

Theater of the Mind: The Dreamweb

Contents

Psionic Theater in the Mirran Empire	3
Variations	3
Cultural Role in the Mirran Empire	4
Dangers and challenges	4
The Dreamweb	4
History and Origin	6
Members and hierarchy	6
Lyara Luirin	6
Eryndor Shaeloran	8
Talya Tanival	9
Roles and Members in the Theater	10
Mindweaver (core team)	10
Narrator/director	10
Shadow weaver (visual performer)	10
Composer/musician	10
Crystal specialist	10
Set designer	10
Administrator/coordinator	11
Archivists	11
Caretaker & reception	11
Costume designer	11
Connections to external parties	11
Goals and philosophy	11
Role in society	11
The Heart of the Dreamweb: The Thread of Light	12
In the Here and Now: Dramas Beyond the Stage	12
Legends about the cave	13
Dangerous Artist	13
Psionic Accident	13
The Missing Artifact	13
A dangerous newcomer	13
The Cave Awakens	13

The Ghosts of the Past: Plot hooks with tradition	13
The Lost Foundation Piece	13
Two Stages, one Heritage.....	13
The Lost Light.....	14
The Lost Master	14
The Forbidden Performance	14
Smuggling and Silence.....	14
The Silent Echo.....	14
Divine Sign	15
The Crystal Riddle.....	15
The Lost Principles.....	15

Psionic Theater in the Mirran Empire

Before its fall, the Mirran Empire was not only the most powerful and wealthiest nation in the crystal sphere of Mirrorspace, but also an advanced civilization that was famous far and wide in the Known Spheres for its achievements in magic, psionics, and above all, art and culture. More than four centuries ago, the Battle of the Shattering abruptly silenced this song, but even today there are echoes of the Shining Empire in Mirrorspace that are in no way inferior to those of advanced civilizations elsewhere in the Known Spheres.

Mirrorspace is a place where psionic powers are far more widespread and powerful than in most other chrysal spheres, where psionics are often overshadowed by arcane and clerical magic. Not so in the worlds of Mirrorspace: Psionic powers, items and phenomena are far more widespread and have always influenced many aspects of life, including culture. In the Mirran Empire, psionics were part of everyday life: even if not everyone had these powers, no Mirran would be particularly surprised by them.

Art, culture and entertainment were highly valued in the wealthy empire, and of course psionics were deployed here too. Psionic plays, also known as mind plays, are one of the Mirran Empire's most stunning and impressive forms of entertainment. These performances go far beyond traditional theatrical arts, as they are not only experienced visually and aurally, but are projected directly into the minds and emotions of the audience. Psionic artists, known as Mindweavers, create an immersive experience where each audience member experiences the story from a unique perspective.

Sequence

Preparation: The Mindweavers perform on a stage, often equipped with psionic crystals and magical amplifiers to channel their powers. Before the performance, the audience is given a brief introduction to the story, but without knowing all the details, in order to preserve surprises.

Projection: Once the performance begins, the Mindweavers project the action directly into the minds of the audience. They experience the action from the perspective of a character, including their emotions, memories and thoughts. The environment, voices and even physical sensations such as cold or heat are simulated by psionic signals.

Interactivity: In many performances, the audience has the opportunity to influence the course of the story. Through collective psionic feedback, they can make decisions that take the plot in different directions.

Aftermath: After the performance, a weak psionic connection often remains, allowing the audience to reflect on the emotions experienced for hours afterwards.

Variations

Collective Perspective: The audience experiences the story as a collective consciousness, all embodying the same character. Every action is decided by the majority of psionic feedback.

Example: An audience embodies a legendary hero who must make difficult moral decisions.

Individual perspectives: Each viewer sees the action from the perspective of a different character. Mindweavers use this technique to present complex narratives in which each character has their own secrets, motivations, and perceptions.

Example: A political drama in which viewers act as politicians, servants and spies.

Emotional pieces: Instead of a linear plot, the Mindweavers project strong emotional impressions or fragments that the audience must interpret.

Example: A depiction of the fall of the empire conveyed through the emotions of fear, pride and loss.

Cultural Role in the Mirran Empire

Social Significance: Psionic plays are considered to be an expression of highest artistry and are not only popular among the Empire's elite but throughout the citizenry. Performances are often central highlights of major festivals or political events. For example, a ruler's birthday might be celebrated by a performance of his greatest victories.

Religious Connections: Many Mindweavers dedicate their works to Apollo, the god of light and inspiration. Some pieces are considered sacred because they are said to convey visions sent by Apollo himself.

Education: Historical plays are often used to teach important events of the Empire. Children and young people experience these plays in educational houses to "experience" their people's past first-hand.

Dangers and challenges

Psionic Overload: Inexperienced Mindweavers can overwhelm the audience, which can lead to mental exhaustion or even confusion.

Manipulation: In some cases, Mindweavers have used their powers to implant subtle messages or propaganda into the minds of viewers. Even before the fall of the Shining Empire there have been conspiracy theories about manipulation of the masses and hidden propaganda via psionics, so it is no surprise that even today some people are against psionic theatre performances, as they are sceptical against all psionics.

Mental blocks: Viewers with strong mental defense mechanisms or psychological trauma may perceive the projections differently or react unexpectedly.

The Dreamweb

So much for the theory. True to the motto " *Show, don't tell* ", the rest of the book deals with the Dreamweb, a theater on the world of Melodya in which psionics play an important role. The organization is presented as it exists around 450 years after the fall of the Empire. It was founded around two centuries ago and is thus an example of the echoes of the past: The Dreamweb is intended to show how great the influence of the Mirran Empire still is after such a long time.

The Dreamweb, a community theater of psionic artists in the coastal city of Luinara, is dedicated to preserving and developing psionic stage art. The name symbolizes the unifying power of their stories, which unite the minds and souls of the audience as if in a web.

Location and Description

The Dreamweb is located in the heart of Luinara, a coastal town on Melodya known for its whitewashed facades and the soft, rounded edges of its buildings. From the outside, the Dreamweb appears

inconspicuous, like a part of the everyday cityscape. Two small buildings, whose facades and shapes blend into the surroundings, form the visible part of the theater.



The main complex of the Dreamweb is hidden in a vast cave beneath the buildings. The cave is accessible via cleverly hidden stairs and houses the stage as well as all the technical and psionic facilities, storage rooms and workshops.

In the main cave you will find shimmering crystals that channel psionic energies and a vaulted ceiling that serves as a projection surface. The interior is minimalist but functional and can accommodate large audiences. The theater deliberately stands out from the splendor of the Mirran Empire, which the founders felt would distract from the performances.



History and Origin

About two centuries ago, the Dreamweb was founded by the Luirin, Shaeloran, and Tanival families of showmen. Inspired by the ancient traditions of psionic theater in the Mirran Empire, they combined classic Mirran tales with the myths and legends of their hometown of Luinara, as well as other places on Melodya and beyond. The Dreamweb became a cultural landmark of Luinara, attracting visitors from across the Crystal Sphere.

Members and hierarchy

A council of the current heads of the three founding families leads the Dreamwebwork. This council involves all other members in important questions, but reserves the final say.

Lyara Luirin

Psionist (Telepath), Level 12

A tall woman with shoulder-length, shimmering silver hair and strikingly bright, almost white eyes. She dresses simply, often in pale blues and whites, which underline her aura of calm and authority.



Personality and Behavior: Lyara is a stoic and level-headed character who rarely shows her true emotions. She treats the PCs politely but with reserve until she has gained trust in them. For her, art is paramount, and she expects others to treat the Dreamweb with the same devotion.

Motivation: Lyara sees the Dreamweb as a legacy that must be protected and preserved. Her top priority is the safety of the Thread of Light, which she considers the heart of the theater. She is willing to make radical decisions to defend the Dreamweb.

Special features

- She masters the rare psionic ability Thought Symphony, which allows her to project multiple strands of thought harmoniously.
- She wears the artifact "Crystal Focus", a psionic pendant that enhances her telepathy and can block thoughts.

Plot hooks

- Lyara asks the PCs to track down a potential traitor in the theater.
- She wants to recover a lost psionic manuscript that inspired the founding families.

Eryndor Shaeloran

Bard (Psionic Variant), Level 10

Eryndor is a middle-aged man with a slim, elegant demeanor. His straight black hair is tied in a braid and he always wears a smile that can be both charming and sly. His clothing style is striking, with flowing cloaks and colorful accents.



Character and behavior: Eryndor is a charmer and showman who always seeks the spotlight. He treats the PCs like potential spectators and is always ready to show off his skills. Behind his easy-going facade, however, lies a skilled tactician who is plotting in the background.

Motivation: Eryndor wants to modernize the Dreamweb and increase its popularity throughout Mirrorspace. He sees the PCs as an opportunity to make new contacts and implement his vision, even if he has to break traditions to do so.

Special features

- He has the ability Emotional Resonance, which allows him to amplify or dampen strong emotions in a room.
- He possesses the magical sound "Dreamsound", which induces psionic visions in listeners.

Plot hooks

- Eryndor hires the PCs to spy on a rival theater in a neighboring city.
- A spectator claims to have been psionically injured by Eryndor's performance, and he asks the PCs to find out the truth.

Talya Tanival

Cleric of Apollo, level 11

A petite woman with fine, golden-blond hair that she braids into a crown. Her deep blue eyes have a piercing look that is both calming and intimidating. She always wears light robes with gold decorations.



Personality and Behavior: Talya is kind but steadfast in her beliefs. She treats the PCs with genuine kindness, but always examines their motives. Her calm can quickly turn to determination when it comes to protecting the Dreamweb or her beliefs.

Motivation: Talya sees the Dreamweb as a sacred place where Apollo's light shines through art. She wants to ensure that the theater remains not only artistically but spiritually pure as well.

Special features

- She can cast the rare Radiant Mind miracle, which combines psionic and divine energies to heal mental wounds.

- She wields the “Light Staff of Elaris,” which enhances her healing powers and can project light illusions.

Plot hooks

- Talyna tasks the PCs with returning a stolen relic of Apollo that is crucial to an upcoming performance.
- A series of mysterious accidents leads Talyna to suspect that the Dreamweb is being influenced by dark forces, and she asks the PCs for help.

Roles and Members in the Theater

Open to new talents: Despite the family structure, the Dreamwebwork is open to new members. Talented artists from outside can be accepted, provided they bring exceptional skills or creativity to the stage. The young talent is trained by mentors within the community.

Special roles and tasks: In addition to the tasks typical for a theater, the Dreamweb employs not only craftsmen and artists for stage sets and tailors for costumes, but also psions and even scholars and researchers.

- Mindweavers: Psionic artists who project the thought worlds of the pieces.
- Narrators: Responsible for the dramaturgical design and direction.
- Preservers: Historians who preserve and interpret the myths and legends.

In a small organization like the Dreamweb, members often take on multiple roles. For example, a Mindweaver might also work as a narrator, or a set designer might also act as a janitor.

Mindweaver (core team)

- Responsible for the psionic projection of the stories.
- Requires high talent and training in psionics.

Narrator/director

- Responsible for dramaturgical design and direction.
- Coordinates the Denkweber and other artists.

Shadow weaver (visual performer)

- Support the Mindweavers through dance or gestural representations.
- Often also responsible for prop movements on stage.

Composer/musician

- Create and play music to accompany the psionic projections.
- Can also hire external musicians.

Crystal specialist

- Maintenance and setup of psionic crystals and projection technology.
- Often work closely with the Mindweavers.

Set designer

- Design backdrops that harmonize with psionic projections.
- Some tasks, such as the actual craftsmanship, can be outsourced.

Administrator/coordinator

- Plans performances, manages finances and organizes ticket sales.
- Manages collaboration with external contractors.

Archivists

- Preserving the history of the Dreamweb and its significant performances.
- Maintain an archive of psionic manuscripts and relics.

Caretaker & reception

- Responsible for the maintenance of the cave and the above-ground buildings.
- Welcomes visitors, sells tickets and coordinates admission.

Costume designer

- Create and maintain costumes that often feature magical or psionic accents.

Connections to external parties

Some tasks are outsourced to specialists; the theater has excellent contacts with many craftsmen and artists in the city. Some of them even take on these tasks for free, simply because they enjoy it, and for the reputation of with working the theater. This causes resentment among those who depend on the fees. This conflict is generations old and the source of some discord in the city.

- Craftsmen: For stage construction, repairs or props.
- Magic experts: Local magicians and psions are occasionally hired to perform temporary spells or special effects.
- Merchants: For the procurement of special materials such as psionic crystals or magical artifacts.

Goals and philosophy

The members of the Dreamweb share a mission to use the power of the psionic stage to tell stories that touch the hearts and minds of the audience and create community. The artistic minds that have come together here want to honor the past, inspire the present, and shape the future. Art and culture should appeal to both elite and common minds. Many members are followers of Apollo, but religious ties are considered a personal matter and not a prerequisite for membership in the Dreamweb's family.

Role in society

The Dreamweb is one of many symbols of Melodya's cultural excellence that are rooted in the Mirran Empire, and is appreciated by locals and tourists alike. Although it is supported by the city's rich and powerful, it is not an exclusive club for the social elite: The Dreamweb regularly offers discounted and completely free performances for all. It serves as a place of gathering and inspiration.

In addition to the regular performances, the Dreamweb is famous for its speciality: Rare and particularly lavish performances for which the entrance prices are outrageously expensive. These performances are often booked out long in advance and are famous far beyond the city, and visitors from other worlds of the sphere often come to these events. It is said that these events give an inkling of what the Brilliant Empire felt like at it's height, and long-lived visitors like elves tend to agree to that, often with a sad smile.

The Heart of the Dreamweb: The Thread of Light

A psionic artifact hidden beneath the stage that amplifies the powers of the Mindweavers. Its origin is a closely guarded secret of the Founding Families, and there are many rumors and legends about its existence.

The details of the Thread of Light are left to the game master to work out, here are some ideas to inspire you. Below are 10 suggestions for possible powers of the light thread that can serve as inspiration for the game master. Feel free to tailor this artifact to your campaign, it can be whatever you need in your story.

- 1. Enhanced psionic powers :** Thread of Light greatly enhances all psionic abilities within 30 meters, allowing Mindweavers to create their projections clearer, more vivid, and with greater range.
- 2. Emotional resonance :** The thread of light creates an invisible connection to the audience, amplifies emotions and allows the thought weavers to specifically evoke feelings such as sadness, joy or fear.
- 3. Psionic Healing :** The Thread of Light can regenerate mental injuries or psionic exhaustion in the Mindweavers. Once per day, it also completely heals all psionic energy reserves.
- 4. Shield of Protection :** When the theater is threatened, the Thread of Light can activate a shimmering psionic barrier that protects the building and everyone inside.
- 5. Memory Archive :** The Thread of Light stores fragments of past performances that Mindweavers can incorporate into their projects or use for inspiration. The artifact also contains ancient stories lost elsewhere.
- 6. Illusory Reality:** The light thread can make projections seem so real that viewers can touch and smell them. This can create an intense experience, but can also be dangerous if illusions get out of control.
- 7. Connection to other psionics:** The Thread of Light allows mental communication between all mindweavers, regardless of distance. This connection can also be used to send psionic messages to distant locations.
- 8. Energy Transformation:** The Thread of Light can transform a limited amount of psionic energy into arcane energy or vice versa, making it indispensable for magical and psionic cooperation projects.
- 9. Thought Veil:** The Thread of Light can protect the theater and its surroundings from psionic and magical perception, preventing spies or magical sensors from gaining access to the performances.
- 10. Resonance of the Stars:** The Thread of Light has a connection to the stars and can channel cosmic energies. This allows Mindweavers to project stories of distant worlds or ancient celestial phenomena with never-before-seen detail.

In the Here and Now: Dramas Beyond the Stage

The Dreamweb is more than just a place of entertainment, it contains fascinating features and well-kept secrets that make it a unique setting where echoes of the Mirran Empire resonate. Behind the scenes, a world of stories, puzzles and adventures awaits that exceed the wildest dreams. These hidden aspects not only shape the performances, but also provide exciting adventures.

The Dreamweb is an excellent focal point for a campaign, but can also be used as a client for characters who have no tight connection with the theater. An important prerequisite is, of course, that the PCs have

had previous contact with members of the theater and have made such a good impression that the artists consider them trustworthy enough to entrust them with important missions.

The following ideas are deliberately vague so that they can be easily adapted to existing campaigns and plots.

Legends about the cave

Rumor has it that the cave was once shaped by psionic beings that still lurk in its depths. There are as many rumors about the identities of these beings as there are about their goals.

Dangerous Artist

A Mindweaver is suspected of manipulating political intrigues in his performances. The PCs are to infiltrate his next performance to find evidence.

Psionic Accident

During a famous play, the audience's minds spiral out of control and merge. The PCs must figure out what went wrong and save those affected.

The Missing Artifact

The Thread of Light is stolen, and the PCs must retrieve it before the psionic performances collapse.

A dangerous newcomer

A new artist appears to be bringing dark psionic powers that threaten the Dreamweb and its members.

The Cave Awakens

Mysterious phenomena indicate that the cave beneath the theater is coming to life. The PCs must find the cause before a disaster occurs.

The Ghosts of the Past: Plot hooks with tradition

A lot can happen in 200 years of theater history, and sometimes the Dreamweb is caught up by its past. The following adventure ideas are based on events that took place a long time ago and are particularly well suited to emphasizing the theater's eventful history.

The Lost Foundation Piece

Event: During the first generation, a dispute over the creative direction of the Dreamweb led to a Mindweaver taking an unfinished manuscript known as the Founding Piece, which was intended to tell the story of the first psionic artists but was never performed.

Aftermath: Rumor has it that the manuscript exists on a distant world, possibly as the basis for a rival theatrical tradition.

Plot Hook: The PCs are hired to retrieve the manuscript, as the Dreamweb considers it an important part of its legacy. The return shipment may face resistance from those who claim the manuscript for themselves.

Two Stages, one Heritage

Event: One of the original founders, Karyon Tanival, left the Dreamweb and founded the Star Yarn, a theater known for dramatic psionic performances. Karyon accused the Dreamweb of betraying traditions.

Aftermath: The relationship is strained but not hostile. Both organizations regularly compete against each other at cultural events on different worlds.

Plot Hook: The Star Yarn invites the Dreamweb to a competition in which both organizations measure their artistic abilities. But in the background, acts of sabotage are taking place that a third party could be orchestrating.

The Lost Light

Event: 150 years ago, the Dreamweb's first spelljammer, the *Aurora's Radiance*, fell into disrepute after a series of mysterious incidents and accusations. It is rumored that an ancient curse or psionic malfunction afflicts the ship. A new ship, the Starsoul, was acquired, but rumors of the *Aurora's Radiance* persist.

Aftermath: The ship disappeared without a trace, but was recently spotted in a remote location.

Plot Hook: The PCs are tasked with recovering the *Aurora's Radiance* and finding out if the curse is real or if someone is using the ship for dark purposes.

The Lost Master

Event: A master Mindweaver of the Dreamweb, Eryas Luirin, vanished without a trace 80 years ago during a performance on an another world of the chrystal sphere. Some say his soul is trapped in psionic energies.

Aftermath: An artifact with his signature appears, which could indicate his return or a psionic echo.

Plot Hook: The PCs investigate the artifact found on a remote world and discover traces of the master – or a dangerous deception.

The Forbidden Performance

Event: 120 years ago, the Dreamweb performed a play that supposedly summoned the spirits of a destroyed world (that world could be Titania, if you us Mirrorspace). The play was banned, but fragments of the text survive.

Aftermath: Followers of a dark cult use parts of the piece to perform psionic rituals.

Plot Hook: The PCs must find the fragments before they are used in a dangerous ritual.

Smuggling and Silence

Event: The Dreamweb once cooperated with a Spelljammer captain who was smuggling psionic crystals. When the smuggling was discovered, the Dreamweb was able to cover up its involvement, but the captain disappeared with a portion of the revenue due to the Dreamweb.

Aftermath: The captain's descendant uses knowledge of the incident to blackmail the Dreamweb, threatening to reveal the secret if his demands are not met.

Plot Hook: The PCs must either neutralize the secret or force the descendant to compromise.

The Silent Echo

Event: The Dreamweb founded the partner organization Echoweavers on another world about 100 years ago. However, the Echoweavers were ruined by intrigues of a merchant guild called Star Lotus Consortium, which wanted to claim the partner organization's resources for itself.

Aftermath: The Star Lotus Consortium still exists today and closely monitors all attempts to rebuild the Echoweavers.

Plot Hook: The PCs accompany a member of the Dreamweb who attempts to revive the Echoweavers at their original location or elsewhere.

Divine Sign

Event: During a special performance about 20 years ago, a glowing symbol of Apollo appeared above the stage, which was interpreted as a blessing. However, some of the audience fell into a psionic sleep from which some never awoke.

Aftereffect: The symbol suddenly begins to reappear, often in the dreams of current Dreamweb members.

Plot Hook: The PCs investigate the connection between the symbol and recent events, which could represent both a divine message and a danger.

The Crystal Riddle

Event: An unusual psionic crystal was installed in the caves of the theater a few decades after its founding. No one knows who created it or why, but it affects the psionic energy of the performances.

Aftereffect: The crystal begins to produce strange effects that affect performances and members alike.

Plot Hook: The PCs must solve the mystery of the crystal and decide whether to destroy it or keep it.

The Lost Principles

Event: A psionic manuscript outlining the original principles of the Dreamweb was hidden during a conflict in the Founding Generation.

Aftermath: The discovery of this text could bring either peace or renewed conflict between today's factions.

Plot Hook: The PCs are hired to find the manuscript – and must decide who to give it to.