

Hallways: Goblins patrolling,
giant rats wandering

- Ballista
- ↳ Secret door
- ↳ Less secret door
- ||| Stairs

The Chasm of Coalhaven

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1 square = 10 feet

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Hallways: Kobolds patrolling

1: Active patrol, 2 goblins

2: Holy cave, altar to goblin god,
magic item, shaman + 2 goblins +
2 giant lizards
("your choice of daylight")

3: Fight cave, goblins fighting
10+ goblins

4: Room is full of sharp rocks,
hard to walk, hurts for any
non-metal boots

1 giant poisonous snake

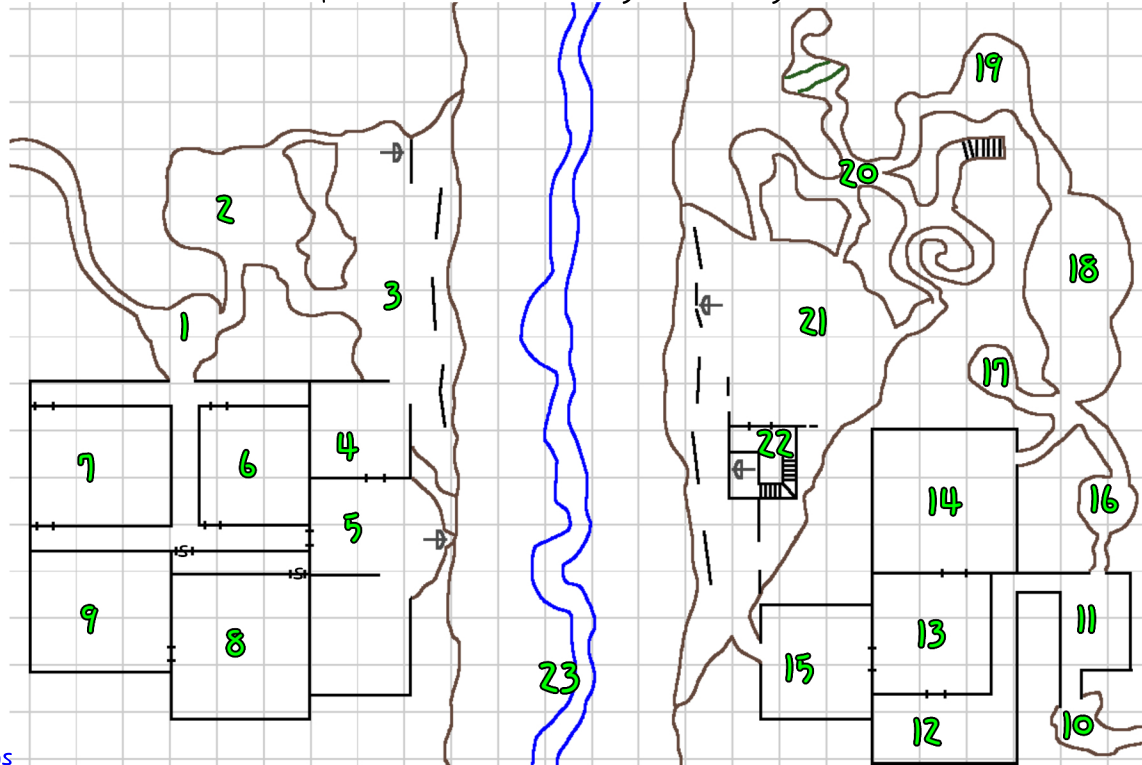
5: Ammo and rope stored here
ballista, can be used to zipline to
other side, 3 goblins + 1 giant rat

6: Storage. Food, water, money
all doors locked, 3 goblins

7: Sleeping room, 7 sleeping goblins

8: So secret! Dwarf ghost! If you
clear out all goblins, he'll let you
into 9. West door locked until then

9: Special secret altar to Dwarf
god. Gold and silver ingots + some
valuable holy symbols, rusty
weapons and armor



Goblins



23: 100 foot drop into canyon
water at the bottom, 10 foot river,
broken bridges hanging down

Coalhaven was once a Dwarven mining complex.
An earthquake destroyed it ages ago, splitting it in half.

It has since been occupied by monsters. Whoops! Goblins and kobolds fight for supplies,

jumping back and forth between their strongholds. In order to maximize looting, the goblins and kobolds have learned to fight with their hands, becoming masters of martial arts. They zipline across the chasm with long ropes, returning with food.

I'm sure either side would pay handsomely to have the other removed... But so would Dwarves, probably.



All non-caster goblins and kobolds attack with powerful unarmed strikes



Kobolds



- 10: 2 kobolds hidden in divot,
poison crossbow bolts
- 11: 50% chance of 2 unaware kobolds
- 12: Supplies here, door locked
3 kobolds and a giant beetle
- 13: Money kept here! GOLD! 1 mimic
all doors locked
- 14: Tool/Trap workshop. south door
is locked. Kobold Sorcerer +
2 kobolds + 2 giant centipedes
- 15: 3 kobolds, door locked
- 16: Secret tripwire, dart trap, uh oh
- 17: Kobold eggs + babies, 1 kobold
he's pretty wimpy though
- 18: Bedrolls, 11 sleeping kobolds
- 19: Pressure plate, rock swings down
- 20: Dead ends -
-Stairs (can go anywhere you want)
-Acid pit 5 feet wide, magic
boots make you jump high (jump the
pit with them on, hit the ceiling)
-Swarm of spiders
- 21: Big fighting room, 10+ kobolds
- 22: Small tower leading to ballista
can be used to zipline to other side
3 kobolds