisfy the gods' ceaseless hunger for admiration, servitude, and sacrifice.

It is at the altar that the denizens of a fourthcore dungeon enact their most macabre rituals and glorify their most repellent taboos. Their surfaces burn with crimson candlelight and glow with divine malice, lashing out at heretic and zealot alike if only to remind humanity that they are indeed the subordinate beings in the metaverse.

Using the Table: Roll twice on the **features** column and once on the **powers** column.



D20	FEATURES	POWERS
1	Candles made from the fat of a human or demi-human	An iron bowl filled with blood rests atop the altar. A crusader may drink all of the blood in the bowl to scry on a creature of their choice for 5 minutes. The scrying crusader must have seen the target creature in person at least once before in their lifetime.
2	Ritual book bound in the flesh of a medusa	This altar bears the likeness and holy symbol of the last truly good deity. Such a god has since died and been forgotten, and the denizens of the dungeon have defaced or destroyed this altar in a spectacularly vulgar fashion.
3	Bloody holy symbol	A preserved cadaver lies on the altar, its body cut open and innards exposed. A creature that devours one of the major organs (heart, eyes, brain, etc.) gains an appropriate boon.
4	False demilich	A crusader that prays at the altar can possess the body of a nearby undead (52) servitor for a time. Alternatively, praying at the altar allows a supernatural being to possess the crusader.
5	Catechism in a demonic script	A crusader that speaks their <i>wish</i> (KOBOLD QUARTERLY 11) at this altar has said <i>wish</i> granted. If the crusader is not a servant of the deity to whom this altar is dedicated, the <i>wish</i> may be perverted.
6	Gilded tome flecked with bloody fingerprints	A decapitated death-priest's head sits in a bowl filled with ichor. When crusaders draw close, its three-pupil eyes open and it speaks.
7	The altar is inlaid with grotesques that glow with crimson light	A crusader touching the altar has premonitions of the future.
8	Exotic ceremonial weapon	The corpse of one of the crusader's patron deities lies dismembered and partially-devoured on top of the altar.
9	Beetle-sized imps swarm around the altar, tending to candles and refilling mystic censers	Any liquids or potions laid on the altar are befouled. A living creature that drinks a befouled liquid is attacked (dungeon level + 1 vs. Fortitude). On a hit, the creature dies.
10	The altar is made of a material unknown to humanity	The altar depicts a common deity, albeit in a perverse way. For instance, the goddess of harvest may be seen reveling in drought.

D20	FEATURES	POWERS
11	An array of ceremonial bells	The first crusader to touch this altar becomes the commander of an undead army. He or she also arouses the enmity of the army's former leader - a powerful death knight (MONSTER VAULT).
12	Bone communion bowl	The first crusader to touch this altar is attacked (dungeon level + 1 vs. Fortitude). On a hit, he or she becomes infertile. However, if the crusader is a servant of the deity to whom this altar is dedicated, they become pregnant with 1d6 children, regardless of sex (no save).
13	Incense that stinks of fornication when lit	A crusader may bargain with the god (19) to whom this altar is dedicated. Any deals struck clearly favor the deity. If a crusader backs out of a deal made in this way, an invisible marilith wight is dispatched to hunt them.
14	The altar is translucent, and various objects (weapons, bones, organs) are suspended within	A slain crusader (or creature) that is laid atop this altar is resurrected, albeit in the service of the deity to whom this altar is dedicated. The deity may smite a creature revived in this way.
15	Vestments fitted for a creature that is not human	A crusader touching this altar causes all undead in the current dungeon level to emerge from their crypts <i>hasted</i> (+5 to initiative and an additional standard action each turn). This effect lasts until the crusaders reach their next milestone. If the crusader worships the deity to whom this altar is dedicated, he or she instead regains all lost hit points and is affected as if the Remove Affliction ritual were cast on them with a check result of 40.
16	Canopic jars	The dreams of a sleeping creature laid atop this altar become visible in a nearby font of liquid.
17	The altar doubles as a water-filled sarcophagus in which a human corpse putrefies	The altar is dedicated to one of the crusaders, as if they were a god or goddess.
18	An abandoned newborn human with strange features (horns, tail, scales)	The deity to whom this altar is dedicated bestows a quest upon the first crusader to touch any of the objects atop it (dungeon level + 3 vs. Will). Completion of the quest may earn the crusader a reward, such as magic treasure or a <i>wish</i> (KOBOLD QUARTERLY 11). Failure results in death.
19	Skull chalice filled with wine	A true demilich (OPEN GRAVE) sits on top of the altar.
20	The altar is composed of elemental energy, such as crackling ice or swirling shadow	The first crusader to touch this altar becomes a god or goddess to the denizens of the current dungeon level. Creatures with a level higher than the crusader's are unaffected.

B IS FOR BEASTS

From the boiling pitch and yawning craters of the underworld crawl **beasts**, the favored children of the mother goddess. Beasts are the unrivaled masters of the dungeon, second only to the overlords – and even they are wise to keep their distance great and demands small. Most beasts are driven only by instinct, content to hollow out their territory in the underworld and remain there. Others, however, are blessed with a supreme cunning with which they lay schemes that threaten to sunder the empires of humanity.

The beasts generated by the table below make good elite and solo monsters. Beasts are fourthcore's most exaggerated element and should be treated as such when you're designing them. Don't shy away from larger-than-life details, implausible anatomy or ecology, and powers that hurt the crusaders in non-mechanical and permanent ways.

Using the Table: First, roll once on the **monsters** column to determine your base monster. Second, roll once on the **traits** column to reveal what special properties your monster possesses. Finally, roll once on the **abilities** column to determine what exceptional powers or attacks your monster can use. If you are generating a solo monster, roll twice on the **traits** and **abilities** columns. Roll an additional time on both columns if your monster is 21st level or higher.



D20	MONSTERS	TRAITS	ABILITIES
1	Angel	The monster is also a mummy (MONSTER VAULT).	The monster has the <i>displacement</i> ability as the displacer beast (MONSTER VAULT).
2	Basilisk	The monster has one or more additional heads. If the monster does not normally have a head, dozens of fanged mouths appear on its body instead.	The monster has an attack that rusts or corrodes metal. Alternatively, the attack may rot materials such as wood or dissolve stone.
3	Balor	The monster is royal and has a title such as King, Queen, or Lord. It has abilities and servants that reflect this position of power.	The monster has a poisonous sting or bite. The effects of this poison might include ongoing damage (5 per tier), status effects (dazed, weakened), or instant death.
4	Dragon (any)	The monster is also a lich. If it is a humanoid monster, there is a 1 in 10 chance it is a demilich (OPEN GRAVE).	The monster has a petrifying gaze or breath weapon. The target of such an attack is typically slowed when hit, immobilized on the first failed save, and permanently turned to stone on the second failed save.
5	Chimera	The monster is worshipped as a deity by the denizens of the dungeon. Roll again on this column and apply the trait to this monster.	The monster has a gaze attack that dominates enemies (level + 3 vs. Will).
6	Marilith	The monster is also a wraith (MONSTER VAULT).	The monster can become invisible or insubstantial.

D20	MONSTERS	TRAITS	ABILITIES
7	Hydra	The monster is part of a mated pair. They always lair and fight together.	The monster has wings or another means of flying. If the monster can already fly, re-roll this result.
8	Golem (any)	The monster is half-another monster. Roll again on the monsters column, re-rolling redundant results.	The monster summons other monsters or breathes them in a close blast 5 per tier.
9	Medusa	The monster is an animated skeleton (MONSTER VAULT). If it has no bones, re-roll this result.	The monster is infested with rot grubs (MONSTER MANUAL 3) or another type of vermin.
10	Ooze (any)	The monster is also a mimic (MONSTER MANUAL 3).	The monster regenerates lost hit points at a rate of 5 per tier per round. A damage type of your choice (fire, acid, radiant, etc.) negates this regeneration on the monster's next turn.
11	Succubus	The monster has 1d4 extra sets of limbs. If the monster does not normally have limbs, it instead has 1d6 pseudopods.	When bloodied, this monster splits into two smaller-but-identical copies of itself. Each copy has hit points equal to half the bloodied value of the base monster.
12	Manticore	The monster is a swarm or fights in large groups, such as a tempest of hydras or a cataclysm of balors.	The monster is a shapechanger (MONSTER VAULT).
13	Wyvern	The monster is clockwork.	The monster's attacks inflict a disease or curse of your choice.
14	Giant (any)	The monster is also a vampire (MONSTER VAULT).	The monster can eject spores that harm its enemies (level + 3 vs. Fortitude).
15	Minotaur	The monster is elemental, such as a frost kraken or fire naga. It gains immunity to one damage type.	The monster can take a liquid form, seeping under doorways, between gates, and through cracks.
16	Kraken	The monster is also a death knight (MONSTER VAULT).	The monster has eye rays. It may fire one ray per tier as a standard action.
17	Purple worm	The monster is two size categories larger than normal.	The monster has a breath weapon with a range of close blast 5 per tier (level + 3 vs. Reflex).
18	Lamia	The monster is also a wight (MONSTER MANUAL).	The monster serves as a mount for a powerful humanoid. If the monster is already humanoid, re-roll this result.
19	Naga	The monster is the guardian of a vault, temple, or other site where humans were not meant to wander. It has abilities that reflect this role.	The monster wields or uses a powerful magic item, such as a <i>vorpal sword</i> or <i>talisman of sphere command</i> .
20	Couatl	The monster is also a ghoul (MONSTER VAULT).	The monster discorporates when reduced to 0 hit points. To truly defeat it, the crusaders must complete a difficult quest or destroy a certain item (such as a phylactery).

C IS FOR CORPSES

The dungeon is a treacherous place. Most who enter the labyrinthine halls of the underworld claim neither the gold nor the glory for which they search. Instead, they stumble aghast into the maw of ravenous guardians and the snare of nefarious traps. By the thousands, humans and their lesser cousins perish in the sputtering torchlight, unknown, unloved, and unmourned.

Corpses serve many roles in a fourthcore dungeon. Most often, the dead warn of dangers that lie ahead – stumbling across a beheaded crusader is an excellent reason to keep one's head down.

Additionally, the identities and possessions of the dead can help color the history of your dungeon and the cultures of those who seek in vain to steady it.

Using the Table: First, roll on the **victims** column to determine the type of corpse encountered. Second, roll once on the **cause of death** column. If the dungeon level is 16 or higher, roll twice and treat both causes as the result of a single effect. Finally, roll once on the **special** column to generate a unique trait or context for your corpse.

You may rule that a Heal check (hard DC) is required to determine a corpse's cause of death.



D20	VICTIMS	CAUSES OF DEATH	SPECIAL
1	Human	This creature was bludgeoned to death.	This corpse is being eaten by rodents or vermin.
2	Human	This creature has been eviscerated.	This corpse has been looted. If an intact body remains, its stomach has been cut open as well.
3	Human	This creature was burnt to death, either slowly or instantly. Alternatively, this creature was scalded by acid.	This creature was killed in a ritualistic fashion.
4	Human	This creature has been energy drained. It may yet rise again as an undead creature.	This corpse is found at the bottom of a well, stuffed in an alcove, or a similarly-hidden spot.
5	Human	This creature has been decapitated.	This corpse is found near an unusual piece of dungeon dressing, such as a mystic obelisk or stone demon's face.
6	Elf	This creature has been impaled, either intentionally (such as by a weapon) or accidentally (falling into spikes or stalagmites).	Dozens of similar corpses fester nearby.
7	Elf	This creature died of hunger or thirst.	This corpse is infested with rot grubs (MONSTER MANUAL 3) or similar vermin.
8	Dwarf	This creature was poisoned or succumbed to the effects of a disease.	This corpse – or what is left of it – is found inside a monster's stomach.
9	Dwarf	This creature was electrocuted.	This corpse – or what is left of it – has been preserved or entombed.

D20	VICTIMS	CAUSES OF DEATH	SPECIAL
10	Halfling	This creature died when one or more creatures hatched inside of it and tore their way free. Alternatively, this creature died during childbirth.	This corpse has been defiled.
11	Half-elf	This creature was crushed to death.	This corpse has been put on display, either as a show of strength to enemies or a warning to dissenters.
12	Tiefling	This creature has been laid low by dozens of projectiles, each still embedded in its corpse.	This corpse is avoided by scavengers.
13	Eladrin	This creature has been gibbed. Gore is scattered across a 5-by-5 square zone.	This corpse was buried hastily or recently exhumed.
14	Humanoid monster	This creature has had all of its blood drained. Alternatively, it may have had all moisture sucked from its body, leaving only a dried husk.	One part of this corpse - an organ or a limb - does not decay, as if it were magically preserved.
15	Humanoid monster	This creature has been crucified or similarly executed.	The parts of this corpse have been scattered across several dungeon chambers. This could be intentional on the part of the dungeon's denizens, or the hideous result of a teleportation trap.
16	Natural beast	This creature was a sacrifice.	While this creature should, by all rights, be dead, a foul ritual has kept it alive in a state of perpetual agony.
17	Magical beast	This creature was turned to stone or another substance. Alternatively, it may have been encased in ice or trapped in a shell of hardened lava.	This corpse is found in a monster's lair (28).
18	Demon	This creature has been partially devoured.	This corpse is covered in slime or wrapped in webs.
19	Immortal	This creature has committed suicide. The method is up to you.	A holy symbol or other sigil was burnt or carved into the corpse shortly after death.
20	Unidentifiable	This creature has been vaporized. Only crimson dust and skull fragments remain.	The corpse is of an undead creature. It may not be truly dead.

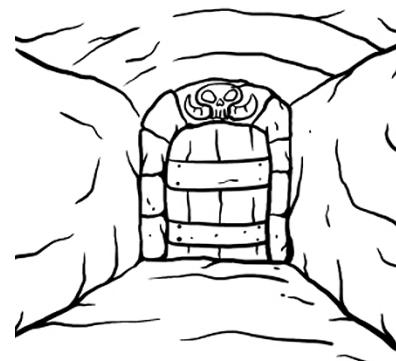
D IS FOR DUNGEONS

The **dungeon** is fourthcore embodied. Unrepentant in its tricks and malevolent in its design, the dungeon is a complex of suffocating passageways, haunted crypts, and crumbling hypostyles indifferent to the suffering and violence that bloodies the stone from which it is made. Those who choose to step beyond the threshold into the underworld are utterly damned, and if they find themselves lost or wounded they should pray not for salvation, but rather a quick execution.

Nearly every fourthcore adventure takes place in a deathtrap dungeon located in the underworld or netherworld. When designing a fourthcore dungeon, keep in mind you are not building a place where flesh-and-blood creatures might live and work. You are laying out a dark age obstacle course, a winding maze filled with monsters, traps, and puzzles that exist solely to challenge and entertain the players.

Exploring a fourthcore dungeon is not about telling a story or fostering character development. Rather, the emphasis is placed on overcoming the Dungeon Master's trials and the crusaders' struggle to survive with treasure and trophies in hand.

Using the Table: First, roll on the **locations** column to determine what type of dungeon you'll be creating. Second, roll once *per tier* on the **occupants** and **hooks** columns to determine what dwells in your dungeon and what unique traits, histories, or functions it has.



D20	LOCATIONS	OCCUPANTS	HOOKS
1	Tomb	Human or demi-humans	The dungeon is a crucible to test those who might enter.
2	Fortress	Natural beasts	No one who has ever ventured into the dungeon has survived.
3	Ziggurat or pyramid	Magical beasts	The dungeon was constructed by a civilization or race now thought to be extinct.
4	Necropolis	Fey	The dungeon is the birthplace of a deity or powerful mortal.
5	Prison	Constructs or golems	The dungeon is the site of a deity or powerful mortal's death.
6	Temple or shrine	Fungi	The dungeon is the lair of a legendary monster, which may be unique or the very last of its kind.
7	Labyrinth	Elementals	Successfully steading the dungeon fulfills an ancient prophecy.
8	Sanctuary	Oozes and slimes	The dungeon is a vault that contains considerable wealth or a legendary artifact.
9	Vault	Aquatic creatures	The dungeon is the site where a powerful artifact was created or first unearthed.
10	Palace	Immortals	A deity or powerful mortal is imprisoned in the dungeon.

D20	LOCATIONS	OCCUPANTS	HOOKS
11	Tower	Reptiles or dragons	The dungeon is a staging area for a nefarious army of monsters who continually threaten the mortal kingdoms.
12	Caverns	Undead	The dungeon was built by a powerful mortal who later sequestered itself in it.
13	Catacomb	Ogres and trolls	A dangerous cult and their blasphemous masters congregate in the dungeon.
14	Mine	Shadow creatures	An artifact must be returned to the dungeon or destroyed there.
15	Outpost	Insects or vermin	The dungeon is a repository of secret lore and forgotten rituals.
16	Warren	Giants	The dungeon exists in and embodies an extreme climate.
17	Crater	Demons or devils	The dungeon is hidden deep within a larger megadungeon.
18	Glacier or volcano	Aberrations	A clue to the whereabouts of a powerful artifact or mortal is hidden in the dungeon.
19	Combination (roll again twice on this column)	Hybrid (roll again twice on this column, combining both results into a single creature type)	The dungeon is accessible only for a brief period of time. Those who do not escape before the entrance seals are lost forever.
20	Abandoned (roll again once on this column)	Warring Factions (roll again twice on this column to determine factions)	The dungeon was once something else entirely. Roll once on the locations column and once on the occupants column to determine its former function.

E IS FOR ECHOES

Though the air of the underworld is heavy and stale, it carries for miles sounds as faint as a turning lock or a sharp, ill-timed breath. From beyond the swallowing gloom, one can hear an odyssey of noises: the roar of distant monsters, the feeble cries of the wounded, the foolish shouting of the lost, and sounds so distressing and otherworldly that those who hear them dare not recount it.

Echoes are a simple way to give fourthcore dungeon environments a sense of liveliness and encroaching dread. They also make great cues for improvisation, suggesting features and challenges that you might not have come up with otherwise.

It's important that you use random echoes sparingly. While they can be great for adding atmosphere and tension to a dungeon, you risk distracting the players from their quest if you rely on them too often or over-emphasize them.

Using the Table: Roll 2d20 on the table below, adding the numbers shown on both dice. Unless otherwise noted, an echo only lasts a moment.



2D20 ECHOES

2	A drawn-out scream issues from a distant chamber.
3	The roar of a monster far too powerful for the crusaders shakes the dungeon.
4	The click of a door being locked reverberates down a nearby corridor.
5	The sound of a crackling fire is audible.
6	A single heavy thud is heard on the opposite side of a nearby wall.
7	A creature can be heard teleporting into or out of a nearby chamber.
8	The crusaders' own voices reverberate through the chamber – in a language none of them speak. This effect persists as long as the crusaders remain in the chamber.
9	The unmistakable swirling of a portal can be heard from behind a sealed door or decorated wall. There is no visible way to access the portal. This echo persists.
10	Once every hour, the sound of sliding stone is audible from somewhere deep in the dungeon.
11	Chanting can be heard in a nearby chamber. The voices are deep, disharmonious, and numerous.
12	An expletive in Common echoes from a nearby corridor. It is cut short by the sound of a crossbow being discharged.
13	Sobbing can be heard from somewhere nearby.
14	The characteristic discordant wheezing of a wight echoes from a chamber the crusaders recently left.
15	The faint sounds of footsteps and a heartbeat can be heard just a few feet away from the crusaders.
16	A sharp cry pierces the air, followed by what sounds like a platter of meat being spilled upon the floor.
17	Glass shatters in the distance.
18	A lone creature chants to itself in an atonal whisper from a nearby chamber.

2D20 ECHOES

19 The dungeon lord can be heard reprimanding one of its denizens somewhere in the distance.

20 Laughter echoes from the end of a long corridor, its sound distorted and resonant as if filtered through a steel tube.

21 A meaty splash and the wail of a freed soul can be heard on the other side of a closed door.

22 Roll again twice, combining both results into a single echo.

23 An inhuman creature cries out in agony from somewhere in the distance. Seconds later, the sound of hissing acid echoes from that same location.

24 A distant laugh degenerates into a sob, the sound growing deeper and more disharmonious with each passing second.

25 The thrumming of a heavy rain can be heard against the ceiling.

26 A monster can be heard eating another monster or a fallen crusader in a nearby corridor.

27 A swaying noose groans from beyond the next corner or door.

28 Two monsters can be heard fighting in a nearby chamber.

29 A metallic groan rings through the dungeon, as if a mountain's worth of stone were pressing against a single beam.

30 The sound of a secret door opening then quickly closing reverberates from a nearby chamber.

31 The crusaders' collective voices echo as they discuss their next course of action. For a moment, an unfamiliar voice is audible in the mix.

32 A heavy iron door swings shut in the distance.

33 Insects or other vermin chitter behind the walls.

34 The shattering of a clay jar in the next room breaks the silence.

35 Rattling chains and incoherent murmuring draw closer and closer to the crusaders before fading.

36 A human can be heard conversing with an undead creature in a nearby antechamber. The human speaks emphatically in Common; the creature responds in an unknown language spoken in monotone.

37 A crude horn blows from somewhere deep in the dungeon.

38 A distorted, oscillating groan rises in volume sharply before fading to silence.

39 A magic wand or staff is discharged in a nearby chamber.

40 A church bell tolls many chambers away. It rings 13 times.

F IS FOR FOUNTAINS

Marvels of art and engineering, **fountains** channel substances into the dungeon from places mortals dare not venture, the liquid nourishing the creatures that dwell in the underworld. Fountains are often ornate in their design, with polished gems and bleached bones among the most common decorations. Occasionally, drinking the fluid that issues from a fountain can benefit the crusaders, but such risks should only be taken after careful testing.

Fountains are one of the game's most iconic bits of dungeon dressing. They add mystique to any exploration scenario and can be used as a friendly nod to veteran players of DUNGEONS & DRAGONS who might be in the party.

Using the Table: Roll once on the **fluids** column, twice on the **adornments** column, and once on the **properties** column.



D20	FLUIDS	ADORNMENTS	PROPERTIES
1	Dirty freshwater	The liquid in this fountain pours from an idol (23).	A crusader that drinks from this fountain and survives regains one lost healing surge per tier. This boon functions once per night per crusader.
2	Human blood	This fountain is etched with demonic runes that glow brightly when the crusaders draw near.	Rot grubs (MONSTER MANUAL 3) or other vermin swim in this fountain. A crusader that touches the liquid is attacked (dungeon level + 3 vs. Fortitude). On a hit, they contract a disease of your choice. A crusader drinking the liquid is hit automatically.
3	Acid	Several candles made from the fat of humans burn atop this fountain. The flames give off strangely-colored smoke.	A crusader drinking the liquid in this fountain is attacked (dungeon level + 1 vs. Will). On a hit, they are permanently polymorphed into a harmless tiny-sized animal of your choice.
4	Lava	This fountain is inlaid with grotesques.	A crusader that imbibes the liquid in this fountain and survives may commune with the spirits of the dead for 5 minutes. This boon functions once per night.
5	Dragon blood	A brazier burns in the center of this fountain. The flame is magical – those drawing near can hear whispers emanating from it.	A crusader drinking the liquid in this fountain is poisoned (dungeon level + 1 vs. Fortitude). On a hit, the target dies.
6	Rust monster saliva	A statue of a powerful undead creature or demon stands in the center of this fountain, liquid flowing from inside it.	A crusader that drinks from this fountain and survives is affected as if by the Comprehend Languages ritual until the end of their next extended rest. This boon functions once per night.

D20	FLUIDS	ADORNMENTS	PROPERTIES
7	Liquid mithril	A lever or switch is set into the wall near this fountain. Its function is not immediately obvious but can be determined with an Insight or Thievery check (hard DC).	A crusader that drinks from this fountain and survives is granted a <i>wish</i> (KOBOLD QUARTERLY 11). This boon functions only once.
8	Oil	This fountain is hewn from precious stone in which preserved organs are embedded.	A crusader that drinks from this fountain is attacked (dungeon level + 1 vs. Fortitude). On a hit, the target is permanently turned to stone, ice, or some other solid substance.
9	Liquid shadow	This fountain is decorated with bones (1-15 humanoid, 16-20 monster).	A crusader that drinks from this fountain is attacked (dungeon level +1 vs. Fortitude). On a hit, the target is turned into a pile of coins with a value equal to 100 times the level of the target.
10	Magic potion or elixir	A pair of constructs guards this fountain against those who would defile it.	A crusader that drinks from this fountain is attacked (dungeon level + 3 vs. Will). On a hit, the target becomes addicted to the liquid, especially if it is harmful.
11	Purple worm poison	A tome filled with alchemical formulas (ADVENTURER'S VAULT) has been left on the rim of this fountain.	A crusader that makes a blood offering to this fountain may cast a single ritual you determine beforehand. The crusader is considered to be trained in the ritual's key skill for the purpose of this effect. This boon functions only once.
12	Milk laced with succubus pheromones	A corpse (10) lies near this fountain.	A crusader that drinks from this fountain is attacked (dungeon level + 1 vs. Fortitude). On a hit, the target is shrunk two size categories until they reach their next milestone.
13	Embalming fluid	A ceremonial bowl sits on the rim of this fountain.	A crusader that drinks from this fountain is attacked (dungeon level + 1 vs. Fortitude). On a hit, the target ages $2d10 \times 10$ years. Alternatively, a crusader drinking from this fountain grows $2d10 \times 10$ years younger. This effect functions only once.
14	Medusa venom	This fountain is inlaid with a polished mosaic of dark-hued stone or marble.	A crusader that imbibes the fluid in this fountain and survives gains truesight until the end of their next extended rest. This boon functions once per night.
15	Boiling balor blood	Dead flowers or other poisonous flora have been planted around this fountain.	A crusader that imbibes the fluid in this fountain and survives gains shadowsight until the end of their next extended rest. A creature with shadowsight is able to see his or her surroundings as they appear in the netherworld (32). This boon functions once per night.

FOUNTAINS

D20	FLUIDS	ADORNMENTS	PROPERTIES
16	Lamia tears	This fountain stands in the center of a larger pool.	A crusader that drinks the liquid in this fountain and survives gains phasing until they reach their next milestone. This boon functions only once.
17	Ectoplasm	Offerings are scattered around the base of this fountain.	A crusader that drinks the fluid in this fountain and survives gains telepathy 10 until the end of their next extended rest. This boon functions only once.
18	Ghoul vomit	This fountain is colossal, issuing forth hundreds of gallons of liquid per minute. It may conceal a secret door.	A crusader that drinks the liquid in this fountain and survives has a premonition of the future. This boon functions once per night.
19	Ooze or slime	This fountain is a face in the wall. It depicts a legendary monster or infamous humanoid. A History check (hard DC) or other appropriate skill identifies the creature shown.	A crusader making an offering at this fountain is bestowed with good luck. Once before the end of the target's next extended rest, the crusader may force an enemy to re-roll a successful attack made against them. Alternatively, they may re-roll a saving throw they just failed. This boon functions only once.
20	Saltwater	Roll again on this column twice.	Treasure waits at the bottom of this fountain.

G IS FOR GODS

The mothers and fathers of all creation, **gods** are the supreme force in the metaverse, their power rivaled only by the most ancient demon lords and netherworld hierophants. They dwell in the exalted domain, a plane of towering fortresses and moonlit gardens that lies hidden beyond the stars. Only the most favored of the gods' faithful are called to this place upon death, the gift of an afterlife repaid with an eternity of thankless service.

Fourthcore gods are not benevolent. They are quarrelsome, narcissistic, demanding, jealous, and fickle. They view humans and other intelligent creatures as pawns, fragile playthings to serve their whims until they are broken or discarded out of boredom. Though the gods offer boons to those who indulge their ego, more often than not they are venerated merely to avoid their wrath.



Using the Table: First, roll twice on the **iconography** column, combining both results into a single holy symbol. Second, roll twice on the **portfolio** column to determine the domains over which your deity has rulership. Finally, roll once on the **special** column to generate a unique detail about your deity or its worshipers.

D20	ICONOGRAPHY	PORTFOLIO	SPECIAL
1	Hand or Fist	Slaughter	Worshippers of this deity eat their dead instead of burying them.
2	Eye	Fertility	Any mortal who looks upon the true from of this deity is instantly killed.
3	Face	Retribution	The true name of this deity is a fatal power word.
4	Cross	Trickery	Bad luck falls upon any mortal who prays to this deity during a new moon.
5	Mask	Lust	This deity is long-dead – or thought to be.
6	Serpent	Greed	This deity regularly impregnates and/or becomes impregnated by mortals.
7	Heart	Pestilence	This god is the arch-nemesis of one of the crusader's patron deities.
8	Sickle	Famine	Clergy faithful to this deity are eaten or murdered by their protégés when they come of age.
9	Sunwheel	War	Infants born to worshippers of this deity are left out in the cold on their first night alive. If the newborn survives, the parents claim them. At dawn, priests gather and cremate those that perish.
10	Eclipse	Cannibalism	A couple to be married in the eyes of this deity must drink one another's blood from an iron chalice.
11	Pentagram	Sacrifice	The hymns sang by the worshippers of this deity are written in an ancient language known only to the faithful and the oldest undead in the Netherworld.

GODS

D20	ICONOGRAPHY	PORTFOLIO	SPECIAL
12	Gem	Mourning	Eternal undeath awaits any mortal who takes their own life in the name of this deity.
13	Skull	Tyranny	Only those atop the hierarchy of this deity's clergy are permitted to look upon its holy symbol. It is considered sacrilegious for a common worshipper to view, depict, or describe the symbol if they know it.
14	Crescent Moon	Corruption	Worshippers of this deity mutilate their body in some way, such as cutting out their left eye or scarring their right palm.
15	Star	Hatred	This deity is, in fact, only a powerful mortal. To speak this fact is to commit heresy.
16	Flames	Despair	This deity is believed to be only a powerful mortal, even by its worshippers. This is false.
17	Weapon (Any)	Insurrection	Once per generation, an infant who is born to those faithful to this deity is chosen to be sacrificed when he or she comes of age. The child and his or her parents are revered and live a life of plenty.
18	Lightning Bolt	Madness	Worshippers of this deity play a discordant wind instrument during rituals. The melody causes supernatural fear in the unfaithful.
19	Blood	Jealousy	The clergy that serve this deity forbid the common worshippers from reading or writing. Those found to do either are deemed witches and disciplined as such.
20	Rune	Torture	Roll again twice, combining both results.

H IS FOR HELLSCAPES

Within our hollow planet, deep beneath the milling empires of humanity, is a place called the **underworld**. Though it exists in the mortal realm, its denizens flesh and blood, it is not governed by nature, by order, or by law. It is pandemonium. It is the collective nightmare of all that lives, an embodiment of carnal desire, seething hatred, and terror so vile that it threatens to consume the metaverse.

Most fourthcore dungeons are located in the underworld. Delving through such places is akin to a waking fever dream: chambers shudder and mutate, columns of living matter support alien architectures, and surreal visions manifest into malevolent forms that defy all logic.

Using the Table: To generate terrain or dungeon features appropriate for the underworld, roll once on the table below.



2D20 FEATURES

- 2 A waterfall of blood pours from a fissure in the high ceiling.
- 3 A stone fountain issues forth water channeled from the River Styx.
- 4 Creatures with telepathy hear a cacophony of unsettling cries and demonic growls in their minds.
- 5 Several cold iron canopic jars are arranged at the points of a pentagram that has been burnt into the ground.
- 6 Rectangular marble slabs rise from the ground, demonic visages etched onto their surfaces.
- 7 Gargantuan spiked chains jut from the ground, rising up and through black clouds that rain tears.
- 8 Membranes cover the walls. Humanoid shapes can be seen pushing against them from within. Cutting open the membranes reveals only muscle and fat.
- 9 Bone gibbets hang upside-down in this chamber, defying gravity. The cages contain shrieking, deformed human children with bat wings.
- 10 Intestines grow from wooden troughs like an unkempt garden.
- 11 Mummified demons (molydei, mariliths, balors, etc.) recline in alcoves lit by burning skull-torches.
- 12 A colossal demon **idol** (23) looms over this place.
- 13 An impossibly-broad tower of skulls supports the burning sky above.
- 14 Several nude humanoids lie on the floor in a coma. They are swollen and pregnant with the daughters of a marilith.
- 15 Dozens of free-floating platforms hover over a bottomless void.
- 16 Giant organs are suspended from the ceiling of this chamber on webs of bloody mucus.
- 17 This place was the site of a recent battle between demons.
- 18 A ring of pyres surrounds a standing portal to another part of the underworld.
- 19 Dozens of wailing souls are trapped behind panels of glass fitted into the walls and floor.

2D20 FEATURES

- 20 Veins cling to the walls and floor here like ivy on the side of a castle.
- 21 Rows of quivering impaled humanoids flank a flight of broad marble stairs. They are barely conscious.
- 22 Hundreds of **corpses** (10) float inside a translucent sore the size of a crater.
- 23 An enormous mouth in the sky perpetually vomits insects into a canyon of infinite length.
- 24 A monolith made of **corpses** (10) stands here.
- 25 Crucified demons hang in alcoves set high into the walls.
- 26 A river of sloughing bone marrow winds through this area.
- 27 Salt dunes stretch toward the horizon in all directions.
- 28 A river of acid or lava floats through the air. Skeletal fish can be seen swimming through it.
- 29 An ash storm blows through the area, the sound of weeping audible on the searing wind.
- 30 A pool in this chamber is filled with afterbirth and ringed by jagged iron.
- 31 Dripping eyes and mouths form and disappear on the walls of this chamber.
- 32 Couatl bones are visible inside obelisks of black ice that stand in this area.
- 33 A distant tornado of fire glasses the landscape.
- 34 Wriggling forsaken shells (OPEN GRAVE) have been nailed to the walls of this chamber. If freed, they attack.
- 35 Three-pupiled eyestalks jut like weeds from between cracks in the ground.
- 36 A bone lever, eye switch, skull button, or other organic mechanism is visible in this chamber.
- 37 Tapestries of flesh dangle from the walls. Grotesque images have been burnt onto their surfaces.
- 38 This chamber is bigger on the inside than it is on the outside.
- 39 The walls of this chamber bleed or weep.
- 40 A grove of petrified trees stands here. Shrunken heads grow from their gnarled branches like fruit.

I IS FOR IDOLS

From raised tiers and ornate alcoves loom **idols**, figures of precious stone hewn into the likenesses of gods, emperors, and other legendary mortals. An integral part of many rituals, idols vary greatly in size – some as small as a melted candle, others as massive as a watchtower. Given significance by the belief that depictions of powerful beings channel their essences, idols are the tokens of a society steeped in mysticism, superstition, and fear.

Idols, particularly large ones, are best used to accent significant chambers in the dungeon, such as temples or great halls. Idols might also be used to illuminate the culture of the dungeon's denizens.

Using the Table: Roll twice on the **traits** column and once on the **purposes** column. The denizens of the dungeon may not be using the idol for its original purpose.



D20	TRAITS	PURPOSES
1	This idol is scalding or freezing to the touch, leaving permanent burns on exposed flesh.	This idol stands watch over mass conception or birthing rituals.
2	This idol is wrought from or inlaid with precious gems.	This idol is given as a gift to young men and women when they come of age and murder their first heretic.
3	This idol perches atop a threadbare battle standard taken from a legendary battlefield.	Displaying this idol is said to ward off disease or famine.
4	This idol is crawling with rot grubs (MONSTER MANUAL 3) or other vermin. Living creatures touching the idol risk contracting a disease.	This idol is placed or installed in the buildings of a conquered society. Such idols are often the focus for scrying rituals.
5	This idol is made from melted-down weapons and armor taken from a legendary massacre.	The possession or display of this idol is an offense punishable by death.
6	Piles of trapped (49) coins and magic items surround this idol.	This idol is carried as a ward and good luck charm by travellers and missionaries. Colossal versions of this idol stand watch at the edges of an empire.
7	This idol is decorated with funeral flowers or inscribed with a memorial.	The presence of this idol is said to ward off thieves or tomb robbers.
8	This idol changes its appearance slightly each time the crusaders look away.	This idol is present at mass wedding ceremonies. It has one eye for each bride or groom a single individual is taking.
9	This idol hangs from a noose or meat hook. Hundreds of identical idols hang nearby.	This idol is prominently displayed at crowning or knighting ceremonies.
10	The being depicted by this idol is pregnant.	This idol is present at ceremonies celebrating the completion of religious or military training.

IDOLS

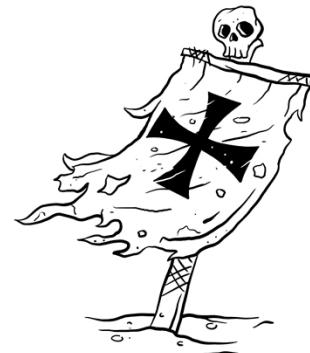
D20	TRAITS	PURPOSES
11	This idol has multiple heads, several additional limbs, or both.	This idol is present during public declarations.
12	The being depicted by this idol is being or has been executed.	This idol stands on the table during cannibalistic feasts.
13	The being depicted by this idol is eating itself.	This idol is displayed after a public execution. Often, several such idols are hollowed out and filled with the blood of the executed and handed out to the attendees.
14	This idol weeps acid, blood, or embalming fluid.	This idol is given to crusaders on the eve of war. Colossal versions of the same idol loom over the farewell procession.
15	This idol is erotic, magically arousing those who look upon it.	This idol is prominently displayed during sacrifices. Especially large idols may be used in the sacrifice itself.
16	The still-beating hearts of sacrificial victims are impaled on spikes that jut from this large idol.	This idol watches over parades of crusaders returning home victorious.
17	Dozens of bowls filled with dust have been left on the floor near this idol.	The presence of this idol is said to enhance sexual pleasure and fertility.
18	This idol is covered in gore and surrounded by wriggling human limbs that inch their way toward the crusaders.	This idol is surgically implanted in forced converts.
19	This idol is a corruption or perversion of what it depicts.	This idol is an effigy.
20	This idol has been defaced in a spectacularly vulgar fashion.	This idol is prominently displayed at funerals. Often, this idol is hollow and filled with the ashes of the deceased, which the family takes with them.

J IS FOR JINGOISM

Good is not good. Among the empires of humanity, war is unceasing, law is draconian, and trade is impossible. Society is fractured along lines of class, race, gender, and faith, with oppression and violence justified through appeals to national unity and the will of the gods. Though hatred, fear, and need are powerful motivators for such behavior, the **jingoism** of the mortal cultures is driven foremost by a lust for power in a world in which mankind is truly and utterly powerless.

The elements listed in the table below are best used when the crusaders encounter a society of humanoids living in the megadungeon. However, should your fourthcore adventures ever take the crusaders through the empires of men, roll on this table as often as possible.

Using the Table: To generate a jingoistic behavior or display, roll once on the table below.



D20 BEHAVIORS AND DISPLAYS

- 1 The members of this society show extreme hostility to one of the crusaders because of his or her race, class, sex, deity, or origin.
- 2 The members of this society speak of their ruler or **overlord** (34) as if they are a deity.
- 3 A minor NPC is publicly punished and demonized for reading or writing.
- 4 Despite widespread illness and famine, the resources of this society are invested in weaponry, armor, and siege engines. If confronted about this, noble and commoner alike will deny or rationalize it.
- 5 An enormous burning **holy symbol** (19) or faction crest is on public display, usually during a ritual.
- 6 The crusaders witness an inflammatory speech given by a hateful or maniacal demagogue. The demagogue's speech is well-received.
- 7 The spoils of several wars are proudly displayed and referenced often.
- 8 A major religious NPC demonstrates extreme belligerence and a willingness to invoke the gods in order to justify war.
- 9 Crusaders spending more than a day among members of this society notice a stark disparity between the wealthy nobles and the sickly commoners. If asked about this, noble and commoner alike will deny or rationalize it.
- 10 The members of this society demonstrate unusual uniformity in dress or behavior. Faction symbols adorn nearly every article of clothing, suit of armor, and building. If the crusaders do not don this symbol, they are treated with suspicion.
- 11 The crusaders witness or participate in a public execution by hanging, stoning, or burning.
- 12 The **corpses** (10) of slain enemies and tortured prisoners have been put on display.
- 13 A minor NPC punishes another for breaking a restriction placed on them because of their race, class, or sex.
- 14 A colossal statue depicting this society's ruler stands in the city square. The bones of heretics, traitors, and prisoners are piled at its feet. Children play amid the bones.
- 15 The members of this society demonstrate an extreme aversion to art and performance.

D20 BEHAVIORS AND DISPLAYS

- 16 A major NPC lies or frames a scapegoat in order to protect the status quo from scrutiny. The crusaders are the only ones who know that the NPC is lying.
- 17 The crusaders witness or participate in a parade in honor of a ruthless emperor or empress.
- 18 The crusaders are given no privacy while visiting this society, even while taking extended rests. The crusaders are treated with suspicion even if they are working with a major NPC that belongs to this society.
- 19 The practice of certain schools of magic is associated with undesirable elements and thus banned.
- 20 A major NPC or **overlord** (34) declares his or her right to own a powerful artifact he or she does not possess.

K IS FOR KEEPSAKES

Dungeoneering is a death sentence. Those who take up scabbard, shield, and spell to venture into the underworld have chosen to leave behind what little warmth the gods and emperors have offered them: bittersweet love, sickly children, and a resentful family. Still, such companions mean the world to those who delve, and **keepsakes** like lockets and bracelets serve as a reminder of who waits to greet the crusaders, should they ever surface.

Keepsakes are an evocative way to flesh out NPCs and corpses without the need for lengthy exposition. The tokens listed below have been designed to evoke feelings of empathy and sadness in the crusaders, perhaps reminding them of who they are fighting for.

Using the Table: To generate a keepsake, roll once on the table below.



D20 KEEPSAKES

- 1 A coin bent over itself twice and engraved with two sets of initials.
- 2 A small ossuary containing the bones of a deceased spouse's ring finger.
- 3 A collection of love letters written to or by someone else's spouse.
- 4 The key to a chastity belt.
- 5 An engraved pocketwatch with thirteen hours given by a father to his eldest son.
- 6 A tiny music box engraved with a birth year and death year. The person memorialized lived 1d20 years.
- 7 A scroll tube containing an erotic drawing of a spouse or lover.
- 8 A charm bracelet given by a teenage woman to the person she desires to marry.
- 9 A miniature hourglass given by a woman to her spouse or lover upon learning she is pregnant.
- 10 A crude drawing of a religious sacrifice given as a gift by a very young child.
- 11 A holy symbol given to a young man or woman by the church upon their coming of age.
- 12 A locket containing the portrait of a loved one.
- 13 A scarab bearing a child's birthstone.
- 14 A small urn the size of an apple with the ashes of a deceased relative's skull.
- 15 The key to a dowry chest.
- 16 A wax-sealed and dated vial containing afterbirth.
- 17 A will bequeathing possessions to several children, including one born as a result of infidelity.
- 18 A gilded sheepskin bookmark inlaid with a pair of initials.
- 19 The carefully-removed and preserved flesh of a lover's or relative's face kept in an opaque scroll tube.
- 20 A vial containing the blood of a sibling.

L IS FOR LAIRS

Teeming with monsters and riddled with traps, **lairs** are the seat of power for overlords, the nest and breeding ground for beasts, and the location of many an underworld hoard. Only the most skilled and lucky crusaders breach far enough into a dungeon to set eyes on a lair; to steal it is to conquer the dungeon and claim the vast treasures sealed away in its galleries and vaults.

Lairs make a great stage for your dungeon's most climactic encounters. Embrace these confrontations as an opportunity to showcase your most devious, deadly, and extravagant monsters, traps, and terrain – your players deserve an explosive finale, whatever the outcome.

Using the Table: To generate a lair for your **beast** (8) or **overlord** (34), roll once on the **locations** column, twice on the **adornments** column, and once *per tier* on the **lair effects** column. For additional adornments, see **V is for Violence** (54).



D20	LOCATIONS	ADORNMENTS	LAIR EFFECTS
1	Citadel atop a hill of bones	An altar (6) and idol (23) stand in this lair.	Crusaders in the lair take a -2 penalty to attack rolls.
2	Tower accessible only to a legion of four-armed gargoyles	The corpses (10) of those sent to feed the lairing creature are scattered about this lair.	Crusaders in the lair take a -2 penalty to all saving throws or a -5 penalty to saving throws against effects with a keyword of your choice.
3	The hollowed-out body of a petrified titan	A half-dozen floating crystals radiate magic that significantly alters the climate of this lair. This is necessary for the survival of the lairing monster.	Crusaders in the lair have their healing surge value halved. Alternatively, crusaders that spend a healing surge are weakened, dazed, or similar until the end of their next turn.
4	A massive vessel that floats upon the River Styx	A wide circular pit in this lair contains a pile of specific bones, such as skulls, fingers, or ribcages.	Monsters in the lair gain a +2 bonus to damage rolls per tier.
5	Underwater dome of glass, ice, crystal, or flesh	Enormous eggs sit in a nest of debris near the back of this lair.	Crusaders in the lair take a -2 penalty to damage rolls per tier.
6	Ancient coliseum or auditorium	Several humanoid creatures have been tied to stakes and devoured alive in this lair.	Monsters in the lair deal an extra 1d6 damage per tier to crusaders granting combat advantage.
7	An immurement (ADVENTURER'S VAULT 2) carried by one of the lairing creature's servants	Several relics claimed from previous levels of the dungeon are on display in this lair.	Crusaders in the lair take a -1 penalty to Speed.
8	Vault guarded by a hybrid monster	The well-kept banners of an ancient mortal empire hang from the walls of this lair.	Whenever a crusader in the lair is pushed, pulled, or slid, it is moved an additional 1 square per tier.

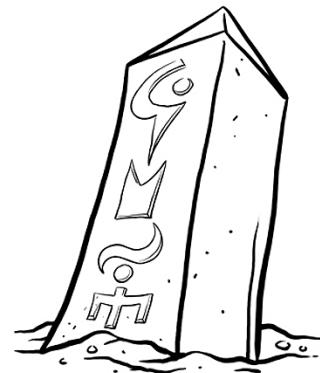
D20	LOCATIONS	ADORNMENTS	LAIR EFFECTS
9	The hollowed-out carcass of a tarrasque, shivhad, or other colossal beast (8)	A preserved corpse stands on display in this lair. It is warded by traps (49) both mechanical and magical.	Immediate interrupts used by crusaders in the lair resolve as immediate reactions instead.
10	Chapel accessible only by undead creatures	An ornate mirror is set into the wall of this lair.	Monsters in the lair gain a +2 bonus to saving throws.
11	Extraplanar oasis	The brains of intelligent creatures rest in gilded bowls scattered throughout this lair.	At the start of their turn, each crusader in the lair takes 2 damage per tier. You choose what type of damage is dealt.
12	Sealed chamber accessible only by insubstantial creatures	This lair contains a means for the lairing creature to sustain its life indefinitely, such as a magic fountain or a phylactery.	Crusaders in the lair have their resistance to a damage type of your choice reduced by 5 per tier.
13	Ancient throne room	A blindfolded consort bathes in a pool of wine in this lair.	Crusaders in the lair take a -2 penalty to Will defense.
14	Sealed vault accessible only to those who speak the lairing creature's true name	The previous lords of this dungeon level have been hanged, burnt at the stake, or similarly executed and put on display in this lair.	Crusaders in the lair who teleport take 5 damage per tier. You choose what type of damage is dealt.
15	Underground grove filled with dead trees and broken monuments	Two chained-up humanoids vie for the lairing creature's affection. If freed, they fight both the lairing creature and the crusaders.	Crusaders in the lair take a -2 penalty to AC.
16	A stronghold accessible only to those who bear the head or heart of a golem	Hundreds of books smolder in a fire pit in this lair.	Crusaders in the lair cannot shift.
17	Cavern dotted with mass graves	The corpse (10) of a beast (8) rots in this lair.	Crusaders in the lair take a -2 penalty to Fortitude defense.
18	Cavern where a deity is said to have been born	This lair contains a shrine dedicated to the overlord of a dungeon level several levels below.	Crusaders in the lair take a -2 penalty to skill checks.
19	Crypt where a god or powerful mortal is said to be interred	A cursed weapon said to have slain a god or powerful mortal is on display in this lair.	Crusaders in the lair take a -2 penalty to Reflex defense.
20	Giant skull atop a pillar of fire, ice, or another elemental substance	An orb, pool, or other device in this lair allows the lairing creature to scry.	All crusaders in the lair die at the end of the sixth round of combat.

M IS FOR MYSTERIES

The dungeons that sprawl like roots beneath the mortal empires date back to an epoch where even the gods were young, a thousand civilizations thriving and collapsing in the dark spaces therein. No sage or explorer can lay claim to certain knowledge of the secrets left undiscovered by these peoples, as their ancient catacombs and lost districts harbor artifacts, forces, and beings that elude mortal understanding.

Mysteries add a layer of history and complexity to your fourthcore dungeons. The desire to unravel a mystery's secrets is a powerful motivator for the players, inviting them to push further into the dungeon and interact with the environment in thoughtful ways. You might also use mysteries to tie together the various levels of your megadungeon and illuminate their history.

Using the Table: To generate a mystery, roll once on the table below.



2D20 MYSTERIES

- 2 A skull-shaped button is hidden somewhere on each dungeon level, their purpose unknown. Once pushed inward, the buttons lock into place. They produce no noticeable effect.
- 3 A shrine dedicated to an unknown deity is hidden somewhere on each dungeon level. The deity is not worshipped by any of the dungeon's denizens.
- 4 Several ethereal hourglasses are hidden throughout the dungeon level, each counting down to an unknown event.
- 5 The denizens of the dungeon trade rumors of a great beast that shall soon rise from the depths.
- 6 A recent tremor unearths a strange chamber not built by the denizens of the dungeon.
- 7 An obelisk built long ago by an unknown civilization stands in each level of the dungeon. One day each month, the obelisks radiate unintelligible whispers.
- 8 Several mummies have been recently unearthed on this dungeon level. The embalmed creatures are humanoid, but not of any known race or culture.
- 9 An ancient monolith stands in a wide cavern, its architecture unfamiliar and creators unknown. Vermin and unintelligent monsters instinctively avoid the monolith and become distressed if brought nearby.
- 10 A series of prophetic flesh scrolls are strewn throughout the upper levels of the dungeon.
- 11 The denizens of each dungeon level tell of a masked figure visiting their colonies in recent days. The figure is said to sell exotic reagents and alien baubles before disappearing into the darkness.
- 12 An ornate skeleton key is discovered inside an antique heirloom handed down to one of the crusaders.
- 13 A map of an unknown dungeon is found in a tomb or vault far older than the rest of the dungeon level.
- 14 A magic iron cube engraved with unusual sigils defies all attempts to activate, open, or tinker with it.
- 15 One of a pair of *rings of calling* is found. When worn, the crusader can hear chanting in an unknown language. The voice on the other end does not respond to the crusader wearing the ring.
- 16 The first riddle of an ancient scavenger hunt is unearthed.

2D20 MYSTERIES

- 17 Once every hour, the eyes of a giant stone face in the wall glow with the brightness of a sunrod. The effect lasts for 5 minutes.
- 18 Creatures sleeping on this dungeon level begin to have the same recurring dream.
- 19 A cartouche inlaid with gems is hidden on each level of the dungeon. The gems on each cartouche depict a different constellation.
- 20 A vast chamber is discovered in which a legion of 1,000 terra cotta warriors stand. Each night, one more warrior goes missing.
- 21 A crystal skull found in the upper levels of the dungeon glows at seemingly random moments.
- 22 A remote chamber on this level had been magically sealed and warded centuries ago by the previous denizens of the dungeon. The means to open it have just been unearthed.
- 23 A blank tablet radiates a magic aura that suggests an invisible message. The means to reveal this message are unknown.
- 24 For the first time in a century, an ancient machine or construct activates.
- 25 An unfinished section of the dungeon shows signs of being suddenly abandoned by its ancient builders.
- 26 A tablet or other artifact found in the lower levels of the dungeon bears a sigil seen tattooed on the denizens of the upper levels. The meaning and origin of the symbol are unknown.
- 27 The ambient temperature of the dungeon level grows warmer or colder with each passing hour.
- 28 A sealed doorway bearing a strange sigil is discovered on this dungeon level. Casting Knock or similar rituals has no effect on the portal.
- 29 An ancient statue depicting one of the crusaders is discovered on this level.
- 30 A mithril compass found on this dungeon level points toward an unknown destination.
- 31 Something is leaving humanoid **corpses** (10) at the entrance to this dungeon level.
- 32 The statues on this dungeon level have begun to weep blood.
- 33 Dozens of humanoids have congregated in a wide cavern on this dungeon level. They stand in silence with their gaze fixed upwards or downwards, waiting for something.
- 34 The notes of a discordant melody have been etched into a collection of bells hidden across each level of the dungeon.
- 35 A sundial hidden on this dungeon level displays the same hour regardless of the direction of the light shone upon it.
- 36 One by one, the statues on this dungeon level begin to take on demonic features.
- 37 An iron torch is found, its blue flame radiating a magic aura that suggests it reveals something elsewhere.
- 38 The denizens of this dungeon level are suddenly unable to reproduce. Plants wilt, food spoils, and magical potions begin to lose their potency.
- 39 A portal inlaid with unfamiliar glyphs is hidden on each level of the dungeon. Each portal leads to the same empty clearing in a long-dead forest.
- 40 Roll again twice. The two mysteries are related.

N IS FOR THE NETHERWORLD

The **netherworld** is a pale refraction of the mortal world, a dustswept plane scarred with ruins and stalked by the spirits of those whose sadness in life was so profound that they could not pass into the exalted domain. The netherworld embodies the loss, despair, hopelessness, and sorrow that burdens all who dwell in the fourthcore world.

It is from the netherworld that all undead first rise, their tattered, emaciated bodies dredged from the River Dis by hooded boatmen without faces or voices. It is said that the waters of the River Dis wind through the deepest dungeons of the realm, and it is upon these tributaries that the living might be ferried into the colorless beyond.

Using the Table: To generate a netherworld encounter site, first roll once on the **locations** column. Next, roll twice on the **features** column to determine what unique terrain or dressing your location has. Finally, roll once on the **haunts** column to give your netherworld location a unsettling hook.



D20	LOCATIONS	FEATURES	HAUNTS
1	Courtyard	Mounds of black sand cover this site. If sifted through, bone fragments and charred tarot cards can be found.	A faceless, hooded shadow wanders around this site. It carries a censer filled with noxious grey smoke.
2	Ballroom	Black fog rolls through this site in thick patches. Skeletal faces are visible in the fog.	A sickly man or woman vomits forth wedding flowers before falling over dead.
3	Prison	Black and crimson funeral wreaths have been put on display here.	A frantic woman covered in blood sews a wriggling newborn child back into her exposed abdomen.
4	Crypt	A shallow grave has been dug here. There may be a corpse (10) laid in it (10+).	A gravely wounded crusader sits on a stone bench here. He is preparing to amputate one of his own limbs.
5	Garden or Grove	An empty iron flask once filled with poison has been discarded here.	A man stumbles toward the crusaders, his face only a gaping vertical mouth lined with fangs.
6	Vault	Several stained-glass doors lead away from this site. They are coated in filth (1-10) or have been shattered (11-20).	A lonely young man or woman waits at this site for a lover who will never arrive.
7	Gallery	A crumbling fortress of black stone is visible in the distance or out a window.	A woman covered in grave dirt sits against the wall of this site. If touched, she begins to weep and shriek, her tears black acid that burns through the skin of her face, neck, and hands.
8	Barrow	A pair of keepsakes (27) has been abandoned here.	A young man or woman talks to their lover through a scrying device. The two lament that they are separated by a vast distance.

D20	LOCATIONS	FEATURES	HAUNTS
9	Chapel	Grey snow hangs motionless in the air.	Several men without mouths dig a shallow grave. A bone casket rests nearby. If the coffin is opened, the diggers flee, and a royal mummy (MONSTER VAULT) emerges from within.
10	Graveyard	A single tree stands here, black leaves sprouting from its twisted thorny limbs.	A nude woman gives birth to a black pudding (MONSTER VAULT) filled with the bones of infants. The woman dies and crumbles away to dust once the ooze is free.
11	Undercroft	A weapon coated in grey blood has been discarded here.	An elderly man ties a noose and hangs it from the ceiling. He then hangs himself (1-10) or walks away (11-20).
12	Library	Dead vines cling to the walls and surfaces of this site. Black flowers bloom from the vines.	A distraught, helpless woman watches a duplicate of herself murder her own child.
13	Divination Chamber	Cracked jars filled with salt lie toppled on the ground.	A skeleton wearing a tattered black cloak and a crimson blindfold offers the crusaders a pull from a deck of enchanted cards. After each crusader has drawn or passed, the skeleton disappears in a puff of acrid crimson smoke.
14	Crematorium	A number of statues stand at this site. Their faces are upside-down.	A wrought-iron music box sits next to an empty crib or small urn.
15	Wharf	Hundreds of candles burn with grey light here.	An androgynous human stands in the center of this site. It sings a discordant tune, the sound visible in the air as dark-colored smoke.
16	Bath House	A masterfully rendered painting is on display here. However, its eyes and mouth have been scratched out.	Two humans in black wedding garb kiss one another. Moments later, one devours the other alive before both blow away to dust.
17	Gallows	Makeup of various kinds has been left at this site. It shows signs of frequent use.	An eyeless child wanders up to the crusaders and asks for the way home.
18	Hypostyle	A strange monolith stands at this site. It is a clue to a mystery (30).	A man or woman lies comatose on a marble slab in the center of this site. A relative or lover sits next to the slab, praying.
19	Throne Room	A gentle rain of tears falls on this site.	A cloaked skeletal figure stands motionless in the shadows. It clutches a large hourglass traced with silver. If touched, the hourglass shatters and the cloak falls to the ground, empty.
20	Bedchamber	An echo (14) can be heard in the distance.	A man or woman cuts into their arm with a serrated dagger. Black blood drips onto the ground.

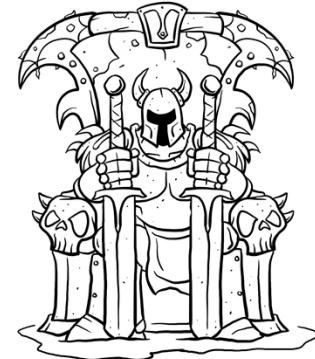
O IS FOR OVERLORDS

Overlords are the masters of the underworld. Through strength and subterfuge these beings rise to power, their edicts carried into bloody motion by the numberless legions that serve them. Demanding, authoritarian, and ruthless, overlords are among the most skilled and dangerous beings in existence. Only the most well-armed and adroit bands of crusaders can stand against the might of an overlord.

Overlords are the villains that the crusaders should do battle with in the final encounter of a fourthcore dungeon. They are several levels higher than the crusaders and will kill most of them unless they have delved exceptionally well or discovered the secret or magic item that gives them an edge. Overlords rarely fight alone, preferring instead to put waves of minions between them and the crusaders.

Overlords do not have names like humans do. Instead, they are referred to with strange titles, such as 'Hate Blossom,' 'Slaughter Nimbus,' or 'Iron Lich.'

Using the Table: To generate an overlord, roll twice on the **characteristics** column, once on the **rise to power** column, and twice on the **dungeon traits** column. The dungeon traits rolled should reflect your overlord's history, personality, and motivations.



2D20	CHARACTERISTICS	RISE TO POWER	DUNGEON TRAITS
2	This overlord projects its face into the terrain features of its dungeon. It often spies on, speaks to, or taunts the crusaders.	This overlord was chosen to rule by a god (19).	This dungeon contains numberless prison cells. Many of the overlord's own followers rot in these cells.
3	This overlord has a child.	This overlord rose to power after leading a deadly purge of the society.	This dungeon has no doors - only portals.
4	This overlord is <i>imprisoned</i> in a well-guarded relic. It projects its will onto its followers.	This overlord rose to power after driving away a scourge.	The denizens of this dungeon are all hybrids.
5	This overlord bears an unusual tattoo or symbol.	This overlord tamed or killed a legendary beast (8).	The denizens of this dungeon have all been forcibly blinded, deafened, or muted.
6	This overlord sleeps or is in stasis for long periods of time.	This overlord rose to power after surviving a fateful crucible.	The denizens of this dungeon are capable magic-users despite their race or class.
7	This overlord speaks Supernal.	This overlord lays claim to a monstrous bloodline.	The denizens of this dungeon are driven by religious fervor.
8	When this overlord draws near, plants wilt, food spoils, and water grows stale.	This overlord made a pact with a demon.	The denizens of this dungeon undergo a stark transformation once every 13 hours.

2D20	CHARACTERISTICS	RISE TO POWER	DUNGEON TRAITS
9	This overlord asks probing rhetorical questions.	This overlord was second-in-command until it had the previous ruler assassinated.	The denizens of this labyrinthine dungeon have maps tattooed on their palms.
10	This overlord has a demonic lover: a succubus, incubus, marilith, or molydeus.	This overlord rose to power after leading a successful military campaign against one of the society's enemies.	This dungeon lies in ruins, a shadow of its former glory.
11	Several <i>ioun stones</i> (DUNGEON MASTER'S BOOK) or arcane cubes orbit this overlord's head.	This overlord rose to power with the help of a supernatural advisor, such as a succubus.	Images of military conflict feature prominently in this dungeon's décor. The denizens of the dungeon can enter and emerge from these images.
12	This overlord is a spirit that has possessed the body of a powerful mortal.	This overlord claims divine heritage.	The walls and ceiling of this dungeon are inlaid with lustrous gems that form constellations.
13	The eyes of this overlord have long-since been gouged out. It sees through a crystal that hovers nearby.	This overlord's birth was auspicious.	The denizens of this dungeon are all the same sex.
14	This overlord requires a nightly sacrifice.	This overlord came from the stars.	Poison drips from stone faces set into the walls and doors of this dungeon.
15	This overlord has a unique familiar, such as an undead raven or a living cloudkill.	This overlord mated with the leader of another society, becoming the sole ruler after the spouse had died.	Piles of unguarded treasure lie strewn about this dungeon.
16	This overlord is extremely secretive, even when dealing with its followers.	This overlord manifests an ability unusual for its race, such as clairvoyance.	The art and architecture of this dungeon prominently feature arcane symbols and phrases.
17	Swarms of vermin crawl all over the skin of this overlord.	This overlord came into possession of a powerful relic.	An NPC with the desire to slay the overlord lurks in this dungeon.
18	This overlord does not speak. It communicates telepathically with one or more consorts that speak for it.	This overlord dominates its underlings with a powerful ritual it must perform regularly.	The crest and architecture of a fallen empire figure prominently in this dungeon.
19	This overlord is especially observant in its worship of a god (19).	This overlord journeyed into the netherworld. Years later, it returned... <i>changed</i> .	Fire-and-brimstone iconography fills this dungeon.
20	This overlord cannot be slain until the crusaders complete a quest (42) or recover a story item (MORDENKAINEN'S MAGNIFICENT EMPORIUM).	After being exiled from its home empire, this overlord conquered and manipulated a primitive society.	The architecture of this dungeon prominently features eyes, mouths, or hands.
21	This overlord obeys a strict – and perverse – code of honor.	This overlord founded the dungeon in which it rules.	This dungeon is filled with a deadly hazard, such as corpse dust, poison gas, or killing cold.

OVERLORDS

2D20	CHARACTERISTICS	RISE TO POWER	DUNGEON TRAITS
22	Light sources – even magical ones – are extinguished by this overlord's presence.	This overlord rose to power after its society was ravaged by a beast (8).	The ghosts of those slain by the overlord haunt this dungeon.
23	This overlord is cultured, possessing an extensive collection of heretical tomes and grotesque relics.	This overlord used its considerable wealth to attain power.	The statue of a beautiful man or woman stands in nearly every chamber of this dungeon.
24	This overlord is clairvoyant.	This overlord rose to power after framing the previous ruler for a crime.	The overlord's machinations regularly cause earthquakes in this dungeon.
25	This overlord can bestow curses and diseases with a glance.	This overlord was granted rulership after its society conquered the one the overlord now commands.	Many of the chambers in this dungeon resemble a castle that has been decorated for a gothic masquerade.
26	This overlord possesses the key to a mystery (30) or secret (47).	This overlord rose to power when it returned to life after being martyred.	The denizens of this dungeon continuously toil on art and architecture that glorifies the overlord.
27	The beauty of this overlord is stunning.	This overlord was the first of its kind to enter the mortal realm.	All of the denizens of this dungeon are children or lovers of the overlord.
28	This overlord is motivated by the violent loss of a parent, child, or lover.	This overlord led a revolt against the previous rulers.	Many of this dungeon's chambers are underwater.
29	This overlord exists in the netherworld. It manifests itself in the mortal realm with a ghostly avatar.	This overlord came to power as a result of a powerful ritual.	Every chamber of this dungeon conceals a secret (47).
30	This overlord disguises itself as a minor NPC that dwells in its dungeon.	This overlord rose to power after betraying a powerful ally.	The doors and bridges in this dungeon are made of stained glass, spider webs, elemental energy, or another unusual substance.
31	This overlord is motivated by feelings of inadequacy or inferiority.	This overlord has ruled since time immemorial. It claims to be as ancient as the gods.	This dungeon features terrain comprised of pure void. A living creature that touches the void must make a saving throw or be forever destroyed.
32	This overlord consults a powerful oracle that it has imprisoned in its lair (28).	This overlord was summoned from the underworld by the society over which it rules.	The denizens of this dungeon all wear identical masks.
33	The presence of this overlord causes iron to rust.	This overlord was granted rulership by a conquering power.	This dungeon floats above a void, a crater filled with lava, or another vast and dangerous space.
34	This overlord is devoted to a long dead emperor or empress.	This overlord claims royal ancestry.	Images of military conflict are common throughout the dungeon.

2D20	CHARACTERISTICS	RISE TO POWER	DUNGEON TRAITS
35	This overlord dwells in the ruins of the once-great society it belonged to. The overlord is faithful to the society's values, aesthetics, and traditions.	This overlord was the strongest or eldest survivor of a massacre.	This dungeon is alive and attempts to reach out to or influence the crusaders.
36	No one has ever seen the overlord in person.	This overlord is believed to be the only creature capable of wielding or wearing a potent relic.	The architecture of this dungeon prominently features images of aberrant or celestial creatures.
37	This overlord seeks a mate.	This overlord led the successful faction of a civil war.	This dungeon is replete with astrological symbolism (63).
38	This overlord is imprisoned in the dungeon over which it rules.	This overlord, once a religious leader, claimed supreme power after the exile of the society's military leader.	Parts of this dungeon exist in the past or the future.
39	This overlord seeks an heir.	This overlord rose to power after fabricating a miracle.	An undead (52) has been imprisoned by the overlord somewhere in this dungeon.
40	This overlord is actually a pair of siblings, twins, or lovers.	This overlord was chosen to rule by a god (19).	The architecture of this dungeon evokes a specific emotion, such as hatred, despair, lust, or jealousy.

P IS FOR PUZZLES

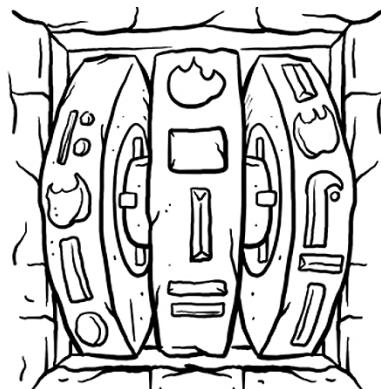
Not all that lurks in the underworld can be overcome with steel and spell. Many challenges, including **puzzles**, require the crusaders to draw upon their insight, intuition, and intelligence if they wish to succeed. Some puzzles test the aptitude of the crusaders, presenting them with problems rooted in mathematics, memory, or language. Other puzzles demand a more creative approach and can only be solved through experimentation, combination, or lateral thinking.

The puzzles listed below vary in their emphasis, difficulty, and complexity. Use these puzzles as they appear, or as inspiration for those of your own design.

Like most other elements of a fourthcore dungeon, the placement of puzzles should not be governed by realism. They exist in the dungeon solely to test the skill and intuition of the *players*.

Using the Table: To generate a puzzle, roll once on the **puzzles** column and twice on the **complications** column. Many of the entries in **X Marks the Spot** (60) make great puzzles on their own.

2D20	PUZZLES	COMPLICATIONS
2	A titanic skull has two cannonball-sized gems for eyes – one red, and one blue. Nine smaller gems ring the base of the skull. The purple gem is the puzzle's solution. The rest are deadly traps.	This puzzle must be solved during a combat encounter.
3	Given a collection of letters and an exact number of slots, the crusaders must infer and arrange the correct phrase. The solution references a significant detail of the adventure, such as the name of the overlord (34).	The elements of this puzzle are harmful to look upon or touch.
4	The crusaders must bring the separated statuettes of two lovers together in the chapel.	An overlord (34) possesses all the elements of this puzzle.
5	The crusaders must all stand on pressure plates to open a gate. However, there are more pressure plates than crusaders, so they must drag a statue or other heavy Medium-sized object into place.	This puzzle must be solved before a pressing time limit expires.
6	A rod has been split into seven distinct segments. To solve the puzzle and unlock the power of the staff, the crusaders must reassemble the rod in the correct order.	The clues to or elements of this puzzle are found earlier in the dungeon, long before the puzzle is introduced. In some instances, the crusaders cannot go back to retrieve puzzle elements.
7	A crown of iron must be placed on the statue of the adulterous emperor or empress that wore it in life.	The clues to or elements of this puzzle can be destroyed if the crusaders do not act quickly enough or fail challenges elsewhere in the dungeon.
8	Several statues in the dungeon depict a hooded figure making a gesture known to be part of the Passwall ritual (Arcana, moderate DC). These statues are on a pivot (Perception, hard DC). Turning each of these statues north opens a conspicuously blank wall in the northernmost chamber.	The clues to or elements of this puzzle are comprehensible or accessible only to crusaders born under a certain sign (63).



2D20	PUZZLES	COMPLICATIONS
9	The crusaders must seal a grate of flowing swamp water in the depths of the dungeon. Doing so floods the chamber above, allowing the crusaders to swim up to a previously out-of-reach door.	Once an element of this puzzle is put into place or otherwise interacted with, the action cannot be undone. The crusaders cannot make a single mistake.
10	The letters of an important message have been replaced with symbols. There is no key for translating the symbols. However, tapestries bearing the holy symbols of well-known gods (19) are on display, the names of the gods written in the same symbols. Translating the names give the crusaders the means to translate just enough of the message to infer the rest.	The clues to or elements of this puzzle are hidden <i>inside</i> a monster or trap.
11	The crusaders must correctly identify a series of iconic traps based on vague descriptions of their effects.	The elements of this puzzle are alive and hostile.
12	Six grotesque paintings hang on the walls of this gallery. A reward (44) is hidden behind the painting that most accurately represents the values or history of the society from which the overlord (34) hails.	The clues to or elements of this puzzle are found later in the dungeon, long after the puzzle is introduced.
13	A prime number is prominently displayed. Several other numbers are displayed, though much less conspicuously. The prime number or numbers are the solution to this puzzle.	This puzzle must be solved during a trap gauntlet.
14	The marble face of a medusa with emerald eyes is set into the wall. The face radiates magic (Arcana, hard DC) but is not harmful. Reflecting the 'gaze' of the medusa back at the face solves the puzzle.	The elements of this puzzle are scattered across the dungeon (12).
15	The crusaders must touch a series of colored pillars in the order of the rainbow.	This puzzle cannot be solved until a beast (8) is slain.
16	A cold iron lightning rod must be affixed to the top of the highest tower.	Each time the crusaders take a short rest, the puzzle grows more difficult.
17	A series of cathedral bells each produce a different note and must be rung in the correct order. The order is revealed by forcing the hands of a large clock to midnight and remembering the melody.	Traps or other hazards threaten to destroy the clues to or elements of this puzzle.
18	Four murdered daughters and sons of an ancient empress rest in this mausoleum. Four relics are displayed on the pedestal in the center of the chamber. A reward (44) or secret (47) is revealed to those who match each relic to the son or daughter who owned it in life.	The clues to or elements of this puzzle must be bought or traded for. They are very expensive.
19	The crusaders must re-arrange a sliding picture puzzle in a certain number of moves.	The clues to or elements of this puzzle must be stolen from a powerful being.

PUZZLES

2D20	PUZZLES	COMPLICATIONS
20	The crusaders must finish an incomplete incantation, hymn, or other rhyming phrase.	This puzzle has multiple solutions. Harder or more obscure solutions yield better rewards.
21	An orb of magic ice must be thrown into an underground lake in order to freeze it and cross safely.	The elements of the puzzle presented to the crusaders are false and will result in failure if used. The real elements are hidden somewhere in the chamber.
22	The crusaders enter a catacomb containing 666 numbered and decorated sarcophagi. The skeletal caretaker will not reveal which coffin is the puzzle's solution. However, the crypt thing will truthfully answer three and only three 'yes or no' questions (ex. 'Is the correct coffin marked with an even number?'). Opening an incorrect coffin harms the crusaders.	This puzzle requires a relic to complete.
23	The crusaders are presented with six sets of runes. The runes are the same in each set, but in a different pattern. All of the sets follow the same order, however (ABCD, BCDA, CDAB, etc.), except for one (ex. ACBD). This exception is the puzzle's solution.	The players must speak with the dead to solve this puzzle.
24	The crusaders must toss a coin into a magic fountain (16).	The dungeon is filled with false hints for this puzzle.
25	A dozen statues – each depicting a royal figure or mythic warrior – must be arranged in order of lifespan, starting from the shortest. Two statues are already in place.	Solving this puzzle requires clues or elements found on another dungeon level.
26	The crusaders are shown two hands of Three Dragon Ante cards. Both sets follow the same pattern (all odd-valued cards, all evil dragons, all card values add up to 21, etc.). Using the remaining cards in the deck, the crusaders must build a hand that matches the pattern found in the other two sets.	Solving this puzzle requires a divine boon.
27	A painted plaque is hidden somewhere in each chamber of the dungeon. Near the end of the delve, the crusaders must recall which plaques were hidden in which room. They may not go back and look.	This puzzle's solution frequently changes.
28	The crusaders must use a powerful magnetic rod to pull a magic coin out from a pool of caustic liquid.	The clues to or elements of this puzzle lie in the lair (28) of a beast (8).
29	The crusaders must correctly identify a series of rituals based on a cryptic description of their effects.	The crusaders must consult with an oracle or a god (19) to solve this puzzle.
30	A demonic wax idol must be dropped into a cauldron of boiling water from the River Dis. Doing so melts the idol and reveals a skeleton key.	The crusaders must solve another puzzle before they are given the elements of this puzzle.

2D20	PUZZLES	COMPLICATIONS
31	A spectral cat follows the crusaders, its presence weakening them more with each passing milestone. To be rid of it, the crusaders must return it to the crypt of the pharaoh who owned it in life.	A crucial clue to or element of this puzzle was stolen.
32	The crusaders must decipher and arrange fragments of a message that has had its vowels removed and then reversed.	The clues to or elements of this puzzle must be earned through sacrifice.
33	The crusaders must correctly identify a legendary magic weapon using only the descriptions of those who were wounded (or slain) by it in battle.	A creature taunts and distracts the crusaders while they attempt to solve the puzzle.
34	The crusaders must disassemble a ballista and then reassemble it elsewhere in order to break down a door or wall.	The crusaders must negotiate the clues to or elements of this puzzle from an NPC.
35	Three or more rotating cubes are set into the wall, an occult symbol embossed on each face. These cubes must be rotated to display the correct pattern of symbols.	The elements of this puzzle are broken or ruined.
36	The crusaders must recite in the chapel a catechism assembled from the writings found on the wrappings of several scroll mummies (MONSTER VAULT: THREATS TO THE NENTIR VALE).	Enemy crusaders have planted red herrings relating to this puzzle.
37	A vast mural in the first chamber of the dungeon depicts a constellation known only to be seen in the winter sky (Arcana, Religion, or Nature, moderate DC). Later, elements symbolizing the four seasons are found; winter is the puzzle's solution.	Unraveling a mystery (30) reveals a clue or element crucial to solving this puzzle.
38	A stone demon's face in the wall asks the crusaders one or more riddles.	The clues to or elements of this puzzle are visible only during a certain time of day.
39	A door in the dungeon opens only during an eclipse. To pass, the crusaders must bring a scroll of Move Object to a magic pool that amplifies rituals a thousand fold and cast it on the moon.	Solving this puzzle renders another puzzle unsolvable.
40	The crusaders are lost in a maze of portals, each with a glyph burnt into the ground before it. The portals that take the crusaders nearer to the exit have glyphs that share a trait (number of lines used to create the shape, letters of a power word, only glyphs with triangular patterns).	Combination (roll again on this table, combining both puzzles into a single challenge)

Q IS FOR QUESTS

Claim the heart of a terrible monster. Unearth a fragment of forbidden lore. Conquer an underworld society. Recover a timeless relic. These tasks and more are the duties of the crusader, and the fortunate few who return victorious from such **quests** are immortalized in story and song. Those who fail never return.

Fourthcore quests are shallow and straightforward. Complex hooks and character-driven motivations are abandoned in favor of simple tasks like 'recover the Amulet of Power' or 'destroy the medusa demilich.' That said, a well-designed fourthcore megadungeon should present the crusaders with multiple often-competing quests from which they can choose.

Using the Table: To generate a quest, roll once on each of the columns below. All quests generated by this table are assumed to be major quests of the crusaders' level.



D20	SEEDS	COMPLICATIONS	CONSEQUENCES
1	Destroy a powerful relic	An unexpected ally comes to the aid of the enemy.	A powerful artifact will be destroyed.
2	Escape from a dungeon (12) or other dangerous location	Temptation threatens to lead the crusaders astray from this quest.	A ravenous plague will spread through the mortal kingdoms.
3	Defend a location, relic, or individual	Undertaking this quest will bring one or more of the crusaders into conflict with an ally, relative, or lover.	The dead will rise from the ground to reclaim the world they left behind.
4	Exterminate or drive away a group of creatures	To complete this quest, the crusaders must unravel a mystery (30).	Eternal famine will blight the empires of humanity.
5	Kidnap someone of importance	A piece of information vital to the completion of this quest turns out to be false.	The netherworld will bleed into the land of the living.
6	Decode a message or solve a mystery (30)	A secret unearthed during this quest forces the crusaders to reconsider their role, their strategy, or their allegiances.	A powerful monster or force of nature will be unleashed upon the world.
7	Thwart the machinations of a god (19) or powerful mortal	Another quest presents itself halfway through the adventure (roll again on the seeds column). The crusaders must choose between continuing the current quest or abandoning it.	A powerful empire will collapse.
8	Deliver a relic or message to a dangerous location	To complete this quest, the crusaders must seek the aid of an oracle that resides in the netherworld (32). Finding the oracle and persuading it to share its vision will prove both treacherous and challenging.	The balance of power will be tipped in favor of the enemy.

D20	SEEDS	COMPLICATIONS	CONSEQUENCES
9	Assassinate someone of importance	A band of rival crusaders seeks to complete this quest as well. Alternatively, the rivals aim to complete a quest that runs counter to the crusaders' goals.	The primal spirits that animate the mortal realm will fade or become hostile.
10	Capture a dangerous or troublesome enemy	A patron of the crusaders betrays them during this quest.	A god (19) will die.
11	Crush an enemy organization or institution	An assassin dispatched by an unknown enemy harasses the crusaders during this quest.	A powerful artifact will fall into the hands of the enemy.
12	Survive a journey through a dangerous location	Completing this quest would benefit an enemy of the crusaders.	An eternal winter will darken the empires of humanity.
13	Stop a powerful ritual	An informant crucial to the crusader's success disappears or is slain halfway through the adventure.	Crucial knowledge will be surrendered to the enemy or lost forever.
14	Map a dungeon (12) or other dangerous location	An object required to complete this quest is lost, destroyed, or stolen halfway through the adventure.	A powerful mortal will die.
15	Steal a relic from a dungeon (12) or the vaults of an overlord (34)	To complete this quest, the crusaders must form an alliance with an enemy.	All living creatures will be rendered barren and sterile.
16	Assemble the fragments of a powerful relic	To complete this quest, the crusaders must bargain with a creature from the underworld.	A great natural catastrophe will wipe out humanity.
17	Complete a powerful ritual	An unexpected time limit is imposed on the crusaders halfway through this quest.	The legions of the underworld will spill over into the mortal realm.
18	Discover the location of a relic or individual	If this quest is to be completed, a great sacrifice must be rendered by one or more of the crusaders.	All magic will cease to function in the mortal realm.
19	Seal away a powerful relic or individual	The true nature and details of this quest must be kept secret from onlookers and allies alike.	The flow of time itself will be stopped, reversed, or hastened.
20	Slay a legendary beast (8)	The quest arouses the ire of a powerful immortal.	The demonic hordes of the underworld will raze the Exalted Domain.

R IS FOR REWARDS

Were it not for the lure of vast wealth and limitless power, no mortal would dare venture beneath the surface of their wintry homelands. Hidden throughout these deep places of the world are plane-splitting weapons, armor unbreakable by spell or sword, tomes inked with forgotten rituals, and artifacts whose power rivals that of the gods themselves.

The **rewards** found in a fourthcore dungeon should have mythic origins, considerable value, and dramatic powers that give the crusaders an edge both in combat and during exploration. While the treasure listed below is almost entirely magic items, feel encouraged to hand out alternative rewards like hirelings, strongholds, and gambits (FOURTHCORE ARMORY).

Using the Table: First, roll once on the **treasure types** column and twice on the **properties** column to determine what your magic item is and what makes it unique. Next, roll twice on the **abilities** column, combining both effects into a single signature power or property. Finally, roll again once *per tier* on the **abilities** column to determine what lesser effects your item can manifest.

Items generated by this table are assumed to be rare. Items that grant bonuses, such as weapons or armor, do so normally.



2D20	TREASURE TYPES	PROPERTIES	ABILITIES
2	Sword	This item is wreathed in an aura of colored heatless flame.	This item grants one or more <i>wishes</i> (KOBOLD QUARTERLY 11).
3	Hourglass	This item is wrought from an unknown material.	This item enables its bearer to animate or communicate with objects.
4	Belt	This item is decorated with the feathers of an angel.	This item allows its bearer to speak with primal spirits or the dead.
5	Scroll	This item fills its bearer with impulsive thoughts.	This item allows its bearer to slow or hasten the passage of time.
6	Eye	This item is wrought from manticore spikes or pressed medusa flesh.	This item allows its bearer to conjure or destroy terrain.
7	Crown	When used, a cloud of shrieking wraiths flies free from this item.	The bearer of this item gains the insubstantial and phasing traits. Alternatively, this item cancels the insubstantial and phasing traits of enemies.
8	Boots	This item was first stolen from a fortress in the exalted domain.	This item heals its bearer or grants regeneration. Alternatively, this item prevents enemies from healing.
9	Ioun stone	This item must be coated in fresh blood at least once per day.	This item allows its bearer to turn or command undead, elementals, or immortals. Alternatively, this item protects its bearer from such monsters.
10	Horn	This item is one of a pair or set.	This item deflects missiles away from its bearer.

2D20	TREASURE TYPES	PROPERTIES	ABILITIES
11	Light armor	This item was crafted from the vestige of a dead god (19).	This item renders its bearer invisible. Alternatively, the item grants its bearer truesight.
12	Crossbow	This item does not appear in mirrors.	This item launches fireballs.
13	Flail or mace	This item was sent to the mortal world to correct an imbalance.	This item allows its bearer to call down or cure plagues. In addition, it makes its bearer immune to disease.
14	Rod	This item was found in a frozen crypt built by an unknown civilization that predates humanity.	This item bestows upon its bearer the strength of a titan. Alternatively, it weakens enemies.
15	Tome	This item was given as a gift to the first human emperor.	This item summons ice storms and freezes enemies.
16	Helm	The bearer of this item takes on the appearance of a humanoid monster, such as a medusa.	This item enables its bearer to petrify enemies. In addition, it renders the bearer immune to the petrified condition.
17	Khopesh or sickle	This item played a crucial role in the founding of an ancient empire.	This item poisons enemies and renders its bearer immune to poison.
18	Gem	A powerful being is imprisoned within this item.	This item allows its bearer to summon monsters.
19	Shield	This item is stunning in its beauty.	This item grants its bearer a bonus to initiative. Alternatively, this item slows or restrains enemies.
20	Heavy armor	The bearer of this item feels constant hunger or thirst.	This item shoots lightning bolts or summons meteors.
21	Bow	This item was a gift by an immortal to its mortal lover or child.	This item allows its bearer to detect monsters, traps, treasure, secrets, or other elements.
22	Gauntlets	This item was carried into a legendary battle by an equally-legendary warrior.	This item grants its bearer significant resistance to a damage type. In addition, this item might bestow upon its wearer an elemental aura.
23	Bracers	This item has a heartbeat.	This item steals souls.
24	Orb	This item is made from the cartilage of a newly-hatched dragon.	This item dispels magic. Alternatively, this item grants its bearer a significant bonus to saving throws against effects with a certain keyword.
25	Wand	This wielder of this item can make it invisible as a free action. This effect lasts until the wielder chooses to end it as a free action.	This item charms or dominates enemies. Alternatively, this item renders its bearer immune to the dominated condition or effects with the charm keyword.
26	Cloak	This item was created and first used by a god (19).	This item grants its bearer the ability to fly.

REWARDS

2D20	TREASURE TYPES	PROPERTIES	ABILITIES
27	Battle standard	This item is inscribed with a map.	This item allows its bearer to lift or bestow curses.
28	Amulet or talisman	This item is made from the remains of a mythic beast (8).	This item can be used to perform divination rituals. Alternatively, this item prevents enemies from scrying on its bearer.
29	Holy Symbol or totem	This item was created by and stolen from a powerful lich.	This item enables its bearer to change his or her appearance. Alternatively, this item allows its bearer to polymorph enemies.
30	Mask	This item manifested its powers after it was struck by a lightning bolt during an apocalyptic flood.	This item enables its bearer to imprison enemies and use their powers. This item might also be used to free imprisoned creatures.
31	Nimbus	This item is wrought from a fragment of crystallized sunlight or moonlight.	This item grants its bearer godlike knowledge or skill. Alternatively, it diminishes the intelligence of enemies.
32	Heart	This item is pure void flecked with dim stars.	This item allows its bearer to teleport or travel between planes.
33	Spear	This item played a crucial role in the collapse or destruction of an ancient empire.	This item enables its bearer to push, pull, or slide enemies. Alternatively, it renders its bearer immune to forced movement.
34	Bracelet	This item was created by the first death knight (MONSTER VAULT).	This item grants its bearer the ability to use powers from another class.
35	Bowl or censer	This item is inlaid with gems taken from the eyes of an inert demilich.	This item grants its bearer clairvoyance, clairaudience, or x-ray vision.
36	Candle	This item was forged in the flames of a balor.	This item allows its bearer to cast one or more rituals for free as a minor action.
37	Skull	This item was found in the rubble of a comet that fell from the sky.	This item improves the defenses of its bearer or renders them invulnerable for a time. Alternatively, this item renders enemies vulnerable to certain attacks.
38	Staff	This item manifested its powers after being dipped in the River Dis.	This item enables its bearer to raise the dead.
39	Ring	This item is intelligent (DRAGON 367).	This item is charged (FOURTHCORE ARMORY).
40	Divine boon (do not roll on the properties column)	This item is cursed. While it has an additional ability, the use of this ability triggers the curse. For more on cursed items, see MORDENKAINEN'S MAGNIFICENT EMPORIUM.	This item deals significant damage to or instantly kills certain monsters.

S IS FOR SECRETS

A loose brick behind a crucified marilith parts the bloody walls to reveal a hidden stairwell. The mouth of an iron skull opens to reveal a bone key when its emerald eyes are pressed. The crypt of a goddess waits, immaculate, until the night a mortal thaws her frozen heart by the flames of a funeral pyre. Behind the crumbling plaster and weathered statues of the dungeon lie innumerable **secrets**, and those who descend into the underworld would be wise to seek them and the boons they conceal.

Secrets are integral to fourthcore dungeons. Their presence complicates exploration and encourages the crusaders to engage with the dungeon's subtle but crucial details. Beyond being rewarding in its own right, discovering secrets lends a sense of depth and mystery to your fourthcore adventures.

Using the Table: To generate a secret, roll once on each of the columns below. See **X Marks the Spot** (60) for additional clues the crusaders might use to discover your secret.



D20	SECRET TYPES	MEANS OF REVEALING	BENEFITS
1	Secret door	This secret is revealed to those who see through an illusion.	This secret conceals a hoard of treasures rare and valuable.
2	Hidden dais	This secret is revealed to those who recognize a parallel or pattern among two or more dungeon features.	This secret conceals a reward (44).
3	One-way secret door	Speaking a command word reveals this secret.	This secret conceals a safe place to take an extended rest.
4	Concealed door	This secret is revealed only when the light of a magic torch is shone upon it.	Those who discover this secret find the means to cure a disease.
5	Concealed chute	A trap reveals this secret when triggered, either intentionally (1-10) or unintentionally (11-20).	This secret conceals ancient lore or a forgotten ritual.
6	Sliding or rotating wall	This secret is revealed to those who notice an asymmetry or exception amid several dungeon features.	Discovering this secret buys the crusaders extra time to complete their quest (42).
7	Hidden compartment	This secret is visible to creatures with shadowsight or truesight.	This secret conceals the means to evade or disable a deadly trap (49).
8	Secret portal	Deciphering a message or solving a riddle reveals this secret.	This secret conceals the very last of a particular magic item.
9	Hidden switch	This secret is found after the crusaders clear away rubble or tear down plaster.	Those who find this secret discover the means to slay a legendary beast (8).
10	Out-of-reach passage	This secret is hidden beneath a pool of harmful liquid such as acid or lava.	This secret conceals a shortcut or less dangerous path through the dungeon.

SECRETS

D20	SECRET TYPES	MEANS OF REVEALING	BENEFITS
11	Hidden stairway	This secret is revealed to those who eavesdrop on the denizens of the dungeon.	This secret conceals a means to defeat this dungeon level's overlord (34).
12	Secret cavern	This secret is apparent to those who return to a previously-explored area of the dungeon.	Those who discover this secret find the means to lift a curse.
13	Hidden message	This secret is revealed to those who realize they have been misled by a false relic or chamber.	This secret conceals a true chamber or relic.
14	Hidden shrine	This secret appears on an ancient map located somewhere in the dungeon.	This secret conceals the resting place of a powerful undead (52). This creature answers one or more questions posed to it by the crusaders.
15	Secret bridge	This secret can only be discovered by means of divination or communing with a god (19).	This secret conceals an alternative entrance to or exit from the dungeon.
16	Hidden crypt	This secret is revealed if the crusaders place an object into a slot or on top of a pedestal.	Those who discover this secret unearth a means to lift a harmful enchantment.
17	Secret gallery	The key to this secret is hidden in an otherwise unremarkable piece of dungeon dressing.	This secret conceals a clue to another secret (roll again on all three columns).
18	Hidden courtyard	The key to this secret is buried inside the ribcage or skull of a powerful monster.	This secret conceals a clue to solving a difficult puzzle (38).
19	Hidden great hall	A clue to this secret's location is found much later in the dungeon.	This secret conceals a clue to unraveling a mystery (30).
20	Secret vault	This secret is revealed to those who solve a puzzle (38).	This secret conceals the entrance to a hidden dungeon (12).

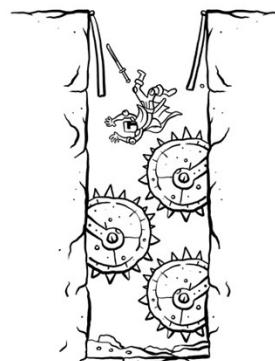
T IS FOR TRAPS

Swinging blades. Poison darts. Crushing blocks. Spiked pits. Since time immemorial, **traps** have stood as one of the most iconic features of the dungeon crawl, spilling the blood and rending the flesh of numberless crusaders whose skill – or luck – was found lacking. Expertly-hidden and highly lethal, traps pose the single most significant threat to any who dares to set foot in the underworld.

Deathtraps are *everywhere* in a fourthcore dungeon. Most commonly, they appear alongside monsters in combat, in which they serve to debilitate the crusaders or complicate their tactics. Such traps often have one or more attacks they can make each round. However, traps – particularly elite and solo traps – are often encountered as punishment for incorrectly solving a puzzle or part of an entire gauntlet of traps that features no monsters at all.

Like beasts and puzzles, traps in a fourthcore dungeon are not bound by concepts like practical design or realism. They exist only to challenge and frighten the players. That said, it's a good idea to familiarize yourself with the trap design guidelines in DUNGEON MASTER'S GUIDE 2 if you haven't already done so.

Using the Table: Roll once on both columns shown below. If your trap is elite, roll twice on both columns instead, combining both **trap types** into a single trap and both **properties** into a single effect.



2D20	TRAP TYPES	PROPERTIES
2	Spiked portcullis made of iron, bone, or force	When this trap hits, the target gains vulnerable 5 per tier to an energy type of your choice. This effect is temporary.
3	Vermin swarm	When first triggered, this trap creates a barrier of magical force 2 squares wide and 2 squares tall per tier. The barrier can be dispelled with an Arcana check (hard DC + 10) or a Strength check (hard DC + 5).
4	Mold or fungus	The first time this trap hits, it delivers a potent lure that lasts until the end of the encounter. While affected, a creature type of your choice gains a +2 bonus to attack rolls made against the target.
5	Weighted net	When this trap hits, its creator may scry on the target until the end of the target's next extended rest.
6	Soul gem	This trap is coated in or releases death slime. A target hit by this trap is slowed and takes ongoing 5 acid damage per tier (save ends). <i>Second Failed Save:</i> The target dies, dissolving into an ooze of their level or lower (MONSTER VAULT).
7	Scything blades	When this trap hits, the target contracts a disease of your choice with a level equal to or less than this trap's level. The target is not entitled to a saving throw to resist contracting the disease. If the target already is suffering from a disease, it instead worsens one stage. On a critical hit, the disease advances to its worst stage.
8	Fireball	This trap deals an additional 1d4 necrotic damage per healing surge the target has remaining.
9	Spectral tendrils	When this trap hits, the target is blinded for a time.
10	Falling door	When this trap hits, the target is polymorphed into a Tiny animal for a time. While polymorphed, the target can take no actions other than moving.

2D20	TRAP TYPES	PROPERTIES
11	Crushing block	When first triggered, this trap conjures the illusion of a single monster that ‘attacks’ the crusaders. It persists until the end of the encounter or for 5 minutes, and it can take 2 minor actions, 1 move action, and 1 standard action each turn.
12	False relic	When this trap hits, the target is weakened for a time.
13	Pendulum blades or swinging obstacles	This trap instantly kills a living target on a critical hit.
14	Grid of trapped floor tiles	When first triggered, this trap conjures an antilife shell 10 contiguous squares in length. Living creatures of this trap’s level or lower may not pass through or over the warded squares. Undead creatures may pass through the shell normally. The antilife shell lasts for 5 minutes or until the end of the encounter.
15	Dart, shuriken, or crossbow bolt	This trap bestows a curse of your choice upon the target. The level of the curse must be equal to or less than the this trap’s level. If the target already is suffering from a curse, it instead worsens one stage. On a critical hit, the curse advances to its worst stage.
16	False lever or switch	When this trap hits, the target must make a successful saving throw or have one random magic item they’re carrying disenchanted and converted into an amount of <i>residuum</i> equal to one-fifth the item’s market value.
17	Collapsing wall or pillar	This trap delivers a potent toxin that deals ongoing 5 poison damage per tier (save ends). Alternatively, the first time this trap hits, the target must make a successful saving throw against poison or die.
18	Magic ray	When this trap hits, the target is restrained for a time, either physically or magically. The target can escape with an Athletics or Acrobatics check (hard DC).
19	Soul gem	This trap drops the target (or targets) down to the next dungeon level.
20	Psionic blast	This trap causes the target to forget one or more rituals they have mastered.
21	Noxious gas, dust, or smoke	When this trap hits, the target must make a successful saving throw or be teleported up to 6 squares and knocked prone.
22	Spiked or bladed pit	This trap slowly transforms those wounded by it into undead creatures. When this trap hits, the target takes ongoing 5 necrotic damage per tier and is dazed (save ends). <i>Second Failed Save:</i> The target dies, rising again at the start of its next turn as an undead creature of this trap’s level or lower.
23	Spear gauntlet	This trap petrifies the target for a time. Alternatively, this trap immobilizes the target (save ends). <i>First Failed Save:</i> The target is permanently petrified.
24	Glyph or symbol	This trap is imbued with potent magic that hastens the passage of time. When this trap hits, it makes a secondary attack against the target (trap level + 1 vs. Fortitude). On a hit, all nonmagical, nonmineral items the target is carrying or wearing rot away. If this secondary attack scores a critical hit, the target ages through the rest of its lifespan in seconds, then crumbles to dust. This ability is expended after it hits for the first time in an encounter.
25	Breath weapon or elemental cone	The first time this trap hits, it curses one of the target’s magic items (MORDENKAINEN’S MAGNIFICENT EMPORIUM).
26	Stone animal on steamroller wheels	This trap is invisible. It can be spotted with a Perception check (hard DC + 5).

2D20	TRAP TYPES	PROPERTIES
27	Liquid-filled pit	This trap shoots or leaks oil, acid, lava, coldfire, or another dangerous fluid.
28	Magic mouth that speaks a power word	When this trap hits, it binds the target with a dimensional anchor for a time. While affected, the target cannot teleport or benefit from the insubstantial or phasing traits.
29	Lightning bolt	When first triggered, this trap summons or conjures 4 minions of this trap's level or lower (6 at paragon tier, 8 at epic tier).
30	Rolling boulder or giant skull	Each time this trap hits, the target is treated as if it had just failed a death saving throw.
31	Divine curse	This trap heals or otherwise benefits nearby monsters.
32	Crushing walls or ceiling	This trap rusts metal or rots leather (choose one). When this trap hits, the target's armor is rusting or rotting if they are wearing the appropriate type (save ends). An affected creature takes a -1 penalty to AC. <i>Each Failed Save:</i> The penalty to AC increases by 1. If this reduces the penalty to -3, the armor is destroyed. The penalty to AC lasts until the end of the target's next short rest.
33	Wire garrote or strangling chains	When this trap hits, it drains a healing surge from the target. If the target is reduced to 0 or fewer healing surges in this way, they die and rise again as an elite undead creature of the crusader's level or lower.
34	Whirling blades or iron saws	The first time this trap hits, it makes a secondary attack against the target (trap level + 1 vs. Fortitude). On a hit, the target falls unconscious (save ends). <i>First Failed Save:</i> The target falls into a magical sleep for $1d10 \times 100$ years, during which they do not age.
35	Sphere of annihilation	When this trap hits with an attack, the target must make a successful saving throw or have its soul drained. If the trap is disabled or destroyed, the souls trapped within return to their host bodies.
36	Dancing weapon	The first time this trap hits with an attack, it permanently sears a divine brand onto the target. You designate an action or behavior the mark forbids. If the target commits this act, they gain vulnerable 10 to all damage until the end of their next extended rest.
37	Sliding wall	This trap disintegrates its victims. Targets reduced to 0 hit points by this trap are utterly destroyed, reduced to a cloud of crimson dust.
38	Liquid-filling chamber	When this trap hits, the target becomes stricken with supernatural fear (save ends). While affected, the target grants combat advantage and may not willingly move closer to this trap. If forced closer, the target takes psychic damage by level.
39	Combination (roll again twice on this column)	This trap projects a powerful anti-magic field. Targets hit by this trap cannot use powers granted by magic items (save ends).
40	Living trap (roll again on this column)	This trap makes a secondary attack after it hits (trap level + 1 vs. Will). On a hit, the target is <i>imprisoned</i> in a demiplane. Only this trap's creator has the power to release an <i>imprisoned</i> creature.

U IS FOR UNDEAD

Rotting husks given animus by the essence of the netherworld, the **undead** are the listless vestiges of those kept from the afterlife by despair, guilt, or the fickle will of the gods. All undead begin their wretched existence at the bottom of the River Dis, lying dormant in the silt for years before being dredged free by charonademons – skeletal hooded boatmen with bone oars.

While the living dead are typically cast as villains, it is not uncommon in fourthcore adventures for the crusaders to encounter intelligent undead willing to converse and cooperate. In fact, given the lethal nature of fourthcore dungeons, most NPCs the crusaders meet will be undead.

Using the Table: Roll once on the **occupations in life** column, twice on the **characteristics** column, and once on the **motivations** column.



D20	OCCUPATIONS IN LIFE	CHARACTERISTICS	MOTIVATIONS
1	Crusader	This undead is missing a body part, such as a hand, eye, or jaw.	This undead seeks to atone for a crime it committed in life.
2	Artist or Performer	This undead is visible only to certain individuals.	This undead is protecting someone who is still alive.
3	Servant	This undead is accompanied by an entourage of skeletons. The skeletons' appearance mirrors the occupation this undead had in life.	This undead aims to unseat or destroy a rival undead creature.
4	Fortune-Teller	Long nails have been driven through this undead's palms and eyes.	This undead desires to be reunited with a child, sibling, parent, or lover.
5	Sorcerer or Sorceress	This undead drinks from an iron flask filled with poison.	This undead seeks to exact revenge on the descendants of those who wronged it in life.
6	Artisan	The holy symbol of a god (19) hated by this undead has been burnt onto its forehead or palm.	This undead works tirelessly to perfect a work of art it began decades ago.
7	Criminal	This undead has glowing coals or radiant gems for eyes.	This undead remains among the living in order to witness the fulfillment of an ancient prophecy.
8	Explorer	This undead is followed by a mute spectral child.	This undead wanders the mortal empires in order to learn the fate of someone it knew in life.
9	Courtesan	This undead wears a circlet of dead flowers. A veil covers its face.	This undead cannot rest until it learns how it died.
10	Priest or Priestess	A black serpent crawls between the open wounds and exposed bones of this undead.	This undead seeks to unravel the meaning of a recurring dream it had in life.

D20	OCCUPATIONS IN LIFE	CHARACTERISTICS	MOTIVATIONS
11	Witch or Medium	This undead is partially bound in the wrappings of a mummy.	This undead works to earn the fame and recognition it was unable to achieve in life.
12	Sage	This undead possesses unnatural beauty and is obsessive about preserving it.	This undead is cursed to rule over a society it despises.
13	Heretic	A shadow consort tends to this undead.	This undead goes to any lengths to preserve its youth and beauty.
14	Assassin	This undead carries around its own head or skull.	This undead desires to find its soul and be brought back to life.
15	Midwife	This undead is dressed in ornate clothing that is stained with blood.	This undead is in the process of completing a centuries-long ritual.
16	Spy	This undead carries a tome that has been bound with its own flesh.	This undead seeks clues that will help it unearth a valuable secret that eluded it in life.
17	Alchemist	This undead carries around its own black heart. It speaks to it as if it were an oracle, asking it questions and holding it close to its ear as if listening to an answer.	This undead's purpose is to assassinate someone of importance.
18	Gambler	Charcoal-colored angel wings sprout from the back of this undead.	This undead craves to be brought to the surface so that it might be forever destroyed by the light of the sun.
19	Noble	This undead carries around a phylactery or other piece of mystic jewelry.	This undead wants to rid itself of unlife and join its kin in the exalted domain.
20	Necromancer	This undead wears a crimson blindfold. It never removes it and will recoil if a crusader attempts to do so.	This undead toils so that it might ascend to lichdom.

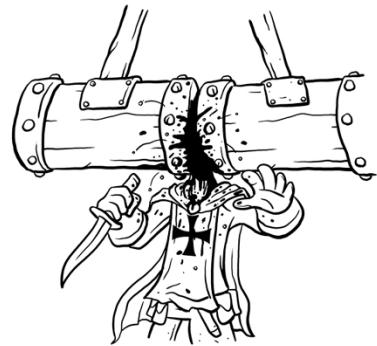
V IS FOR VIOLENCE

Fourthcore is fundamentally a game of **violent** conflict. Unlike other styles of play which emphasize storytelling, character development, and simulation, fourthcore adventures center on the life-and-death struggles faced by the crusaders. In the dungeon, it's kill and be killed. Retreat is cowardice, mercy is weakness, and negotiation is simply a euphemism for polite manipulation. At the end of the night, someone must die.

Use the elements listed in the table below to evoke dread and reinforce the violent themes that are pervasive in fourthcore adventures.

Using the Table: Roll once on the **monster death throes** column when an elite or solo monster is reduced to 0 hit points.

Roll on the **violent flourishes** column when you want to add macabre details to your dungeon chambers.



2D20	MONSTER DEATH THROES	VIOLENT FLOURISHES
2	The monster groans and melts into a pool of bubbling acid.	The charred bodies of those who died from illness lie atop a smoldering pyre.
3	The monster splits open, and a wailing soul flies free.	A mossy oubliette is set into the floor. It is not large enough for a human to fit into without breaking its limbs.
4	A black serpent forces itself from the killing wound, coiling up the monster's body, into its mouth, and, finally, into the brain.	Candelabra made from human or demi-human ribcages are nailed to the wall.
5	The monster transforms into a ghost that laughs, sobs, and then fades away.	A lever is found that triggers a trap (49) in each cell of a prison.
6	The monster is struck by a bolt of black lightning. All that remains is a cloud of ash the rough size and shape of the monster. The cloud blows away at the end of the encounter.	A bloody grindstone is set into the wall.
7	Splintered iron bones tear themselves from the wounded monster and cling to the walls as if they were magnetized.	A door in this chamber has a collarbone knocker.
8	The monster's flesh and organs burn away, leaving only a standing skeleton. The skeleton stumbles upright for a round before finally collapsing to the floor.	A sacrificial stake juts from the floor. Piles of singed straw ring its base.
9	A spectral weapon of the gods (19) appears and executes the wounded monster.	Two denizens of the dungeon play a game with pieces made from bone or flesh.
10	The monster's body disintegrates, leaving a holy symbol (19) burnt into the floor.	Torches are set atop the polished spines of enemies the overlord (34) has personally slain.
11	A hundred clawed, six-fingered hands pull the monster into the netherworld.	A denizen of the dungeon wears perfume made from the fat of a human or demi-human.

2D20	MONSTER DEATH THROES	VIOLENT FLOURISHES
12	The monster's flesh hardens and takes on the texture of molded clay. At the end of the encounter, the clay shatters, sending dozens of salted, dried organs tumbling to the ground.	Graffiti painted on the walls curses an ancient overlord (34) for sealing them in the dungeon.
13	The monster reaches down its throat and tears out its own heart. It presents the heart to the crusader that landed the killing blow.	One of the dungeon's denizens carries an hourglass filled with the milled-up bone dust of those who died young.
14	The monster ages through the rest of its lifespan in seconds. At the end of the encounter, black weeds grow from the remains.	A denizen of the dungeon uses a hollowed-out skull as a chalice or bowl.
15	One or more unborn children claw their way free from inside the monster and devour it.	A head is stuffed and mounted on the wall.
16	A swarm of vermin explode from the killing wound and devour the monster.	A band of captives dig their own graves.
17	The monster turns into a statue of bloody ice. It shatters at the end of the encounter.	The denizens of the dungeon have dug up and eaten the buried dead of those who occupied the dungeon before them.
18	The perfect skin of this otherwise beautiful monster peels away to reveal a shrieking hag underneath.	Skeletal arms and legs have been stuck upright into the loose dirt of a garden. Plants grow up and around the limbs.
19	The monster explodes with a blinding surge of green light. Shadows cast by the explosion are permanently scorched into the walls and floor.	Dozens of corroded spiked gibbets dangle above a lake of purple worm bile.
20	The monster rapidly grows younger and younger until it is reduced to a quivering embryonic mass on the floor.	A confessional locks from the outside.
21	The monster's skin peels away like burning parchment, leaving the muscle and organs to tumble out onto the floor.	The preserved bodies of dead slaves are used to prop up displays of ceremonial armor.
22	The monster wheezes forth a cloud of poison gas on which it chokes to death.	Several beasts have been mutilated.
23	An acrid, watery mist settles over the monster. It falls dead, its skin rusting like iron left at the bottom of a well.	An NPC bursts from beneath the floor after having been buried alive.
24	The monster's bloody skeleton pulls itself free, hands first, from the monster's mouth.	A denizen of the dungeon carries around a pouch made from a hollowed out and dried heart or lung.
25	The monster's body violently explodes into a swarm of flameskulls (MONSTER MANUAL).	Venomous snakes have been sewn together and used as manacles and nooses.
26	A swarm of dread wraiths sets upon the mortally wounded monster, tearing it to shreds before disappearing into the walls.	Dust has long settled over this cave-in that killed dozens of slaves. The collapse was triggered by the overlord (34), who felt the slaves were not working hard enough.

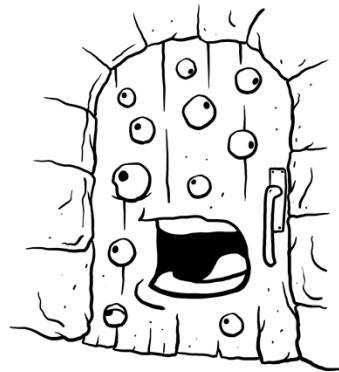
2D20	MONSTER DEATH THROES	VIOLENT FLOURISHES
27	A portal no larger than a human's eye appears in the air near the monster. A vacuum force sucks the monster through the opening.	Charred bodies lie atop a blackened grill. Bits of bone jut from the glowing coals beneath.
28	The monster sprouts another pair of arms or a tail that chokes it to death.	In lieu of weapon racks, the denizens of this dungeon have driven their weapons through the bodies of executed traitors.
29	The monster's organs melt out through all of its orifices.	Painted bone fragments have been laid into the walls. They form constellations.
30	The monster explodes in a bloody cloud of sand, salt, or snow.	The heads of those sent to the guillotine have been cleaned, hollowed, and hung as lanterns.
31	The monster becomes mummified in an instant and falls to the floor. It then molders as if a thousand years have passed.	A pile of brains lies half-submerged in a pool of bile.
32	The monster reaches down its own throat, breaks off one of its ribs, and then stabs itself in the heart with it.	An ornate door is framed by an archway of polished bone.
33	The monster melts into a deep puddle of boiling pitch in which skeletal fish swim.	Numerous organs are set on a wrought iron scale.
34	The monster begins to weep acid, lava, or coldfire, which burns away its body.	The flayed skins of heretics fly like battle standards.
35	A murder of crows sets upon the mortally wounded monster, plucking its eyes, tongue, and throat out before leaving in haste.	Mutilated beasts rot in the dungeon's water supply.
36	The monster's flesh tightens and shrinks like a straitjacket, snapping bone and rupturing organs until the monster collapses.	The denizens of this dungeon use the polished teeth or finger bones of their enemies as currency.
37	The monster's head splits open, and its brain phases away. A cloud of sentient red dust flees the hollow, bloody cranium.	The corpses (10) of the elderly decompose in a cavernous hole. Some of them are still alive, however, their feeble limbs wriggling to no avail.
38	There is a blinding flash of light, and the monster becomes trapped in a gem, ossuary, tarot card, or other tiny object.	Glowing skull-cressets line the upper wall.
39	The killing wound sprays forth an inordinate amount of blood. The monster grows pale, bleeding out in mere seconds.	A throng of young nude humans or demi-humans are chained to the floor of this hidden chamber. They are bred by the cannibalistic denizens of the dungeon for food.
40	The monster falls to its knees and screams, its body consumed in black flames. Nothing remains.	A forge burns with the bodies of slain angels.

W IS FOR WEIRD

The underworld is a place warped beyond redemption by chaos. Its chambers have been polluted by the rituals of a hundred maddened civilizations, the very architecture itself twisted into semi-sentient forms that writhe and cry out in perpetual agony. Weeping statues, clairvoyant lanterns, time-altering sarcophagi – such things are common in the endless deep.

Use **weird** features to add memorable interactions to your fourthcore dungeons. Many of the effects listed on the table below might also be used to instill uneasiness and fear in the crusaders, which reinforces the macabre themes that pervade fourthcore delves.

Using the Table: Roll once on the **features** column, twice on the **traits** column, and once on the **effects** column.



2D20	FEATURES	TRAITS	EFFECTS
2	Wall	This feature reeks of sulfur.	This feature traps the soul of living creatures that touch it. It may only have one soul trapped at a time – previous souls are released.
3	Door	This feature is covered in patches of black mold or fungus.	This feature calls out to the crusaders, enticing them to take it or touch it.
4	Brazier	This feature is not shown on a map thought to be complete.	This feature smolders while exposed to light.
5	Stone face	This feature is stained with blood.	This feature gives misleading advice to the crusaders.
6	Archway	This feature was seen in a premonition.	This feature vocalizes the thoughts and emotions of any crusader that touches or carries it.
7	Column	This feature is traced with glowing sigils.	This feature whispers lustful messages to crusaders that touch or carry it.
8	Sarcophagus	The carefully-rendered image of a succubus has been engraved onto this feature.	This feature animates and attacks as a brute monster with a level equal to the dungeon's level + 3.
9	Cremating oven	There is a corpse (10) near this feature.	This feature becomes ethereal when touched or approached.
10	Well	This feature has been etched with the image of a marilith.	This feature releases or reveals a map printed on human skin.
11	Throne	This feature fills the air around it with the taste of salt.	This feature bestows a premonition upon the first crusader that touches it.
12	Monolith	This feature is wrapped in spiked chains.	Communication with the crusader's patron deity is impossible while near this feature.
13	Sundial	This feature is visible only to crusaders of a certain race, class, sex, or other characteristic.	This feature seems to 'follow' the crusaders, appearing in nearly every chamber they explore.

2D20	FEATURES	TRAITS	EFFECTS
14	Urn or ossuary	This feature is feared by the denizens of the dungeon.	This feature occasionally sprouts a lidless red eye that spies on the crusaders. The eye disappears after one minute.
15	Tapestry	This feature is made of organic material, such as polished bone or twitching muscle.	This feature bestows a quest (42) on the first crusader that touches or takes it.
16	Ceramic skull	This feature is crawling with maggots.	This feature arouses cannibalistic hunger in creatures that draw near to it.
17	Portal	This feature is noticeably older than the rest of the dungeon architecture.	This feature teleports randomly about the dungeon.
18	Pool	Creatures drawing close to this feature hear a slow heartbeat.	Crusaders touching this feature take on the appearance of a long-dead overlord (34) or other powerful mortal.
19	Ritual circle	This feature has been defaced.	This feature tattoos messages onto the exposed skin of nearby crusaders. These tattoos disappear at the end of the crusaders' next extended rest.
20	Bas relief	This feature is wreathed in whispering fog.	The area surrounding this feature embodies an extreme climate: searing dry heat, sheets of dripping ice, and so on.
21	Statue	Offerings have been laid at the base of this feature.	This feature spoils food, drink, and potions that are brought nearby.
22	Ceremonial weapon	A weeping face has been carved into this feature.	This feature telepathically suggests nefarious or traitorous acts to the crusader with the lowest Will defense.
23	Tablet	This feature is wrapped in the bindings of a mummy that glow with the light of a single candle.	This feature attracts insects or other vermin.
24	Chest	A prayer to a god (19) is inscribed on this feature.	This feature heals damage dealt to it.
25	Corridor	This feature has been marked with chalk.	This feature slows or hastens the passage of time in its vicinity.
26	Chamber	This feature exudes the scent of burning incense.	This feature is always attended to by a spectral hooded attendant. The attendant does not speak and cannot attack or be attacked.
27	Mirror	This feature is unusually hot or cool to the touch.	The eyes of any crusader that touches or carries this feature grow two additional pupils.
28	Holy symbol	Dead vegetation clings to this feature.	A crusader looking upon this feature begins to feel extremely amorous.
29	Clockwork machine	A small map is etched onto this feature.	This feature slowly rusts nearby metal, rots nearby wood, or creates welts on nearby flesh.

2D20	FEATURES	TRAITS	EFFECTS
30	Musical instrument	This feature bears a mark rumored to drive away a lamia.	The first crusader to touch this feature sees through the eyes of a powerful mortal for one minute.
31	Tome	This feature is magically suspended above a mass grave.	Crusaders that look upon this feature have nightmares about it during their next extended rest.
32	Gem	This feature is made of contained elemental energy.	This feature recounts an ancient rumor to the crusaders if they are friendly to the spirit that dwells within it.
33	Lantern	The visage of a medusa has been embossed onto this feature.	Any limb or appendage that comes into contact with this feature is instantly broken.
34	Statuette	This feature is concealed by a secret (47).	This feature repeats everything a single crusader says - in an unknown language.
35	Orb	This feature is partially obscured by a pile of bones.	This feature heightens the effect of rituals cast nearby. Crusaders within 6 squares of this feature gain a +5 bonus to skill checks made as part of a ritual.
36	Bone dice	A slimy film of afterbirth covers this feature.	This feature agitates any unborn children the crusaders may be carrying.
37	Cube	A burning eye has been painted onto this feature.	This feature causes holy symbols brought nearby to glow red-hot.
38	Stained-glass window	This feature arouses uneasiness in crusaders of a certain race or class.	This feature has organs inside of it, as if it were a living creature.
39	Iron maiden	This feature is bathed in colorless fire.	This feature is the key to a secret (47).
40	Deck of cards	A single black pearl has been set into this feature.	Roll again twice on this column, combining both effects into a single trick.

X MARKS THE SPOT

Neither the underworld nor the netherworld part with their wealth freely. It lies hidden away from the amateur, the ignorant, and the absent-minded, unobtainable to those too preoccupied or careless to heed the silent messages – and warnings – the dungeon itself communicates.

In fourthcore, the details are crucial to the crusaders' survival. Use the **clues** listed below to lead the players away from traps and toward rewards, secrets, and the solution to puzzles. Many of the clues listed below are puzzles in their own right, challenging the players to examine the particulars of your dungeon and the patterns they might betray.

Using the Table: To generate a clue, roll once on the table below.



2D20 CLUES

- 2 An array of gemstones is fit into the wall of this chamber, each a different birthstone (Intelligence or Wisdom, moderate DC). One of the gems is the birthstone of this dungeon level's **overlord** (34) (History, hard DC).
- 3 Only one cathedral bell out of many rings out of tune.
- 4 An invisible keyhole (Perception, hard DC + 5) is set into an otherwise unremarkable wall.
- 5 Only one of many ornate items on display proves to be a fake.
- 6 A single beam of ghastly light shines down onto an object or wall.
- 7 Numerous altars stand in this unhallowed abattoir, the remains of a sacrificial animal festering atop each. One of the animals has a trait that sets it apart from the others – only magical beast, only mammal, only one sacred to the enemy, and so on (Nature, hard DC).
- 8 Each of the many murals in the dungeon depicts 13 humans. This number is the key to the clue.
- 9 Several magical objects are on display in this dungeon. One, however, is in fact not magical at all (Arcana or Religion, hard DC).
- 10 An illusion set into an object or terrain feature speaks, though no sound is heard. Reading its lips, however, reveals the clue (Insight, hard DC).
- 11 A decaying skeleton encased in rusting plate mail lies on the ground here. Its arm is outstretched, and its hand points toward something.
- 12 A collection of statues carved in the image of several knights stands watch over this great hall. Only one of the knights depicted survived a legendary battle (History, hard DC).
- 13 Two colors are prominently displayed in this chamber. The color formed by mixing the two is the key to the clue.
- 14 An out-of-place statue stands here. Alternatively, this statue is one among many that bears a slight difference or imperfection (Insight or Perception, hard DC).
- 15 A feature of or object in the dungeon gives one of the crusaders *déjà vu*.
- 16 Several **astrological symbols** (63) are on display here. Only one bears special significance, such as the birth sign of the chamber's original occupant or this dungeon level's **overlord** (34).

2D20	CLUES
17	A feature of or object in this dungeon casts an unusual shadow (Perception, hard DC).
18	An out-of-place bloodstain mars the wall or floor here.
19	A feature of or object in this dungeon is significantly older or newer than the rest of the dressing (Dungeoneering or History, hard DC).
20	A holy symbol, crest, or phrase is repeatedly displayed throughout the dungeon. In one instance, however, the symbol, crest, or phrase is incorrect (History, Insight, Religion, or Streetwise, hard DC).
21	A relief set into the wall of this chamber matches a crude rubbing found earlier in the dungeon.
22	Only one torch among many is heatless.
23	A single key among many is made of real gold, mithril, or another precious metal. The rest are fake (Dungeoneering or Thievery, hard DC).
24	A collection of statues, busts, or paintings depict a lineage of emperors or empresses. One of them, however, is out of order or does not belong (History, hard DC).
25	This corridor comes to an abrupt end.
26	Three standards are arranged side-by-side in the same order in many chambers of the dungeon. In one chamber, however, the order is broken (Insight, hard DC).
27	A set of thieves' tools lies on the ground here, broken and abandoned.
28	A wall or tapestry is marked with the holy symbol of the god or goddess (19) of secrets.
29	One dungeon feature or object among many bears a symbol seen much earlier in the dungeon.
30	A large brazier changes color after a minor quest is completed.
31	Only one of several mundane objects proves to be magical (Arcana or Religion, hard DC).
32	Seven unique demons have been crucified and put on display in this chamber. Only one was a demon prince (Arcana, hard DC + 5).
33	Only one holding cell among many bears a fake lock.
34	Of the several objects on display here, only one has a double letter in its name (Insight, hard DC + 10).
35	A mummified hand hangs over the door to each crypt in this desolate catacomb. Only one of the hands has six fingers (Heal, Insight, or Perception, hard DC).
36	Only one skull among many on display in this dungeon proves to be real.
37	A domed fresco is inlaid with lustrous gems that represent the constellations of the winter sky. One of the constellations is out-of-place, significant, or non-existent (Arcana or Religion, hard DC).
38	Several basins are arranged in a circle in this chamber, each filled with poison. One basin, however, is only filled with dirty water colored to look like poison (Nature, hard DC).
39	There is an out-of-place corpse (10) here.
40	An 'X' has been scrawled on the wall in bloody chalk.

Y IS FOR YOU'RE DOOMED

In the fourthcore world, humanity is a mistake. Each and every person is the despised child of a goddess so appalled by her progeny that she conceived the first monsters merely to spite them. Forces of nature, unstoppable monsters, unchecked magic, enraged deities – all of these things and more continually threaten to burn humanity from the world like a leech.

The scenarios listed in the table below are designed to both terrify and amuse the players. Some of the entries can be adapted to a delve already in progress, while others work better as adventure hooks or campaign concepts. In any case, the **hopeless situations** described in this chapter are a great way to drive home the outrageous and self-aware nature of fourthcore.

Using the Table: Roll once on the table below.



D20 HOPELESS SITUATIONS

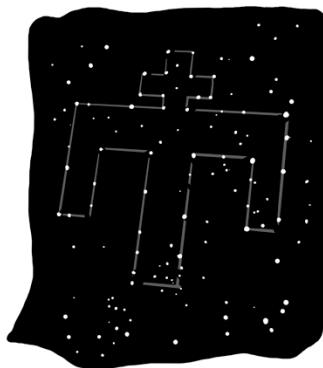
- 1 The crusaders become lost in a maze of 666 portals.
- 2 The crusaders have six rounds to stop a ritual to transform the sun into a sphere of annihilation.
- 3 The exit waits beyond a gauntlet of traps and spell turrets 100 squares in length.
- 4 The crusaders fall through the floor into a nest of 30 sleeping young rustmaw purple worms.
- 5 A living cloudkill hurricane threatens to make landfall before the new moon.
- 6 The crusaders have five minutes of real time to solve five concurrent and interrelated **puzzles** (38).
- 7 The crusaders must recover a relic from a dungeon level entirely submerged in black dragon bile.
- 8 The empire is attacked by a living volcano that spews forth boiling blood and charred zombie virgins.
- 9 The crusaders encounter a **god** (19).
- 10 A shower of voidstone meteors falls upon the empire.
- 11 The dungeon **overlord** (34) discovers a wishing gem with nine wishes.
- 12 The exit is warded by a gauntlet of dancing vorpal *khopeshes of extinction* (FOURTHCORE ARMORY).
- 13 The crusaders become lost in a catacomb filled with 10,000 wights.
- 14 A gelatinous cube 100 squares to a side approaches.
- 15 A mythic artifact is guarded by a phalanx of iron liches (*Revenge of the Iron Lich*).
- 16 The crusaders find themselves caught in a rampaging herd of chimeric tarrasques.
- 17 An entire planet turns out to be a mimic (MONSTER MANUAL 3).
- 18 The crusaders stumble into a vast underworld crypt containing the mummies of the original six balors.
- 19 A four-armed death knight draws four swords that shall not be drawn (FOURTHCORE ARMORY).
- 20 Combination (roll again twice, combining both results into something truly heinous)

Z IS FOR ZODIAC

Since its first stumbling steps from the womb of creation, humanity has marveled at the points of light that loom in the firmament above. It is with these celestial candles that the gods form mystic astroglyphs – stellar patterns through which they communicate and dictate the desires, fate, and fortune of those born under their luster.

Using the Table: First, roll on the **signs** column to determine what astrological symbol the crusader was born under. Second, roll twice on the **personality traits** column to determine what qualities help define the crusader. These personality traits are believed to be characteristic of those born under the astrological sign rolled. Finally, roll once on the **fate and fortune** column to generate a special circumstance for the crusader's conception, birth, or childhood. The causal relationship between the circumstance described and the benefit granted is mystical, not natural.

Many entries in the fate and fortune column offer the crusader a choice of benefit. This choice must be made at character creation and cannot be changed. The benefit is permanent.



D20	SIGNS	PERSONALITY TRAITS	FATE AND FORTUNE
1	Warlock	Temperamental	The crusader was conceived on a chariot. They gain a +2 bonus to initiative.
2	Huntress	Arrogant	The infant crusader survived a catastrophic wildfire or storm. They gain resist 2 fire or lightning per tier.
3	Trident	Obsessive	The infant crusader survived a devastating plague. They gain a +2 bonus to Endurance checks or a +5 bonus to saving throws against disease.
4	Hourglass	Impulsive	The crusader was delivered by a fortune-teller midwife who accurately predicted the day and hour of their birth. The crusader gains a +1 bonus to Insight checks or telepathy 2.
5	Minotaur	Paranoid	The crusader was conceived in a tomb or graveyard. They gain a +5 bonus to saving throws against effects with the fear keyword. Alternatively, the crusader gains the ability to sense the presence (but not the location) of each living creature within 10 squares.
6	Scorpion	Intolerant	The crusader was conceived as a result of infidelity. When born, they were kept a secret. The crusader gains a +1 bonus to Bluff or Stealth checks.
7	Empress	Guilty	The infant crusader survived a deadly winter. They gain resist 2 cold per tier or a +2 bonus to Endurance checks.
8	Manticore	Deceitful	The infant crusader survived a prolonged famine. They gain a +2 bonus to healing surge value per tier. Alternatively, the crusader gains an extra healing surge.

D20	SIGNS	PERSONALITY TRAITS	FATE AND FORTUNE
9	Chariot	Jealous	The adolescent crusader resisted the temptation of a succubus or incubus. They gain resist 2 psychic per tier or a +5 bonus to saving throws against effects with the charm keyword.
10	Sickle	Dogmatic	The crusader was conceived magically. They gain a +1 bonus to Arcana checks or a +1 bonus to Will defense.
11	Euryale	Impatient	The crusader was conceived at a masquerade. They gain a +1 bonus to Bluff or Diplomacy checks.
12	Scales	Materialistic	The crusader was conceived in the wilderness. They gain a +1 bonus to Nature or Perception checks.
13	Squire & Maiden	Lustful	The child crusader survived an encounter with a wight. They gain resist 2 necrotic per tier or a +5 bonus to saving throws against effects with the necrotic keyword.
14	Tower	Inconsiderate	The infant crusader was baptized in the blood of a sacred animal or slain monster. They gain a +1 bonus to Religion checks or a +2 bonus to monster knowledge checks.
15	Hangman	Belligerent	The child crusader survived the sting of a young purple worm. They gain resist 2 poison per tier or a +5 bonus to saving throws against effects with the poison keyword.
16	Flail	Judgmental	The young crusader was kidnapped by a lamia, escaping on their own soon after. They gain a +2 bonus to Athletics and Acrobatics checks made to escape from being grabbed or restrained.
17	Hydra	Manipulative	The crusader was conceived in a place their parents snuck into, such as a locked gatehouse or forbidden temple. They gain a +1 bonus to Streetwise or Thievery checks.
18	Wyvern	Vulgar	The crusader was conceived during a dungeon expedition. They gain a +1 bonus to Dungeoneering checks or a +1 bonus to all defenses against attacks made by traps.
19	Colossus	Hateful	The crusader was conceived during an eclipse. They gain low-light vision. If the crusader already has low-light vision, they gain darkvision instead.
20	Cross	Maniacal	The crusader was conceived during a legendary battle. They gain a +2 bonus to damage per tier.

THE CHAOS DECK

To use the **chaos deck** in your game, you'll need the **Deck of Many Things** found in DUNGEON 177 or *Madness at Gardmore Abbey*.

When the crusaders first enter a dungeon level, shuffle all of the cards and place them face-down near you. At the end of each extended rest the crusaders take, draw one card and resolve its effect as soon as possible. Do not show the cards you've drawn to the players. When the crusaders have completed a dungeon level, shuffle all of the discarded cards back into the deck.

CARD	EVENTS
Balance	The crusaders are presented with a difficult choice in the immediate future.
Comet	The crusaders receive a warning about dangers to come.
Donjon	A door or passage in the dungeon becomes sealed. Alternatively, two rooms in the dungeon swap places.
Euryale	A crusader chosen at random contracts a disease, curse, or affliction of your choice. It is assumed that the crusader unknowingly contracted the condition during the last encounter.
Fates	The next conjecture the crusaders have about the dungeon or its inhabitants becomes true.
Flames	A solo monster of the party's level breaks into the dungeon.
Fool	The crusaders are suddenly presented with another major quest.
Gem	The crusaders accidentally discover a relic.
Idiot	A rumor or important detail about the dungeon turns out to be false, even if it were previously true. Alternatively, the crusaders receive false information.
Jester	Draw again twice.
Key	The crusaders stumble across a secret door or shortcut through the dungeon.
Knight	An NPC ally comes to the aid of the crusaders.
Moon	A dead monster or NPC returns to life – or was never dead in the first place.
Rogue	An NPC ally betrays the crusaders. Alternatively, an NPC appears who, while initially helpful, will eventually deceive the party.
Ruin	A magic item or important relic is destroyed. Alternatively, a section of the dungeon collapses or is destroyed.
Skull	The crusaders are presented with a life-or-death skill challenge of their level + 3 (complexity 2).
Star	The crusaders stumble across a means to temporarily enhance their abilities.
Sun	The crusaders happen across a means to cure a disease, lift a curse, or remove an affliction.
Talons	The crusaders wander into a trap.
Throne	The crusaders cross paths with the overlord while it tends to its dungeon. The overlord quickly escapes.
Vizier	The crusaders happen across a crucial clue or insight.
Void	The crusaders stumble into a hazard that temporarily hinders their abilities.



For use with the 4th Edition

DUNGEONS & DRAGONS® ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and
Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™
core rulebooks, available from Wizards of the Coast, LLC.