

The Caverns of Lithia - 423SuCaLi

©2024 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

The ancient ruins in the Khaina mountains belong to the people that used to live in the fort of Lithia. Once the aberrations that attacked the fort and hunted down the people that fled from the doomed fort the buildings fell into ruin. However as time made its mark the tunnels where the aberrations attacked through in conjunction with the river that raged through the ravine left something to be discovered years later.

A Yawning portal into the subterranean layers awaits, untold riches left behind from the fall of Lithia and the battles that raged ahead has left this place a veritable wonder-cove for would-be treasure seekers. However the caverns beyond the sinkholes hold something much darker than just the spoils of conquest.

DM: (A subterranean river leads to the resting place of an ancient aberration civilisation and the giant spider they worship. Various riches are scattered along the river and into the caverns which has

previously enticed adventurers who stumble upon the 'river of treasure' to be ensnared by the creatures that live within the cave system. The party are joined by one, two or three scouts from a local mercenary company who offered to show them the way past the ravine and into the ruins of Khaina. But they don't make it that far.)



The trek through the Khaina ravine was not as gruelling as one would imagine for the site of the largest coordinated attack from aberrations. The water rushed to their left as they made their way along the bottom of one of the twin mountains that gave the ravine its name. Sporadically there were ruins of the buildings that had called this pass home; cut stone stacked and bound by mortar, a rotting frame barely holding onto the plant growth that had taken over the roof of what was once a structure and the like.

As they moved deeper through what would have been the supporting buildings that housed and provided supplies to the fort that lay further through the ravine. The sunlight glinted off something in a patch of thick vegetation closer to the edge of the mountain. A golden hilt of a sword lay embedded in the ground and as the wind caught the branches of the trees that had overtaken the ruins the sunlight hit the hilt at the right angle.

Moving towards the hilt the vegetation underfoot became thicker with more roots and vines covering the ground underneath making each step more precarious than it needed to be. As they neared the hilt the vegetation shifted underfoot for a moment before, with the sound of cracking and snapping the ground gave way and the adventurers scrambled to stop themselves from falling. Those that were too slow found themselves suspended in a strangely light drenched sinkhole where a branch of the river trickled slower deeper into what appeared to be caverns that had been eroded by the water.

Plants lined the walls and the evidence of sunken masonry was everywhere. To their left was what appeared to be a cellar to the building that they saw above. Several old skeletons littered the floor beyond where the water had either washed them here, or had not washed them further into the depths of the yawning cavern beyond.

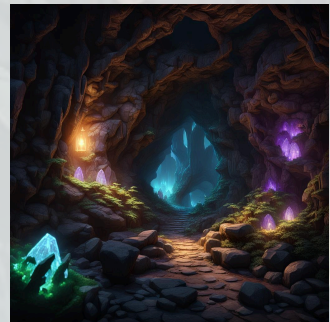
DM: (The cavern is lit enough that a torch is not required, however a torch would provide the right level of light to notice cobwebs, scatterings of gold coins and gems as the river carves deeper into the cave's passages ahead. Along the path several old, dried skeletons and scraps of cloth indicated that these bodies would have belonged to the people who had lived amongst the Khaina mountain fort but they don't have anything on them.)

It wasn't until they had met a few crossroads that they discovered the first bodies. Fresher than what one would expect investigating where remains of an ancient war were of humans, elves, dwarves and a gnome. These appeared to be from an adventuring party. Many showed signs of being killed by poisoning and apart from a few smaller punctures there was no

evidence that they were met with anything other than, potentially, a venomous giant spider or the like. However the gold, gemstones and even wondrous magical items that they had in their possession indicated that this path led deeper into riches. Even as they wondered what could be deeper in the cavern several gemstones started to emit a glowing light from the walls. Several signs carved into walls from the adventurers before them indicated that there was something at the end of this tunnel and some indicated treasure and a great danger. A faint glow could now be seen deeper at the end of the pathway which cast glittering lights along the rough stone walls at the end of the passage. But as the lights danced across the walls, and ceiling of the passage the party did not see the faint spiderwebs that covered the ground, clung to their clothes and hair and as they moved through the passage the snapping of the webs created a vibration that rippled through the passageway undetected.

DM: (The passageway is fifteen feet across and has several nearly invisible threads of silk at knee and ankle height that connect to a thin lattice of webs along the walls. With a torch out (not just the glow from gemstones along the walls) the party would have a chance to see the webs but it would be hard to do so due to how fine they are. In the tunnel they will encounter a large spider that has the knack to camouflage amongst the

rocky ceiling (inspired by the [Chinese Hourglass Spider](#)). It is a **medium challenge** and would normally start combat by ambushing the party.)



After the final death throes of the monstrous spider the lights that shimmered at the end of the hallway caught the parties attention once more as the light sparkled on the wall. As they crept up the hallway and looked for the source of the light a magnificent cavern that glowed from crystals that burned with an inner light was before them. On the ground in small piles was mounds of gemstones, gold coins and other treasure that was heaped near rocky outcrops. However they also spied several creatures crawling across the walls, ceiling and walking along the floor as they dragged creatures wrapped in spider webs to a large central pillar; altar in which something was to feast upon. Several creatures looked up towards the hallway and started to move towards where the party was

hidden amongst the rocky outlines of the wall.

DM: (Refer to map: [423ThDeCa](#). The creatures in combination are a **challenging encounter**, moderate for a party of one level higher or so. Ettercaps, Driders and Giant arachnids are good examples of creatures that would be suitable for such an encounter. They are all going to wake up the giant spider from its rest, unaware that it was already roused and likely defeated. The encounter should be done with a few waves of faster creatures rushing at the party, then slower more durable ones attacking one or two turns/rounds later. Signifying that some would be on the other side of the cavern when the party was spotted.)

As the final creature fell dead at the feet of the party the startling silence that resonated from the cavern was only broken by a steady dripping sound. The mounds of treasure turned out to be mostly junk with the sparkly and shiny piled on top, however there was enough here to indicate the potential richness of the cavern beyond where many of the aberrations had crawled from, or, of the potential wealth left behind in Lithi beyond the Khaina mountains. The sound of chittering brought the party out of their thoughts and the decision had to be made. Stand and fight against a potential unrelenting foe or make a dash for the surface and, hopefully, sunshine.



The Caverns of Lithia - 423SuCaLi

©2024 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

