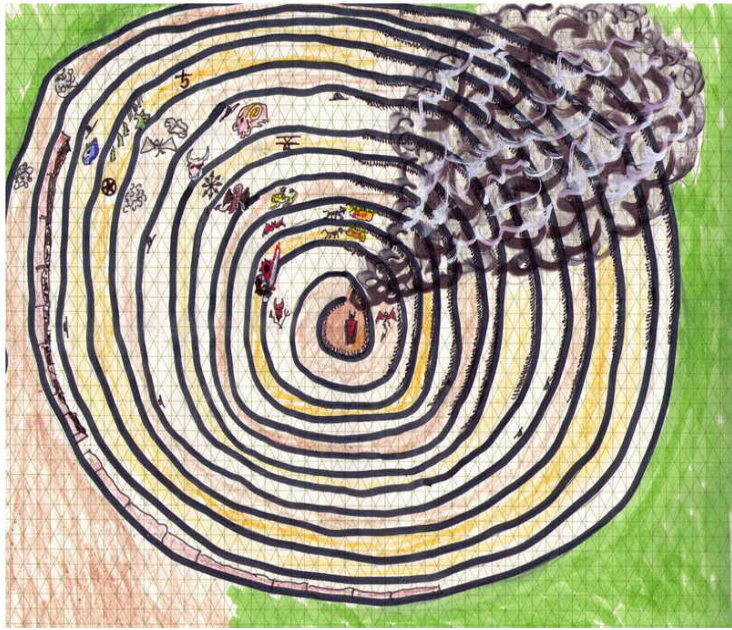


# The Pit

2014 One Page Dungeon by Mike Monaco



*Not to scale. Note that each pass of the road down is about 15' across, but the drop is precipitous to the next level, and visibility inside the pit is usually very restricted, as noted on the chart!*

The Pit is a vast open-pit mine, dug over many generations, though work on it has stopped and a call sent out for adventurers ... deliverers ... heroes.

The Pit was dug as a great spiral road. It reached a final width nearly 500' across at ground level, and is 666' deep. At this depth the miners uncovered a [Hellmouth](#), and it has spewed forth many monsters which, along with the mutated miners, now inhabit the pit. The road is 15' wide and 13,323' (2.52 miles) long with a gentle grade. An ox-drawn cart would take 46 minutes to complete a descent. A party moving at the "exploration speed" of 120' per turn will take 110 turns (18 hours, 20 minutes!) to descend...assuming they do not stop to explore or fight anything. The "floor" of the pit is 50' across. The slopes of the pit's walls are very steep -- effectively vertical, but they can be rappelled or climbed by a thief. The chart below gives you everything you'd need to run an exploration of the Pit's sloping road.

For wandering monsters, roll the given die every three turns and select a "typical" monster from the level rolled. For example, a wandering monster for the 6th circle would be generated by rolling a d8, and if a 4 comes up, you choose the typical monster from the 4th circle -- say, a band of chaotic thugs.

At the very bottom of the Pit is, of course, **the pit fiend**, and a small part of his legions: a swarm of minor demons and devilkin, as well a fire giant or another demon or devil as his lieutenant. He means to build a conquering legion. The amulet which lets him remain on the Prime Material Plane is hidden in the Hellmouth\* in the bottom of the Pit and if it is captured or destroyed, he will be thrown back into Hell. (\*Pro tip: use my award-winning [Belly of the Beast](#) for this, placing the amulet in the hag's treasure!)

Each level or circle of the Pit could have at least one entrance to another dungeon. In my own campaign, I relied largely on improvisation and OPDs to fill in these blanks. If you want to use the Pit as the centerpiece of a longer campaign, I suggest inserting the OPDs listed in the far-right column. Of course you will want to adjust the entrances, monsters, and treasures to fit the level of the pit and to challenge the party, and perhaps rely less on the undead in some OPDs and substitute the monsters common to the adjacent circles.

Circle	Approx. radius of hole	Length of road on this level	Turns to explore	Drop to next level	Falling damage	Typical monster(s)	Wandering monsters	Terrain features and hazards	Visibility	An entrance to:
1	253'	1590'	13	80'	8d6	None	d6	Many hazards and traps, debris	Smoky (50')	<a href="#">The lost mine</a>
2	238'	1496'	12	75'	7d6	Morlocks, Morlock Captains	d6	Ramshackle hoardings cover the road	Dark (20')	<a href="#">Tunnels of Turack the terrible</a>
3	223'	1402'	12	70'	7d6	Troglodytes, Dragonmen	d6	Shacks and caves	Smoke thins (100')	<a href="#">Halls of Ksarnia</a>
4	208'	1308'	11	65'	6d6	Chaotic cultists and thugs	d6	Repurposed catacomb entrance	100' (40' in torch-lit catacombs)	<a href="#">Secret lab of the mages</a>
5	193'	1213'	10	61'	6d6	Gargoyles	d8	Debris, rockslides	100'	<a href="#">Cave of the stone sepulchre</a>
6	178'	1119'	9	56'	5d6	Beastmen, Minotaurs	d8	Minotaurs charge from hiding places to push PCs over ledge	30'	<a href="#">Raid on Black Goat Wood</a>
7	163'	1025'	9	51'	5d6	Chaotic knights	d10	Warped stone, mutants	120'	<a href="#">Necromancer's crypt</a>
8	148'	931'	8	47'	4d6	Manticores	d10	Black and sterile	100'	<a href="#">Crypt of Luan Phien</a>
9	133'	836'	7	42'	4d6	Chimera, Jabberwock	d12	Scorched earth, many bones	90'	<a href="#">Order of the White Wick</a>
10	118'	742'	6	37'	3d6	Imps, Hellhounds	d12	Bonfires, dead bodies in heaps	100'	<a href="#">Halls of the mad mage</a>
11	103'	648'	5	32'	3d6	Fire Giants, Hellhounds	d12	Slag heaps, steam, gate to Muspelheim	80'	<a href="#">Akhors deeps</a>
12	88'	554'	5	28'	2d6	Lesser Devil	d12	Tormented sinners impaled, caged, half-buried, etc.	50'	<a href="#">Vault of Zerdusan</a>
13	73'	459'	4	23'	2d6	Lesser Demon	d12	Tormented souls	40'	<a href="#">Ebony obelisk of the snail demon</a>
Bottom	(73')	-	-	-	-	The pit fiend	(none)	Hellmouth, columns of flame	normal	<a href="#">Belly of the Beast</a>