

ICONIC DUNGEON CHAMBERS

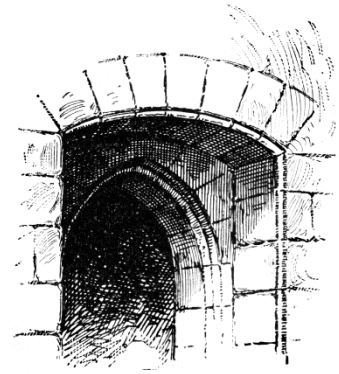
Iconic chambers are an essential part of the fourthcore dungeon delve. Like the room of pools in *B1: In Search of the Unknown*, the hall of pits in *S1: Tomb of Horrors*, or the tiered aquarium in *S2: White Plume Mountain*, iconic dungeon chambers are the site of an adventure's most unforgettable moments, the rooms themselves becoming emblematic of the dungeon in the minds of DM and player alike.

These mysterious locales serve two important roles. First, they stir the imagination and evoke the sense of wonder that has been integral to the fantasy adventure genre since its origin. Second, they convey the essence of your dungeon by embodying its themes and expressing its most vivid aesthetic qualities.

A dungeon level should have one to three iconic chambers, each offering the crusaders a chance to interact with the fantastic, the strange, and the mythic. Such chambers should also give the crusaders an opportunity to learn more about the history, culture, and aspirations of the dungeon's builders. Iconic chambers are a great place to introduce **weird elements** (57) and **mysteries** (30), offer **quests** (42), present **puzzles** (38), set **traps** (49), conceal **secrets** (47), and bestow **rewards** (44).

To generate an iconic dungeon chamber, roll once on each column in the table below. Use the terms you roll to give your chamber a title, such as the Hall of Seven Wishes, Well of Crimson Tears, or the Temple of Primeval Clay. Feel encouraged to change your chamber's **feature** from singular to plural (and vice versa).

Unlike the other entries in *FOURTHCORE ALPHABET*, this table requires the use of percentile dice.

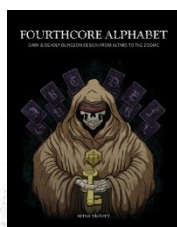


D100	ROOM TYPES	TRAITS	FEATURES
1	Pit	Mystic	Goddess
2	Crypt	Divine	Wisdom
3	Alcove	Chained	Psalms
4	Pavilion	Lordly	Wishes
5	Great Hall	Stolen	Flesh
6	Altar	Forgotten	Glyphs
7	Chamber	Legendary	Crusader
8	Vestibule	Rattling	Hourglass
9	Well	Telepathic	Wine
10	Mausoleum	Ghostly	Totem
11	Arboretum	Baptismal	Ash
12	Shrine	Petrified	Mirrors
13	Maw	Silver	Lightning
14	Chapel	Fallen	Relics
15	Hall	Rotting	Graves

d100	ROOM TYPES	TRAITS	FEATURES
16	Reliquary	Infernal	Water
17	Museum	Poison	Angel
18	Passageway	Arcane	Symbol
19	Arena	Ringling	Urns
20	Room	Ritual	Voices
21	Path	Healing	Scepter
22	Ossuary	Crimson	Spheres
23	Ambulatory	Elder	Dead
24	Vault	Celestial	Bells
25	Cellar	Ravenous	Gallows
26	Library	Hallowed	Armor
27	Gatehouse	Silent	Scales
28	Forge	Ancient	Trees
29	Colonnade	Scattered	Pyre
30	Lake	Fertile	Doors
31	Orchard	Cursed	Stones
32	Maze	Wandering	Colossus
33	Corridor	Vanishing	Demilich
34	Shrine	Bleeding	Murals
35	Sacristy	Caged	Heretic
36	Gallery	Trapped	Pillars
37	Stairway	Prismatic	Souls
38	Chamber	Burning	Lore
39	Mausoleum	Gilded	Sand
40	Temple	Forbidden	Flame
41	Chasm	Possessed	Judgment
42	Font	Formless	Guardian
43	Bridge	Resurrecting	Crowns
44	Hall	Slithering	Cross
45	Cathedral	Iron	Tears
46	Aquarium	Enervating	Wheel

d100	ROOM TYPES	TRAITS	FEATURES
47	Throne Room	Hidden	Skulls
48	Garden	Primeval	Empress
49	Grove	Unholy	Planets
50	Effluvium	Elemental	Death
51	Cloister	Devouring	Sundial
52	Passage	Rusting	Fungi
53	Chamber	Monstrous	Desire
54	Cesspool	Lost	Light
55	Tunnel	Pestilent	Egg
56	Grotto	Buried	Torches
57	Crematorium	Secret	God
58	Fane	Laughing	Scrolls
59	Dome	Vorpal	Ice
60	Tomb	Whispering	Gears
61	Ascent	Hollow	Hydra
62	Vault	Fiendish	Chests
63	Crater	Radiant	Idol
64	Chamber	Corrosive	Visions
65	Prison	Sacrificial	Obelisk
66	Labyrinth	Revelatory	Roses
67	Crossing	Seven	Sickles
68	Quarry	Corrupted	Mosaic
69	Court	Eternal	Clock
70	Cell	Living	Stones
71	Nave	Frozen	Portals
72	Great Hall	Disintegrating	Hands
73	Catacomb	Illusory	Tomes
74	Room	Abandoned	Fountains
75	Sepulcher	Shattered	Clay
76	Hypostyle	False	Oracle
77	Cavern	Rejuvenating	Golem

d100	ROOM TYPES	TRAITS	FEATURES
78	Chapel	Grieving	Snakes
79	Terrace	Hanging	Mummies
80	Cistern	Entombed	Statues
81	Sanctum	Maternal	Pentagram
82	Armory	Unknown	Faces
83	Chamber	Protective	Sarcophagi
84	Abattoir	Irresistible	Monolith
85	Crypt	Exalted	Tablets
86	Gate	Mithril	Mouths
87	Temple	Slumbering	Wind
88	Cave	Primal	Slime
89	Hall	Sunken	Stars
90	Observatory	Summoning	Bones
91	Den	Wailing	Fortune
92	Courtyard	Hopeless	Pools
93	Chamber	Sacred	Eye
94	Vault	Prophetic	Gem
95	Garden	Purifying	Darkness
96	Laboratory	Endless	Mist
97	Seminary	Enchanted	Ring
98	Oublette	Weeping	Maiden
99	Ossuary	Forsaken	Orb
00	Atrium	Demonic	Watcher



**FOURTHCORE ALPHABET:
DARK & DEADLY DUNGEON DESIGN FROM ALTARS TO THE ZODIAC**

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