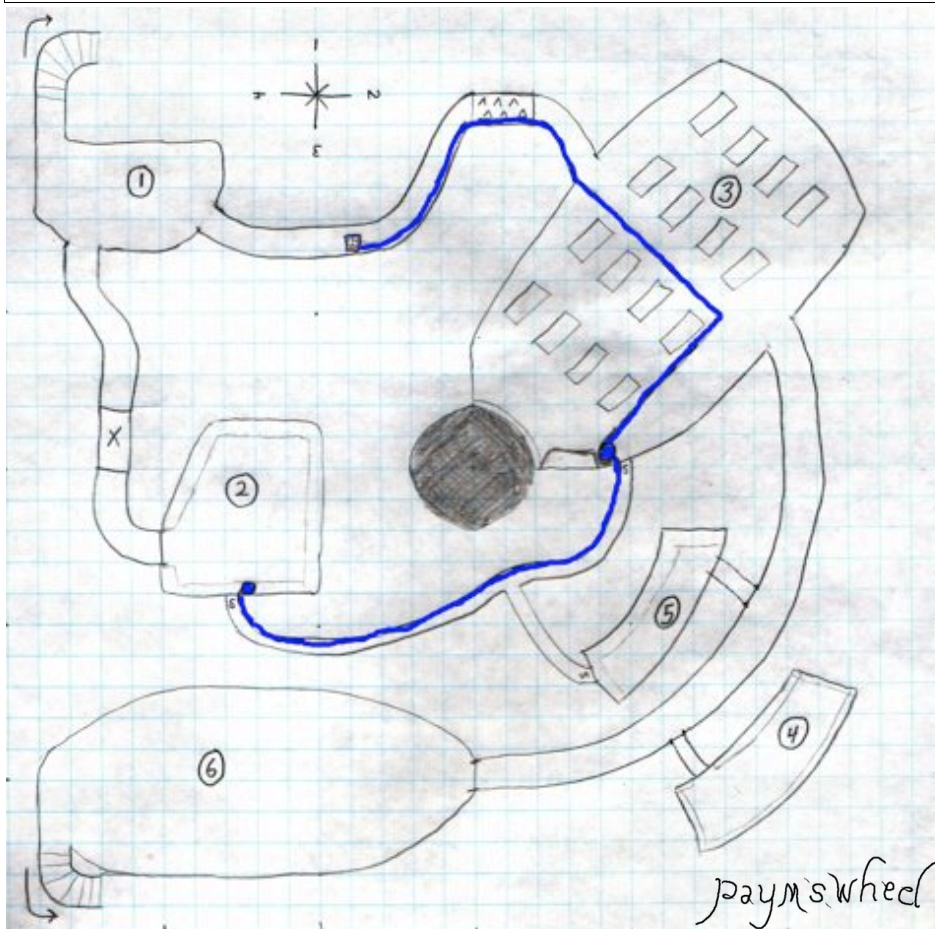


Paym's Wheel

1 square = 10 feet



Using this map

The easiest way to orient this map is cutting it from this page. The adventurers begin at the "up" stairs on Floor 1 (F1).

On the compass rose, North is depicted by the Floor Number (F#) (e.g. - on the 1st level, North corresponds to "1"). When the adventurers go down or up a floor, the map is rotated accordingly (see legend) to reorient North to the top of the map.

Legend

F#	Floor Number
	Stairway down (rotate map 90° CCW)
	Stairway up (rotate map 90° CW)
	Spike pit (F2, 3, and 4 only)
	Trap door (F3 only)
	Trough of water from nearby stream
	Secret door
	Closed / Open door

Wandering Monsters

Add the F# to your roll (e.g. - rolling a 5 on Floor 3 results in an 8 on the table)

2-4	An adventurer feels compelled to go further down in the dungeon
5-7	Giant rats
8-10	Local bandits or looters
11-14	Goblins and Hobgoblins
15-19	Skeletons patrolling for intruders
20-22	Golem (Paym's bodyguards)
23-24	An adventurer is charmed and heads straight for F4 room 6

Background

The wizard Paym went mad after acquiring an ancient artifact and buried himself in a dungeon of his own design. Some say he was trying to drill himself into the very center of the world. Paym has not been heard from for a great while. His dungeon, still laced with his minions, has recently become infested with creatures seeking the artifact, though no one really knows what it is capable of.

Notes

Rooms on each level are very similar, with specific differences listed in the Room Key. As the adventurers descend, the water in the raised trough reduces from a stream on F1 to a trickle by F4.

The dungeon was clearly never meant to be ornate, but it has fallen into obvious neglect. At every doorway and hallway corner is an unlit, barely used torch. Lighting any of them will draw the attention patrolling skeletons, who will close in after 1d4 turns. Monsters and bandits in the dungeon might be overheard discussing "the brawl" or the "crazy room".

Room Key

- Ascent Room:** This room contains a staircase leading upward to the next floor and little else.
- Storage Room:** Mostly rusted equipment and kitchen supplies. A secret passage connects to rooms 3 and 5, once used to supply the logistics room. Water drips from a grate in the ceiling into a basin, then seeps through to a trough in the secret passage to supply drinkable water throughout the dungeon.
 - F2: Pile of arms and construction-related equipment. The secret passage on this floor is impassable, blocked just past the door by fallen rocks.
 - F3: Chest with some treasure in the pile of equipment. Room is protected by a trap door that opens directly over the pit on F4.
- Logistics Area:** Water flows through the trough starting at the stone basin by the oven, draining into a floor grate in the hall between room 1 and the pit. The oven vents to the open shaft which extends vertically through the dungeon. Looking into the shaft, the logistics room of the next floor down is about 20 feet down on the right, the next floor up is 20 feet up on the left. The shaft ends just below F4. A secret passage connects to rooms 2 and 5.
 - F1,3: Kitchen/dining area with tables and benches in disarray, check for wandering monsters scavenging for food.
 - F2,4: Sleeping area with bunks used long ago by the hired diggers and mercenaries, some weapons can be found stashed beneath the bunks.
- Library Room:** The libraries now hold scant few books, most having been burned for light, heat, or fun by looters and monsters.
- Workshop:** Paym made his guards here, a golem might be here who will attack those going towards room 6, some spell components are here. A secret passage connects to rooms 2 and 3, and is protected on the hallway side with a trap to keep out visitors while he was working.
- Descent Room:** This room has a staircase leading downward to the next floor.
 - F4: A pedestal is here with a spinning disk floating just above it. This room is covered with mirrors. Among many corpses, Paym's skeleton lies in a corner. The exit seems to disappear when you enter the room. Goblins and hobgoblins here are flailing around wildly, attacking each other. If the adventurers can see the disk in any way, they will think everyone in the room is attacking them. Any attack they make has an equal chance of hitting anyone in the room (incl. party members). Attacking or covering the disk results in similar redirection. Touching it causes amnesia, erasing prepared spells. It can be destroyed by knocking it off of the stone pedestal, its effects will dissipate. The party can leave the room covering their eyes and feeling for the exit, or smashing all the mirrors and looking away. Paym wears a magic robe that grants some resistance to charm.