

WHAT THE HECK IS GOIN' ON?

You dropped into Ferrhold expecting a chill underground pit stop, maybe some fancy dwarven mead. Instead: magma, cults, giant spiders (mechanical, somehow friendly), and a spiritual civil war.

- Kamior wants to fix the spider-pipes and save the city.
- Monta wants to *burn* it down to stop a mountain god from waking.

One wants stability. The other wants controlled destruction.

Either way: the mountain is alive and humming like it just drank an espresso.

LAVA LA VIDA LOCA

Kamior's Route – Cool the Pipes, Save the People

Join the rune nerd and his spider-fixing agenda. Stabilize the city, seal the lava, and maybe – just maybe – save Ferrhold from turning into a tourist attraction for lava demons.

Downside: Monta might try to kill you with philosophy and actual fire.

Monta's Route – Let It Flow, Save the World

Team up with the lava witch and open every pipe. Sacrifice the city, but seal away whatever mountain-sized nightmare is stirring down below.

Big "trust the process" energy. Hope you like visions, burning tunnels, and morally gray choices.

WHY YOU'RE IN THIS MESS

- **Spider Side Quest (Wrong Turn Edition)** – You took a job labeled "Urgent! Big Pay! Bring Boots." You brought boots. You didn't bring fire resistance. Now you're knee-deep in lava bureaucracy.
- **The Goat Gambit** – A goat stole something important. You chased it. It dove into a mining shaft. You followed. The goat's fine. You are not.
- **Lost a Bet with a Rune Priest** – You challenged a dwarf to a drinking contest. You lost. Now you need to make a cursed errand into the tunnels of certain doom. Yay!

STARRING:

- **Kamior Glyphbeard** – Blind dwarf archivist. Literally hears stone. Wants to fix the lava spiders and read runic poetry in peace.
- **Monta Stonefinder** – Geomancer with hot girl delusions. Thinks the mountain is a sentient god-bomb. Blind as well (what the heck is goin' on?)
- **Tharaz Ironmarch** – Law dwarf. Loud. Stressed. Would like everyone to please stop worshipping lava and just evacuate.
- **Hans "The Flamethrower" Blastforge** – Inventor. Pyro. Walking hazard. Currently in a lifelong feud with a lava snail.
- **Jezza Ashblood** – Cult grandma. Thinks the mountain whispers bedtime stories. Runs rituals and cooks vision stew.



SPIDERS OF THE FORGE

Instant Adventure for DnD.

Want the whole module?

The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

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INTRODUCTION

Ferrhold is a dwarven city built deep in the mountains – carved from stone, fueled by lava, held together by ancient rune-tech spider constructs. It was fine. Until... magma started leaking through the forges. The spider network broke. And now everyone's running uphill screaming.

Turns out, one dwarf (hi, Monta) decided to sabotage the whole system because she *heard the mountain whispering* and thinks it's about to birth a world-ending entity. Another dwarf (Kamior, respectable grandpa energy) wants to fix the system and not *die in lava*.

You arrive mid-crisis. Nobody's paying you. The city's collapsing.

THIS IS NOT A DRILL (SADLY)

Not Only You Can Ruin the Pressure System! (MONSTERS TL;DR)

- **Sizzles the Lava Elemental** – Wants to feel cold. Will cry if you give it ice. Literal hot mess.
- **The Stone Serpent** – Snake made of rock and trauma. Lives under rubble. Speaks in riddles and sarcasm.
- **The Lava Snail** – Blocks the path. Moves slower than dwarf paperwork.
- **Slag Hounds** – Molten, bitey, and smell like overcooked metal.
- **Fire Giant (Summoned by Rage)** – Appears if Monta gets rejected. Brings a very hot uppercut.

