

Qiralythi: The Shadow Weavers

Contents

1. The Qiralythi of Mirrorspace at a glance.....	5
1.1 Anatomy & Appearance.....	5
1.2 Society & Culture.....	5
1.3 Psionic Abilities.....	5
1.4 Weaving Art & Technology.....	5
2. Physiology & Appearance.....	6
2.1 Body structure.....	6
2.2 Eyes & Perception.....	6
2.3 Chitin armor & color variations.....	6
2.4 Psionic Resonance with Mushrooms.....	7
2.5 Movement & Locomotion.....	7
2.6 Special features in the social context.....	7
3. Mythology & Religion.....	8
3.1 Mythology of the Spider People: The World Web.....	8
3.2 Religion: Qiralyth, the Shattered Dream.....	8
3.3 The Shard Gods.....	10
Tyss'Kalith, the True Mirror.....	10
Vorr'Kashiel, the Whispering Veil.....	11
Nyss'Vaelar, the Dreamweaver.....	12
Thyrr'Yloth, the Devouring Shadow.....	12
Ilith'Keshar, Mistress of the Gaps.....	13
4. Shadow Magic: Traveling through the Eternal Night.....	15
4.1 Natural Shadow Portals.....	15
4.2 Crystals of the Qiralythi: Shadow Keys and Way Anchors.....	16
4.3 Random Encounters in the Shadows.....	17
5. Arts and Crafts.....	21
5.1 Web and Web Art.....	21
5.2 Fungal symbiosis: The breathing web.....	22
5.3 Psionic Abilities: The Invisible Web.....	22
5.4 Trade goods of the Qiralythi.....	23
5.5 Services of the Qiralythi.....	23
6. Social structure & power relations.....	25
6.1 Councils of Elders and Guilds.....	25
6.2 The Weaver Priests: Voices of the Shattered Dream.....	27
6.3 Meaning of the Shard Gods.....	29

6.4 Colonies and local traditions: Diversity in the web of shadows.....	32
6.5 Psionic Clan Structure: The Network of the Community.....	34
6.6 Shadow Walkers and Webrunners: Outsiders and Wanderers	36
6.7 Conflict management and decision-making: Harmony on the Web.....	38
7. Colonies of the Qiralythi	41
7.1 Common but not ordinary: Common places in colonies	41
Places found in every Qiralythi settlement.....	41
Places in Qiralythi settlements related to visitors.....	42
7.2 Vethrak'Thal, the City of Shadows (flying island on Titania).....	43
7.3 Araxion, the Whispering Web (Trade & Espionage, Inner Belt).....	43
7.4 Shyr'Quessir, the Whispering Roots (forest colony on Melodya).....	44
7.5 Ilith'Veyn, the Breath of Shadows (Forest Colony on Melodya).....	46
7.6 Nythal'Vorr, the Wisdom Web (Melodya 's oldest forest colony)	47
7.7 Nyrrash'Veil, the Heart of Shadows (Asteroid colony in the Backwaters).....	48
7.8 S'Zaryth, the Sleeping Thread (Asteroid colony in the Backwaters).....	49
7.9 Thyss'Vorrek, the Shield in the Shadow (Asteroid Colony in the Backwaters).....	51
8. Friendly and neutral peoples & cultures.....	53
8.1 Mirran Empire	53
8.2 The Kragoros on Titania.....	56
8.3 Elves of Melodya.....	57
8.4 Neighbors in the Outer Belt	59
Illithids	59
Beholder.....	60
Orcs and other humanoids.....	61
Minotaurs.....	63
9. Enemies & Threats.....	64
9.1 Nyx Cults & Shadow Fanatics.....	64
9.2 Thyr'Ralakk, the Shadow Eater	64
9.3 Imperial Shadowhunters & Secret Police.....	65
9.4 Vorr'Ghaleth, the Decayed One.....	65
9.5 Plunderers & Pirates.....	65
10. Game mechanics and rules (AD&D 2e)	67
10.1 General properties.....	67
10.2 Attribute modifications.....	67
10.3 Psionic Abilities.....	67
10.4 Combat Values	68
10.5 Special Abilities & Racial Abilities.....	68

10.6 Class and level restrictions.....	68
10.7 Advantages and disadvantages.....	68
10.8. Example skill specializations.....	69
10.9. Example starting equipment.....	69
11. Adventure ideas.....	70
11.1 Mythical plot hooks: The lost World Web.....	70
11.2 Religious plot hooks.....	70
11.3 Political plot hooks: Not all webs are visible.....	71
11.4 Adventure at home: Plot hooks around clan and colony.....	71

1. The Qiralythi of Mirrorspace at a glance

The Qiralythi are an ancient, spider-like race native to several regions of the Crystal Sphere. Legends say that their ancestors lived somewhere in the twilight zone between the Faerie Worlds and the Fungal Depths. They came across crystal fragments of a shattered deity that gave them the gift of psionics, which has been deeply rooted in the culture of this race since those mythical times. The divine crystal fragments of **Qiralyth** showed them the 'world web' on which they wandered through the multiverse for a long time and founded colonies in countless worlds, mostly located in caves, forests, ruins or even asteroid fields. This world web is forgotten today, but is still very much alive in their legends.

The Qiralythi are best known to outsiders for their psionic abilities, their deep connection to the Shadow World, and their symbiotic way of life with fungal colonies. They have developed incredible weaving skills with their silk threads. Other races of the Crystal Sphere also call them **Nythkaris**, a combination of the elven words for night (nythal) and silk (kariss).

1.1 Anatomy & Appearance

The Qiralythi have eight limbs: four sturdy, primary walking legs and four more delicate grasping arms. Their head has large, faceted main eyes and several smaller secondary eyes. Some of these 'eyes' are psionic receptors and do not see in the classic sense. Their chitinous shell can have different patterns depending on their habitat; reflections and slight bioluminescence can sometimes be seen. They often wear ritualized body painting made of mushroom pigments that signal their status within the clan .

1.2 Society & Culture

Clans & mushroom symbiosis: Each clan has a 'mother tree-mushroom' system that supplies them with nutrients and special substances. Conversely, the clan protects and cares for its mushroom colony.

Crystal Shrines: Shards of the shattered deity are worshipped in shrines. The Crystal Guardians care for these shards, perform rituals, and study their psionic resonance.

Web Architecture: The Qiralythi live in sprawling dwellings that are like living works of art made from rocks, trees, fungal tissue, and their own silk threads.

Collective Rituals: Clans regularly celebrate 'Soul Web Festivals' in which they psionically fuse together and cement harmony within their ranks.

1.3 Psionic Abilities

Swarm telepathy and dream weaving are common basic skills that allow them to form a close, empathetic community. Particularly gifted priests or shamans practice a kind of future sensing and master the dangerous shadow walks that allow them to 'shorten' long distances between two places.

1.4 Weaving Art & Technology

Bioluminescent webs decorate the corridors of their settlements and are used for communication via color and light pulses. Resonance webs transmit signals over long distances, and web golems are created with the help of special mushrooms and psionic energy to take on simple tasks in the colony. Their history, laws and legends are recorded in dense web patterns that can only be understood by Qiralythi 'readers' and are called the Silk Codex.

2. Physiology & Appearance

The Qiralythi are a spider-like race of disturbing elegance. Their bodies are perfectly adapted to the darkness and mental resonance of the shadow. Their appearance combines the alien beauty of a spider with an unmistakably psionic aura that confounds even experienced psykers.

Body size: 1.20 – 1.80 m (depending on age and habitat)

Body length: 2 – 3 m including limbs

Weight: 80 – 140 kg

2.1 Body structure

The Qiralythi have a compact body consisting of two main segments:

Cephalothorax (head-chest section)

The Qiralythi have eight limbs: four sturdy, primary walking legs and four more delicate grasping arms. The walking legs are strong and stable, with sharp claws that enable climbing on walls and ceilings. The delicate gripping arms are incredibly dexterous and are used for web weaving, tool use and psionic rituals. The armor of the cephalothorax is covered by a black to dark gray chitin structure that shimmers slightly and appears almost invisible in the dark.

Abdomen

This is where the web-spinning glands are located, which can produce fine silk threads for hunting, building and communicating. The silk is of exceptional strength and can be enriched with psionic energy as needed.

2.2 Eyes & Perception

The Qiralythi's head is equipped with a total of eight pairs of eyes, each of which is specialized in different areas of perception. Two large, faceted main eyes dominate the field of vision and enable exceptional night vision of up to 36 meters. However, these eyes are sensitive to sudden changes in light - if they are unexpectedly exposed to light, the Qiralythi suffer a -2 penalty on attack rolls and perception tests for 1d4 rounds.

In addition to the main eyes, the Qiralythi have four smaller secondary eyes that give them infravision of up to 18 meters and thus reliably make heat sources visible in absolute darkness. The last two pairs of eyes are psionic in nature: they are not used for seeing in the traditional sense, but rather detect mental resonances and emotional reactions of other beings. These psionic eyes are bioluminescent and begin to glow faintly when actively used: A gentle, flickering glow that seems to echo her thoughts.

2.3 Chitin armor & color variations

The Qiralythi's body is protected by a resilient chitinous shell that is both hard and elastic. This natural armor provides them with solid protection against physical attacks and gives them an armor class of 7 in combat when they are not wearing additional armor. The effectiveness of their armor is particularly evident against cutting and piercing weapons: such attacks cause one point of damage less than usual per hit.

The color and pattern of the chitinous shell can vary depending on the colony and the environment. In the colonies on Titania, for example, the shell is often ash gray with pale blue reflections, which allows the Qiralythi to camouflage themselves in the dim light of the stormy skies. In the forests of Melodya, however, they often display a dark green chitinous shell that is interspersed with small, bioluminescent spots, making them almost invisible in the semi-darkness of the treetops. The

inhabitants of the Outer Belt, on the other hand, are characterized by jet black armor with a faint reddish shimmer - an adaptation to the fluctuating light conditions in the asteroid fields of their homeland.

In addition to these regional variations, the Qiralythi use special pigments from psionic mushrooms to make important status information visible on their bodies. These colored markings provide information about social rank, clan or function within the colony. Black and silver lines, for example, indicate a weaver priest, while blue spirals indicate a shadowwalker - those travelers who travel between the colonies in the web of shadow passages.

2.4 Psionic Resonance with Mushrooms

The Qiralythi live in a unique symbiotic relationship with psionic fungi, which are carefully cultivated and nurtured in their colonies. These fungi serve not only as a source of food or part of ritual ceremonies, but most importantly as an amplifier for their innate psionic clan connection.

Thanks to this ability, the Qiralythi can communicate within their colonies with members of their clan within a radius of 5 km per character level: A passive, constant resonance that is amplified by the fungi growing in the colonies. The fungi act like biological psionic relays that improve the quality of the mental connection and facilitate the perception of subtle emotional nuances.

However, if a Qiralythi leaves the psionic resonance zone of his colony, this reinforcement is no longer available. The clan connection remains, but the fine nuances of mental communication are lost. For complex or tactically precise communication, the character can spend 2 PSP to focus on up to 5 clan members at the same time for 1 round per level. (Details in the game mechanics chapter)

2.5 Movement & Locomotion

In addition to this extraordinary ability to communicate, the spider people are also characterized by remarkable physical agility. The Qiralythi are able to move on almost any surface. Their movement rate is 15 on flat ground, but they can move on walls and even ceilings at a speed of 12 without the need for any aids. Their powerful walking legs also allow them to jump up to three meters high or five meters long from a standing position - an ability that not only benefits them in their intricately woven colonies, but also in combat or when escaping from dangerous situations.

The Qiralythi are extremely agile and adapt perfectly to their environment.

- **Movement rate:** 15 (on horizontal surfaces)
- **Climbing:** 12 (walls and ceilings without aids)
- **Jumping ability:** From a standing position they can jump up to 3 m high or 5 m far .

2.6 Special features in the social context

- **Net decorations:** In festive moments, silk webs are decorated with mushroom spores that glitter in the dark like nebulae.
- **Smell:** A light, earthy scent surrounds them, caused by the fungal symbiosis.
- **Communication:** In addition to language, they use vibration patterns in the web and psionic impulses.

Summary: The Qiralythi are perfect Shadowhunters, not because of their aggression, but because of their combination of adaptability, psionic fine-tuning, and biological precision. Their bodies are living antennas, sensing the resonances of the Eternal Night as well as the fleeting heartbeat of an unsuspecting prey.

3. Mythology & Religion

Echoes of the Shattered Dream

For the Qiralythi, religion is not belief – it is an echo that flows through the web of their culture. Their myths are not stories but fragments of a splintered truth, and their gods are not distant beings – but cracks in the fabric of existence. They revere what was, fear what has become, and seek in each thread an answer to what drives them all:

'The god is broken, but the web holds his fragments. And we are his strings.'

3.1 Mythology of the Spider People: The World Web

'Once, our mothers tell us, we were travelers on the great web of the world. Before the mists clouded our paths, we could touch the stars through spider webs. But that was before the times of fragmentation, when our god broke into a thousand crystal shards and his light went out...'

The Qiralythi no longer see the World Web as unified as they did a few centuries ago: for modern Qiralythi societies, the World Web is just an ancient legend, but as a spiritual metaphor for unity and connection it still forms the core of their culture. Conservative clans, on the other hand, continue to vehemently insist that it once really existed and that the Qiralythi will weave its remains back together.

Today, more and more Qiralythi rely on their weaving skills, psionic talents, and trade with neighboring worlds to expand and survive. If real evidence of the Worldweb ever emerged, it would be a sensation that would shake the clans to their core.

In their mythology, there is a larger web that connects all worlds and planes. Their seers and sages traveled (psionically or physically) along these threads to discover new habitats. So they founded colonies all over the multiverse, including in Mirrorspace.

The 'World Web' is a central legend in Qiralythi culture. Although it is no longer directly accessible, it serves as a metaphysical explanation for many aspects of their lives:

Spread & Colonies: The Qiralythi believe that their ancestors spread across the Worldweb to all corners of creation during the 'Age of the Gods'. Outside scholars point out that this could simply be due to generations of migration, trade, and random portals - but rarely in the presence of Qiralythi.

Shamanic and priestly rituals: Certain rites use the symbolism of the 'world web' to establish spiritual harmony or ancestral contact. This could mean that shamans see the 'world web' in a trance. However, there is no concrete evidence of its existence.

Cultural identity: The world web is a myth that creates cohesion. *'We are all part of the same great web'* - this belief promotes social and moral cohesion among the Qiralythi. Conflicts between individuals are rare and are almost always resolved peacefully within the clan. Conflicts between different clans are extremely rare and the stuff of dark stories.

Explanatory model for psionics: Some Qiralythi explain their psionic connections through the idea of an invisible web that permeates all planes and connects all beings (or at least all Qiralythi) with each other.

3.2 Religion: Qiralyth, the Shattered Dream

The Qiralythi worship Qiralyth, a powerful deity who was shattered by a cosmic event. Qiralyth once symbolized order, knowledge, and the psionic web of the multiverse. The Qiralyth do not know or

speculate about the reason for its destruction, but all of their religions agree that they did not find Qiralyth until it was shattered. They believe that the mythical purpose of their existence is tied to the restoration of this deity.

The weaver priests have central roles in society and have great social power, which they usually exercise only indirectly. They interpret visions and dream sequences as journeys in the world web. They use bioluminescent webs in the psionic clan rituals to visualize the flow of psionic energies.

Clerics and shamans try to interpret the 'threads of the web' through contemplation and communal chanting. What actually happens, according to some skeptical outsiders, could be a mixture of intuitive psionics, empathy and cultural technology. No one knows for sure, but it is certain that these rituals are an important part of clan life and the culture of the Qiralythi.

Qiralyth is formally a 'dead' god, a once divine entity that was shattered by a cosmic event and plays no active role in the Mirrorspace pantheon, which is reflected in his entry:

Former Overgod of Knowledge, Order and Psionic Networks

Lost Power: Qiralyth no longer exists as an active deity, but only in the shattered fragments of his existence that endure as shard gods. His followers know him only as a myth and the ultimate goal of restoration.

Sphere of power (formerly): knowledge, order, the psionic web of the multiverse

Divine Plane: Formerly an unknown plane of the mind, now fragmented and dissolved

Attitude: Formerly Neutral (N), no longer defined

Lost Domains:

- The weaving of psionic currents across all planes of existence
- The Manifestation of Pure Truth through the Divine Web
- Protecting the Universal Balance through Knowledge and Order
- The preservation of all memories, thoughts and identities

Worship and Mythology:

The Qiralythi discovered Qiralyth after his shattering and believe that their existence is tied to the restoration of his divine consciousness. They do not worship Qiralyth himself as a living deity, but rather the fragments of his essence that survive in the Shard Gods.

Qiralythi clerics and shamans attempt to interpret the 'threads of his web' through meditation and communal chanting. The weaver priests play a central role in society by interpreting visions and dream sequences, which they view as journeys in the world web.

Cults and rituals:

- Clan psionic rituals use bioluminescent webs to visualize the flow of psionic energies. Through contemplation and communal chanting, priests search for clues to the structure of the original divine web.
- While outsiders see this as a mixture of intuitive psionics, empathy and cultural practice, the Qiralythi remain firm that their rituals form the foundation of their spiritual life.

Myths & Legends :

Some legends claim that Qiralyth was splintered by an alien force, while others believe that its consciousness split voluntarily to oversee all psionic webs. However, the Qiralythi rarely speculate on the cause of Qiralyth's destruction - they take it for granted.

Some visions of the Weaver Priests speak of a hidden core of Qiralyth that still exists, but lies hidden deep in the Eternal Night and is jealously guarded by Nyx's servants.

To his followers, Qiralyth remains more than just a lost deity—he is the ultimate mystery, the unfinished order that will one day be achieved through his restoration.

3.3 The Shard Gods

Almost every colony worships a specific aspect of Qiralyth, which is worshipped as a deity in its own right. These splinter gods usually have the rank of demigods.

Tyss'Kalith, the True Mirror

God of identity and truthfulness

Tyss'Kalith was created from the fragment of Qiralyth that embodied absolute truth and self-awareness. During the fall of the great deity, this fragment was charged with the concept of truthfulness and identity and manifested as an independent entity. It is considered by the Qiralythi to be the authority that brings clarity to thoughts and beings, guiding those who seek themselves or their destiny.

Sphere of power: identity, truthfulness, knowledge, inner clarity

Divine Plane: The Eternal Night (Nyx's realm), but hidden in a refuge of reflected light

Alignment: Neutral (N)

Domains:

- The true nature of a being and its immutability
- The ability to see through lies and recognize yourself
- Protection against deception, illusions and identity theft
- Spiritual reflection and self-examination

Worship:

- Qiralythi who are searching for their true destiny
- Mystics and philosophers who strive for absolute truth
- Psioners who want to strengthen their inner clarity and mental strength
- Loners and outcasts who want to find themselves
- Mirror makers, dreamwalkers and those who meditate on their true nature

Cults & Rituals:

- The Inner Mirror Ceremony, in which followers undergo spiritual reflection
- The Mirror Test, a secret ritual that reveals the true nature of an individual
- The Silence of Truth, a meditation in which the worshiper loses his deceptions and self-deceptions
- The rituals of clarity that Qiralythi perform before making important decisions

Myths & Legends:

It is said that Tyss'Kalith hides a mirror in the shadowy corridors of the Eternal Night that reveals everyone's true self - but few can muster the courage to look into it.

Some say he was once in alignment with Vorr'Kashiel, but they parted ways when Vorr'Kashiel began to indulge in deception.

Some legends say that Tyss'Kalith once preserved Qiralyth's consciousness and that his knowledge may be the key to restoring the divided deity.

Vorr'Kashiel, the Whispering Veil

Guardian of Secrets and Intrigues

Vorr'Kashiel was formed from the aspect of Qiralyth that contained the hidden, the secrets, and the untold truths. When Qiralyth shattered, this fragment gathered itself together and became a divine entity in its own right, now presiding over intrigue, hidden knowledge, and mystery. He is the god of whispers in the dark, of hidden knowledge, and of secrets that are never fully revealed.

Sphere of power: secrets, intrigues, deception, hidden truths

Divine Plane: The Eternal Night (Nyx's realm), hidden in an endless web of shadows and illusions

Alignment: Neutral Evil (NB)

Domains:

- The Power of Concealment and Manipulation
- Protection and Mastery of Secret Knowledge
- The ability to get to the truth through lies and shadows
- The Art of Spying, Deception and Intrigue

Worship:

- Qiralythi who live in shadows and work with intrigue
- Spies, assassins and political puppet masters
- Scholars of hidden knowledge who search for buried truths
- Those who hide their past or live in a world of masks
- Merchants of secrets, information brokers and dark occultists

Cults & Rituals:

- The Whisper of the Veil, a secret prayer spoken only in the darkness
- The Dance of Shadows, a veiled ceremony to merge with the darkness
- The rituals of deception in which followers learn to masterfully use illusions and lies
- The test of silence, in which a believer must preserve his knowledge and not reveal any truth

Myths & Legends:

It is said that Vorr'Kashiel knows the deepest secrets of the Eternal Night, but reveals them only to those willing to pay a high price.

Some believe he was once Tyss'Kalith's closest ally, but their paths diverged when Vorr'Kashiel embraced the concept of deception.

Legend has it that its veil is woven from the shadows of lost secrets – and whoever lifts it will never see the same reality again.

Nyss'Vaelar, the Dreamweaver

Goddess of psionics and visions of the future

Nyss'Vaelar was born from the aspect of Qiralyth that carried dreams, premonitions, and psionic energies. When the divine being shattered, this fragment crystallized into a new entity that now watches over the currents of consciousness and visions of the future. She is the mistress of dreams and the psionic connection between worlds. Her followers see her as the weaver of fate, offering glimpses of what is to come and preserving memories thought lost.

Area of power: Psionics, visions of the future, dreams, journeys of consciousness

Divine Plane: The Eternal Night (Nyx's realm), hidden in a shimmering labyrinth of thought threads

Alignment: Neutral (N)

Domains:

- The Art of Prophecy and the Interpretation of Visions
- The connection between levels of consciousness and the psionic web
- Protection and Manipulation of Dreams
- The Preservation and Discovery of Lost Memories
- The ability to shape reality through thought and will

Worship:

- Qiralythi who work with psionics and seek insights into the future
- mystics, seers and telepaths
- Dreamwalkers who travel through levels of consciousness
- Scholars who attempt to decipher the nature of reality through mental power
- Seekers who want to uncover lost memories or hidden truths

Cults & Rituals:

- The Dream Dance, a ceremony in which believers intertwine their consciousnesses
- The Night of Whispers, in which followers receive visions and decipher them together
- The Sleep of Insight, a secret ritual designed to reveal a clear prophecy of the future
- The weaving of fate, in which believers try to influence their own future through psionic manipulation

Myths & Legends:

Nyss'Vaelar is said to exist in the psionic currents of the Eternal Night, weaving dreams that influence the fabric of reality.

Some believe that she once knew the future of Qiralyth, but did nothing to prevent its shattering.

A legend speaks of a secret place in the Eternal Night where all lost dreams and memories rest - guarded by Nyss'Vaelar herself.

Thyrr'Yloth, the Devouring Shadow

symbol of oblivion and extinction

Thyrr'Yloth was formed from the aspect of Qiralyth that contained oblivion, erasure, and nothingness. When Qiralyth shattered, this shard was absorbed into the Void and formed into an entity of its own,

embodying the inevitability of oblivion. He is the god of shadows that consume memories, lost names, and inescapable entropy. His presence means the end of thoughts, identities, and history itself.

Sphere of power: oblivion, extinction, entropy, shadow

Divine Plane: The Eternal Night (Nyx's realm), hidden in an endless void where no light exists

Alignment: Chaotic Evil (CB)

Domains:

- The extinguishing of memories and the forgetting of names
- The Erasure of History and Identity
- The Shadows That Devour Knowledge and Consciousness
- The inevitable dissolution of order and structure
- The Existence of Oblivion as an Unstoppable Cosmic Force

Worship:

- Qiralythi who want to break away from the past or conceal their existence
- Assassins who leave no trace
- Mystics of Nothingness who consider the concept of being as an illusion
- Scholars who explore the mystery of forgetting
- Lost souls who want to erase themselves from reality

Cults & Rituals:

- The Black River, a ritual that erases memories and identities
- The Shadow Dance, in which followers sink into nothingness to become part of the eternal void
- The Ritual of the Nameless, in which a believer loses his own name
- The silent ceremony in which no words are spoken and thoughts disappear

Myths & Legends:

It is said that Thyrr'Yloth was a being that Qiralyth intentionally created to control oblivion and decay - but it slipped away from him.

Some believe that his shadow is the reason for lost kingdoms and unrecorded histories.

Legend has it that those who utter his true name will be erased from reality itself.

Ilith'Keshar, Mistress of the Gaps

Goddess of lost paths and unexpected ways

Ilith'Keshar was born from the aspect of Qiralyth that represented the unknown and hidden paths. When the great deity was shattered, this shard took the form of the Goddess of Lost Paths. She rules over those paths *not* found on maps, the invisible paths between worlds, and the unexpected twists of fate. Travelers and seekers call upon her when they are lost or seeking a new direction in their lives.

Sphere of power: Lost paths, unexpected paths, spaces in between, journeys into the unknown

Divine Plane: The Eternal Night (Nyx's realm), a labyrinth of shifting paths and changing doors

Alignment: Chaotic Neutral (CN)

Domains:

- The Paths Between Worlds and Realities
- Secrets of the hidden streets and forgotten portals
- Protection for those who wander through the shadows
- The Art of Coincidence and Unexpected Twists of Fate
- Finding or losing yourself on an unknown path

Worship:

- Qiralythi, who are wanderers, seekers and explorers
- Those who move in the shadows or uncertainty
- Assassins who travel undetected between worlds
- Fugitives and lost souls who hope for a new path
- Mages and psykers who experiment with portals and dimensional travel

Cults & Rituals:

- The Silence of the Paths, a meditation to sense hidden paths
- The rituals of the changing door practiced by portal magicians
- The Dance of the Lost, a ceremony that helps travelers find their true path
- The sacrifice of the wrong path, in which a believer symbolically leaves a familiar path to discover new possibilities

Myths & Legends:

It is said that Ilith'Keshar has gained access to all of Nyx's secrets, but reveals them to no one.

Some believe that she was once Tyss'Kalith's opposite, but their paths diverged when she fell in love with unpredictability.

Legend has it that those who make their sacrifice are never lost forever – but they may return as someone else.

4. Shadow Magic: Traveling through the Eternal Night

The Shadowways are not streets, they are alive. They wind through the Eternal Night, shaped by the whims of Nyx and the shadows of forgotten dreams. Some lead where you want to go, others where you should never be. Be warned: not everything you encounter there is real, and not everything that is real will ever let you leave. (Iltharion the Nightwalker)

The quote comes from a legendary Qiralythi explorer and weaver priest who is said to have penetrated deeper into the Shadow Passages than anyone before him. He once returned from a long journey through Nyx's realm and warned his brothers and sisters with these words. Some believe that he later disappeared into Nyx's realm and now only exists as a whisper in the Shadow Passages. The Qiralythi are divided as to whether it is a good or bad omen to hear Iltharion whisper...

The Qiralythi possess the unique ability to travel through the Eternal Night – a mystical shadow realm connected to the domain of the goddess Nyx, the Mother of Darkness.

The Shadowwalks are not fixed paths, but fleeting, ever-changing corridors through the Eternal Night, Nyx's dark realm. They exist between the shadows of reality, hidden from mortal eyes. Travelers who embark on a Shadowwalk enter a world where space and time are distorted, where paths become entangled and memories are lost as easily as orientation. Some passages are short and safe, others stretch into infinity or lead to places that should never be entered. Those who traverse the shadows encounter not only the darkness - but also the things that lurk within it.

Shadow passages allow for quick but dangerous travel through Nyx's domain. When crossing a shadow passage, the dangers, creatures, or phenomena that appear are randomly determined. Characters must make saving throws or other tests to resist them. Psionics, magic, and perception often work differently than usual, and not everyone who enters a shadow passage can find their way out again.

Each shadow passage leads through a mostly unpredictable route into Nyx's realm. Only a few weaver priests have the mastery required to open a specific shadow passage. Shadow passages can be opened in two different ways: natural shadow portals and special crystals, of which there are three known types.

4.1 Natural Shadow Portals

Natural shadow portals are cracks in reality where the Eternal Night overlaps with the physical world. They form in places steeped in darkness, forgotten memories, or psionic energy—crumbling ruins, deep caves, or ancient places of worship. The Qiralythi can sense them instinctively, but they often remain invisible to others until it is too late.

Such places are often found near Qiralythi settlements, which has contributed to the dark reputation of the people. Of course, these places do exist in other areas - but there they are not associated with the Qiralythi.

1. General rules for shadow walks

- **Entry:** Some shadow passages can be entered through natural shadow portals. Qiralythi can instinctively find such passages, while other characters require a successful Wisdom check of -5 or more difficult to recognize an entrance.
- **Exit:** The exit is not guaranteed to be stable. After each journey, a check is made to see if the group arrives at the desired location or is drawn deeper into Nyx's domain.
- **Time effect:** Travel time is unpredictable. For every hour within a shadow corridor there is a 10% chance that subjectively more or less time passes than in the real world (1d4 hours difference in

both directions). Particularly severe distortions are very rare, but not impossible. There are stories of travelers returning days, months or years later.

2. Movement & Orientation

- Shadowwalkers are unstable, so an Intelligence or Wisdom check (DC 14) must be made after every hour. If the check fails, the shadowwalker changes and the party must travel for another hour to find a new orientation.
- Critical failure (a natural 1) means that the party faces an unexpected challenge or is surprised by a chance encounter.

3. Random encounters in the shadow corridors

- Every 1d4 hours, a random encounter from the list of 20 Shadowwalk events occurs. These encounters often require saving throws (e.g. against spells or Willpower) or another skill/ability check.
- Some encounters have permanent effects (such as temporary loss of wisdom or confusion) that only end after rest periods or magical healing.

4. Magic & Psionics in the Shadow Passages

- **Illusions and cloaking spells** work unreliably. There is a 25% chance that they will change unintentionally, not work, or create or summon something real.
- **Telepathy & Psionics** have a +2 higher DC because Nyx's presence distorts mental currents.
- **Light spells below 3rd level** expire after 1d4 minutes and must be cast again.
- **Shadow-specific magic** (e.g. darkness, shadow travel) functions more strongly than normal and receives a bonus of +2 on the effect roll.

5. Danger of getting lost

- If the party makes too many navigational errors or is confused by a random encounter, there is a 10% cumulative chance per error that they will go completely off path.
- If the chance is 50% or higher, the group is drawn into a strange region of the Shadow Plane, from which only a high Wisdom check (DC 16+) or a sacrifice (a magical item, a memory, or similar) can enable them to return.

Summary for quick use at the gaming table

1. **Start journey** → Access through shadow portal (Wisdom save -3 for non-Qiralythi).
2. **Check time effect** → 10% chance per hour that time is distorted (1d4 hours difference).
3. **Roll for navigation** → Intelligence/Wisdom check (DC 14) every hour. If unsuccessful: detour or getting lost.
4. **Random encounters every 1d4 hours** → roll event from list.
5. **Adjust magic & psionics** → light weaker, shadow magic stronger, telepathy harder.
6. **Check for lost** → 10% cumulative chance if there are too many navigation errors.

4.2 Crystals of the Qiralythi: Shadow Keys and Way Anchors

The Qiralythi specifically use epsionic or divine crystals to open or stabilize shadow passages. These crystals store fragments of paths through the Eternal Night and allow experienced travelers to move more safely through Nyx's domain.

1. Types of Shadowwalk Crystals

- Qiralyth Shadow Stores – psionically charged crystals that contain a fragment of a Shadow Passage that has already been traversed.
- Shards of Qiralyth – extremely rare relics that reveal ancient paths and have special effects.
- Weaver Priest Consecration Crystals – cleric -blessed crystals that serve as protection against Nyx's influences and stabilize shadow walks.

2. Use of crystals in the shadow corridors

The crystals can be used in different ways:

A) Open the shadow corridor in a targeted manner

- A crystal can be used as a focus to guide a shadow path to a specific location.
- To do this, the user must make a Psionics check (DC 14) or a Wisdom check (DC 16).
- If successful: The shadow corridor opens specifically at the saved location.
- If unsuccessful: The walk is unstable, there is a 25% chance of landing in the wrong place.

B) Stabilize shadow movement

- If a crystal is used during the journey, it can make a navigation test easier by +2 and thus prevent getting lost .
- However, each crystal only lasts 1d6 uses before its stored information fades.

C) Protection against Nyx's influence

- A weaver priest's sanctification crystal grants a +2 bonus to saving throws against mental attacks or confusion once per day.
- However, if the crystal is damaged, its protection could be reversed and cause uncontrollable effects.

3. Special Effects of Qiralyth Shards

These extremely rare crystals have special powers:

- Allows a one-time perfect journey through the Eternal Night (no navigation tests required).
- Uncover a forgotten secret about Q iralyth or the Eternal Night.
- Could contain traces of the lost God – but some say these fragments are alive...

Summary for the gaming table

Using Shadowwalk Crystal:

- **Focus on a target:** Psionics (DC 14) or Wisdom (DC 16) → Success: Directed Travel | Failure: 25% wrong target
- **Stabilizing a gait:** Navigation test made easier by +2
- **Protection against Nyx:** Consecration Crystal gives +2 to mental saving throws (1x daily)
- **Usage limit:** 1d6 uses before the crystal fades

4.3 Random Encounters in the Shadows

The following events can occur while someone is moving through a shadow corridor. They are often unpredictable and follow no earthly logic.

1. Whispering Silhouettes

Eerie creatures form words out of shadows. They repeat an ancient secret or evil prophecy that reflects

Nyx's cruelty in an endless loop.

All characters must make a DC 14 Will saving throw. If they fail, the character suffers 1d4 temporary Wisdom loss for 1 hour.

2. Chill of the Grave

A chill of the air hits travelers, as if they were in a dark room filled with invisible glaciers. Temperatures drop, and any unprepared Qiralythi may suffer from cold shock or fatigue.

A DC 12 Constitution saving throw is required. If failed, the character takes 1d3 cold damage and a -2 initiative penalty for 1 hour.

3. Black reflection

The travelers suddenly see duplicates of their own figures in dark form. These dark clones imitate every movement. Anyone who looks into their eyes for too long feels mentally shattered.

Intelligence check against DC 15. Those who fail are confused for 1d6 rounds (like the Confusion spell).

4. Lamentations of the Abyss

A ghostly howl fills the Shadow Plane. The Qiralythi, who have fine sensory organs, feel psionic pangs, as if something were tugging at their psyche.

Psionics save DC 13. If this fails, the character takes 1d6 psychic damage.

5. Alluring Light

A faint glowing light in the distance that looks like an exit. However, if you follow this glow, it will lead you into an ambush by a shadowy creature or even into a crevice that leads deeper into Nyx's domain.

Wisdom saving throw DC 14 to see the deception. If you fail, you walk straight into an ambush and automatically lose your next initiative test.

6. Messenger of the Goddess

A shadowy figure (perhaps a priest of Nyx or a night elf) appears and demands a tribute for the passage: this could be secrets, memories or a drop of life energy.

A sacrifice must be made:

- 1 hit point
- an important secret
- or a magical object

Anyone who refuses will be attacked by a shadow creature (of the GM's choice).

7. Shadow ants or spider swarms

Tiny, harmless-looking creatures that become dangerous in packs. They can block or gnaw at the Qiralythi's webs, endangering the stability of the shadow corridor.

Dexterity saving throw DC 12. If this is failed, the character is immobilized for 1 round.

8. Pulsating Darkhearts

Dark, organic-looking nodes that pulsate on walls or in the air. If touched carelessly, they can block psionics or send a wave of fear.

Touching them triggers the effect of terror (like the fear spell). DC 15 spell saving throw required to avoid fleeing in panic.

9. Reflection of one's own shadow

The Qiralythi see their own shadow in a shimmering area, which suddenly seems to act as if it had a consciousness of its own. It may be trying to lure the traveler into the darkness.

Will save DC 14. Those who fail act under Nyx's influence for 1d4 rounds and could attack party members or put themselves in danger.

10. Lost Qiralythi Souls

A group of once-lost Qiralythi pioneers emerge, but they have long since become spiritualized or insane. Some may need support, others are corrupted by Nyx's malice.

Reaction test: Those who help may receive useful information. Those who turn away are pursued by the souls and suffer 1d4 mental damage per hour.

11. Whir of Evil

A psionic hum fills the Shadow Plane, amplified by Nyx's essence. It can cause hallucinations or nightmares, especially in sensitive beings.

All psionic creatures take 1d4 damage and receive a -2 penalty on mental checks for 1 hour.

12. Brittle rocks and pitfalls

A 'normal' physical aspect: The path the travelers take is unstable. The unwary fall into deep holes where tentacle-like shadow plants lurk.

Dexterity saving throw DC 14. If this is failed, the character takes 1d6 fall damage.

13. Shadow Worms

Huge, worm-like shapes that move silently through the darkness. They often cannot be attacked or injured, but can devour or carry away travelers if they get too close to their fangs.

An attack roll against AC 3 is required to free yourself. Those who fail are dragged away and disappear into the shadows.

14. The Inaudible Bell

An inaudible sound resonates through the air, causing physical nausea. Only those with special psionics (e.g. Qiralythi sense of vibrations) realize that this could be an alarm mechanism of an unknown shadowy power.

Will save against DC 16. If this fails, -2 to attack and defense for 1 hour.

15. Empty Portal of Light

Suddenly a bright window of light bursts open. Anyone who steps through it ends up in a niche in the Plane of Shadows where the darkness is even more intense. The exit to Mirrorspace remains locked until a puzzle or a Willpower test is passed.

Intelligence saving throw DC 15 required. Otherwise the character remains trapped for 1d4 rounds.

16. Shadow

Spirals Dark spiral patterns appear on the ground and begin to rotate slowly. If you look at them for too long, you will be hypnotized by their movement and lose all sense of time.

Saving throw vs. spell (DC 14) required. If the roll fails, the character becomes disoriented for 1d6 rounds and cannot move purposefully.

17. Breath of Shadows

A heavy, hazy mist descends and seems to settle in the travelers' lungs. Breathing becomes difficult and voices from the darkness begin to whisper.

Constitution saving throw DC 15. If unsuccessful: -2 to all Physical checks and a 50% failure chance for spells with verbal components for the next 10 minutes.

18. The Reverse Path

The Qiralythi feel like they are making progress, but suddenly they find themselves at a point they passed minutes ago. The shadows distort the room, blurring distances and directions.

Intelligence save DC 14. Those who fail take twice as long to continue their journey through the shadow passage.

19. Whispers of the Damned

Unseen voices whisper the true fears and doubts of travelers. Some hear their own voices echoing from the darkness, others hear the final thoughts of the dead.

DC 15 Will save required. If unsuccessful: The character takes a -2 penalty on all Charisma-based checks for 1d6 hours as doubt and fear gnaw at them.

20. The Shadow Distorting Mirror

A smooth, shiny black surface blocks the path. It shows distorted reflections of the characters - but some of them move independently and seem to have their own agenda.

First contact: Saving throw vs. spell (DC 14). If this fails, the character begins to see a distorted version of themselves in the reflection and takes a -2 penalty to perception and reflexes for 1d4 hours.

5. Arts and Crafts

The Fabric of Creation

For the Qiralythi, each work is a thread in the great web: An expression of their spirit, their resonance, and their connection to the hidden. Their art whispers, their craft lives, their magic weaves the shadows themselves. Everything they create is at once functional and mystical, perfectly formed yet alien. In their creations, psionics, silk, fungi, and crystals blend into something no outsider can ever fully comprehend.

'We don't build - we weave.

We don't shape - we whisper.

And what we leave behind lives on in the web.'

5.1 Web and Web Art

For the Qiralythi, weaving is more than just a craft: It is expression, communication and power all at once. Their webs are structures, traps, archives and instruments, formed from spider silk, psionic resonance and living fungal structures. Each web bears patterns that tell stories, resonances that guide thoughts and threads that keep secrets. Their art is as fleeting as mist - yet more permanent than stone.

'A web is more than a tool: it is a thought that you can enter.'

Bioluminescent tapestries: Their webs are filled with the body's own enzymes, which glow in different colors after drying. These 'tapestries' are not only decorative, but also serve as a communication medium (e.g. color change as a code).

Architectural Support Structures: The arachnids use their strong silk material to stabilize entire buildings and bridges. Their settlements are web cities that float in canyons, trees, or even on asteroid slopes.

Acoustic resonance webs: Using special voltage and connection patterns, they create webs that can amplify or filter sounds. They use this for music, communication over long distances, or even to bundle psionic vibrations.

Silk codex: They can store information in their webs using thickenings and patterns ('web writing'). The threads function as archived chronicles that can only be 'read' by suitably trained spider sense organs.

Surgical weaving strands: In medical applications, they weave fine, sterilized threads for wound healing or for implanting organ supports. These threads are self-dissolving or can be enriched with healing secretions.

Puppetry & Illusion Art: They weave flexible, fine thread constructions to create visual effects and theatrical performances - a highly respected art form in which entire stories are presented in web scenarios.

Camouflage nets: With certain structures that refract light, they create almost invisible webs that are used as traps, alarm systems or even as spy grids (only reflects infrared or ultraviolet light).

Reactive energy webs: Combined with psionic energy or certain crystals, the webs can direct or concentrate energy flows. This allows light bridges or protective shields to be created, for example.

Living Web Golems: Using controlled parasites or psionic threads, they could create web-based constructs that perform simple tasks (sentry, load-carrying).

Temporal 'Cocoon Archives': A rare art in which the spider does not kill its victim (or volunteer), but encases it in a sort of psionic stasis cocoon to preserve it for the future. Time passes minimally within.

5.2 Fungal symbiosis: The breathing web

For the Qiralythi, fungi are not just plants: they are partners, tools and guardians of the hidden. Symbiotic fungi are used to enhance communication and psionics. In the fungal gardens of their colonies, living webs grow that store memories, guide thoughts and amplify psionic powers. This symbiosis is not domination, but an exchange: The Qiralythi feed the mycelium, and the mycelium whispers knowledge, visions, and possibilities to them.

'We weave with silk, but mushrooms weave with thought. And what we create together lives, thinks and remembers.'

Alchemical symbiosis with mushrooms

The Qiralythi coexist with various species of fungi that thrive in their nesting sites. They are psionically 'fed' by them and in return provide useful substances (medicines, poisons, hallucinogens for rituals).

Culturally, certain forms of mushrooms are sacred, and each clan cultivates its own 'mother tree mushroom,' which legends say once saved the people from a great disaster.

5.3 Psionic Abilities: The Invisible Web

The psionics of the Qiralythi is not a purely learned art, it is an instinctive part of their being, as natural as the weaving of their webs. Their thoughts are threads they spin, echoes they send, and resonances they receive. They fight not with words or steel, but with will, presence, and illusion. Their psionic powers weave mind and reality so that truth and dream become one.

'Our weapons are silent, our voices invisible. But when we enter into your spirit, we will follow you forever.'

Swarm telepathy: All members of the community are connected via a 'song web' and share feelings, warnings or images in real time. Individuals can also filter or encrypt signals.

Pheromone projection: Not only biochemically, but also psionically enhanced: They can subliminally instill emotions (fear, curiosity, sympathy) in alien beings. This works particularly well when the victim has physical contact with their threads.

Dreamweaving: Skilled members ('dream spinners') enter the dreams of others by weaving fine, psionic threads into the mind. They can convey messages, warn allies, or even offer healing for traumatic memories.

Future sensing: Some individuals sense probable futures by listening to transdimensional resonances. This is inaccurate, but often gives strong premonitions.

Soul web: A ritualized talent: The arachnids can capture the consciousness of dying people in a 'soul web' to keep them responsive for a short time. Serves as a last opportunity to say goodbye or gain information.

Psionic Thread Bind: An attack/defense trick: You manifest psionic threads that block or confuse a target's mind for a short time. Can put someone into a trance or disrupt senses.

Vibration detection: With psionically enhanced sensitivity, they detect vibrations in air or matter. This allows them to sense underground passages, hidden rooms or even lies (by changing the heart rate).

Shadowwalking: A rare and highly revered skill that allows the individual to slip into a parallel plane through psionic effort. Perfect for espionage or escape.

Synaptic suturing: In the event of physical injury to the brain (or similar organs), they are able to use psionic threads to repair neural pathways. Culturally highly regarded because it is life-saving.

Empathic mirroring: In ritualized situations, they reflect the emotions of an entire group in order to resolve social conflicts or strengthen collective compassion.

5.4 Trade goods of the Qiralythi

The spider people produce numerous exotic goods that have a high value to outsiders. They take great care to ensure that these goods remain rare and therefore valuable.

1. Black silk ('Nyssath-Weave'): Extremely durable, psionically conductive spider silk of the Qiralythi. Used for magical clothing, armor, banishing circles or shadow camouflage.
2. Psionic Crystals ('Vaelarith Shards'): Crystals that store and amplify mental energies. Used for spell components, psionic focus stones, and artifact forges.
3. Shadow Storage Runes: Runestones that preserve a shadow or memory for a short time. Particularly valuable for spies and secret services.
4. Dreamweave ('Nyssalith'): Organic membrane that can record memories and transfer them into dream states. Used by artists, psionists and, for example, the Mirran 'Theatre of the Mind'.
5. Melodya mushroom extracts: Special mushrooms that induce mental clarity, lucid dreams or forgetfulness. Highly demanded in elven realms, among alchemists, and in imperial psionic circles.
6. Symbiotic web armor: Armor made of living silk that adapts to the wearer and regenerates wounds. Particularly sought after by shadow fighters and assassins.
7. Invisible traps & nets: webs charged with shadow magic that can be hidden and then strike suddenly. In demand among thieves' guilds and secret assassin orders.
8. Artifacts of the Shadow Plane: Remnants of mysterious shadow passages and lost places in Nyx's realm. Mages and historians of the Empire purchase them for experimentation and study.
9. Shadow Mirrors: Mirrors that allow a temporary view of parallel realities or lost memories. A valuable trading commodity for nobles and oracles of the Empire.
10. 'Whispernet': A psionic communication system based on shadow vibrations. Popular with secret societies and psionic academies for covert communication.

5.5 Services of the Qiralythi

In addition to physical goods, the Qiralythi also offer specialized services that are in demand throughout the Crystal Sphere.

1. Shadow Passage Navigation: The Qiralythi offer travelers access to their shadow passages to travel through the universe. However, those who betray them often end up on a dark path from which there is no turning back...
2. Invisible Espionage & Intelligence Gathering: Qiralythi agents collect secrets, political intrigue, and psionic data. Their webs extend primarily across the Inner and Outer Belts, Melodya, and some islands of Titania.

3. Psionic memory manipulation: The Spiderfolk can erase or alter unpleasant memories, which is especially in demand among nobles and mercenaries, as well as imperial officials, shady merchants and criminals.
4. Shadow Illusions for Deception & Protection: Qiralythi create deceptive shadow images or invisible zones in cities or battlefields - especially useful for assassins and spy webs.
5. 'Dream Teaching' (learning through shared dreams): High-ranking Qiralythi can transmit their knowledge directly into the mind of another. Psionic academies and powerful wizards pay enormous sums for this service, although they rarely admit it.
6. Nyx Cartography & Shadow Maps: Qiralythi can map the structure of the Eternal Night and the Plane of Shadow, making them valuable to plane travelers. The shifting nature of both the Plane of Shadow and Nyx's realm means that these maps are never valid for long. These services are especially popular with Spelljammer captains and adventurers.
7. Protection from mental attacks: Qiralythi offer mental shields against enemy psionics and magic and are therefore particularly sought after by high-ranking politicians and magician orders.
8. Construction of web architecture & hidden havens: The Qiralythi can construct web cities and hideouts that are protected from detection. These services are highly sought after by illegal factions, resistance groups, and some mystical orders.
9. Shadow Interpreters: They understand psionic patterns and decipher ancient written secret languages (the sphere-wide 'translation effect' in Mirrorspace only applies to spoken languages, not written ones). These translation services are especially sought after by scientists, elves, and scholars of the Empire.
10. Mercenaries & Shadow Warriors: A few Qiralythi work as invisible assassins and bodyguards for wealthy clients. They are used as 'weapons from the shadows' especially in imperial intrigues and border wars.

6. Social structure & power relations

6.1 Councils of Elders and Guilds

Qiralythi society is not a rigid hierarchical system - it is a complex web woven from traditions, psionic resonance, and pragmatic adaptability. At the central nodes of this social fabric are the Councils of Elders and the Guilds, which together maintain the balance between heritage, progress, and adaptation.

While the Councils of Elders primarily preserve the collective knowledge of the past and make decisions for the good of the clan, it is the Guilds that focus on specialized tasks and keep the web of art, craft, psionics and research alive.

The Council of Elders: Guardians of the Past

Each Qiralythi colony is led by a Council of Elders – a group of experienced Qiralythi distinguished by their wisdom, psionic strength, and knowledge of the Web.

Composition & Selection

- The Council of Elders usually consists of 5 to 9 members – an odd number to avoid stalemate situations in decisions.
- Members are not elected, but identified by the web: In a ritual procedure, the Resonance Shadow Ritual, a mystical psionic structure manifests itself in the colony's shadow mirror. Those whose resonance harmonizes most strongly with the web are chosen as 'spirit crowned'.
- The term of office is for life, unless an elder loses contact with the clan's psionic resonance or is 'silenced' by the web - a rare, feared phenomenon.

Tasks of the Council of Elders

1. **Preservation of cultural heritage:** They ensure that old rituals, techniques and myths are not forgotten.
2. **Diplomacy and foreign relations:** They approve or prohibit contacts with other races – especially with elves, beholders or humanoid clans.
3. **Weaver Priest Consultations:** The Council of Elders works closely with the Weaver Priests to interpret spiritual events such as Shard God apparitions.
4. **Crisis Management:** When faced with threats such as Nyx cults, hostile illithids, or instability in the Shadowway, the Council issues emergency orders .

The Last Thread

In critical situations, the Council of Elders can declare the 'Final Thread' - a decision that is projected directly into the heads of all the colony via the Shadow Web. These decisions are irrevocable and are perceived as a direct resonance of the collective will .

'The elders speak with the voice of the web – and the web speaks with the voice of time.'

The Guilds: Architects of the Network

The guilds of the Qiralythi are not economic associations as known from other cultures. Each guild is a specialized collective dedicated to a specific art, science or skill. The guilds enjoy great autonomy, but must regularly present their results and progress to the Council of Elders.

Structure & Organization

- Each guild has a 'Netmaster' as leader, who is usually elected through psionic competitions or special achievements.
- Guilds are webbed across colonies – creating a global web of knowledge.
- Within a colony there may be several sub-guilds that focus on specific aspects of their field .

Important Guilds in the Qiralythi Network

1st Guild of Darkweavers (*Psionics & Shadowwalking*)

- Responsible for the maintenance and navigation of the shadow corridors.
- Develops psionic resonance crystals to locate and stabilize shadow portals.
- Members are often referred to as shadow scouts or spirit walkers .

2nd Guild of Silksmiths (*Crafts & Architecture*)

- Creates the net-like structures of the colonies.
- Experiments with silk-metal compounds for weapons, traps and artifacts.
- Subguilds specialize in web armor, silk weapons, and fungal weave.

3rd Guild of Resonance Seekers (*Psionic Research*)

- Exploration of shadow vibrations and resonance patterns in the psionic web.
- Analyze dream visions and prophetic echoes – especially in Nythal'Vorr.
- Develop resonance storage that archives thought fragments in crystals.

4th Guild of Mushroom Gardeners (*Symbiotic Mushroom Cultivation*)

- Cultivate living fungal webs that enable psionic communication.
- Cultivate the 'thinker mushrooms' whose mycelia preserve old memories.
- Famous for the development of mycelium orchestras – musical mushroom gardens that combine sound and spirit.

5th Guild of Thread Keepers (*Security & Defense*)

- Develops defense mechanisms against intruders.
- Invented the web traps that detect psionic disturbances.
- Operates in colonies such as Thyss'Vorrek to ward off attacks from the Eternal Night.

interaction between elders and guilds

The relationship between councils of elders and guilds is not one of subordination – it is a dynamic dialogue:

- **Elders preserve the past** and question new developments.
- **The guilds create the future** and expand the boundaries of knowledge.

Conflicts are resolved in the 'Resonance Council,' a ritual in which both groups project their psionic presence into a common web. Whoever pushes the other out of psionic balance wins the debate - but the loser never loses his reputation, since the process is considered a decision of the web itself.

'The Elders hear the whispers of the past.

The Guilds weave the sound of the future.

Together they speak with the voice of the web.'

6.2 The Weaver Priests: Voices of the Shattered Dream

The Weaver Priests of the Qiralythi are more than spiritual leaders - they are the guardians of the fragmented truth, mediators between the past, the present and the web. Their office combines religious, psionic and social functions. They are simultaneously shamans, scholars, diplomats and guardians of the collective memory.

Their task is to honor the Shard Gods, keep the knowledge of Qiralyth alive, and maintain the psionic resonance currents in the web. The Weaver Priests are often uncanny to outsiders, as they reveal knowledge and truths seemingly out of thin air - an ability granted to them by the web of psionic connections and memories.

Origin and Vocation

The Weaver Priests draw on the teachings of Nyss'Vaelar, the Dreamweaver, one of the great Shard Gods of Qiralyth. Legend has it that Nyss'Vaelar wove the first psionic webs and taught the Qiralythi how to weave the threads of mind and reality.

The calling to become a weaver priest is not by choice or birth, but by an event that the Qiralythi call 'The Awakening in the Thread':

Affected Qiralythi experience a sudden psionic resonance in which they see a vision of the Worldweb. In this vision, one of the Shard Gods usually appears to them or they feel the presence of Qiralyth's emptiness. After this experience, the chosen one develops the ability to sense the psionic web with their bare mind – an unmistakable sign of their calling.

hierarchy and organization

The weaver priests organize themselves in a web hierarchy system that is not based on power, but on resonance depth. The resonance depth measures how strongly a priest is able to read and influence the psionic structures of the world web.

ranks within the priesthood

1. **threadkeeper** (*Novices*): Newcomers who are taught the basics of shadow vision and web communication. They learn how to read shadow mirrors and communicate with the fungal mycelia.
2. **net weavers** (*Ordained Priests*): Full-fledged priests who perform rituals for colonies and individuals and specialize in prophecy, dream interpretation, and psionic healing .
3. **splinter emissaries** (*Master Priests*): Priests who act as intermediaries between colonies and regularly travel in the Shadow Passages to deliver messages. Only Shard Envoys are allowed to enter the Shadow Mirrors inside the Temple.
4. **resonance guardian** (*High Priests*): They lead the great rituals of the Mirror Threads and are in constant psionic contact with other colonies. Each Resonance Keeper is consecrated with a Shard Crystal of the Worldweb, which serves as a focus for psionic power.
5. **The Web Prophet** (*Unique Rank*): Only one exists simultaneously in the entire web. The web prophet has no formal power, but his visions are considered to be instructions from the fragmented God.

rituals and spiritual practices

The Weaver Priests practice a variety of rituals that maintain the connection to the Web and the Shard Gods .

1. Web Singing (*weekly*): In this ritual, the psionic connections between the clans are recited, strengthened and harmonized. The web singing is accompanied by stretched silk strings that act as resonance amplifiers. The Weaver Priests lead the ritual while the colony is collectively put into a light psionic trance state.

2. The Mirror View (*during crises*): The priests project their consciousnesses into a polished shadow mirror to detect dangers and psionic disturbances in the web. The ritual is dangerous: those who are unprepared can lose their minds if they encounter Nyx's whispers.

3. The Mycelium Conversation (*monthly*): Communicate with the thinking fungi of the colony to understand changes in the psionic climate. The mushrooms store past thoughts and reproduce fragments of past events that can provide clues to impending dangers.

4. The Dream Knot (*rare, but significant*): Here the weaver priests weave collective visions and reveal them to the colony. Dream knots are often difficult to interpret because they also contain potential fragments of the future.

role in the social and political structure

The Weaver Priests have no direct political power, but their influence is enormous because they:

- Act as mediators between colonies when it comes to joint projects or disputes.
- Perform ritual protective measures to stabilize shadow passages or ward off psionic attacks.
- Advise the Council of Elders, especially on issues concerning the Web or the Shadowways.

Some Weaver Priests also act as 'shard interpreters': they travel between colonies and analyze the different expressions of the Shard Gods in order to understand how the fragile fragments of Qiralyth's consciousness change.

'We are not priests of a god. We are guardians of a wound, from which knowledge flows.'

The relationship with the splinter gods

The Weaver Priests do not worship a single god, but rather the entire fragmented pantheon structure of Qiralyth. While each colony has a primary Shard God, the Weaver Priests must understand them all to understand the dynamics of the web.

- In **Nythal'Vorr**, the priests are visionary dream interpreters who fathom the psionic patterns of the future.
- In **Thyss'Vorrek**, they are Shadow Guardians who oversee the Shadowwalk's defenses .
- In **Araxion** they are valued as trade whisperers because they receive information through the web faster than any messenger could travel.

The Weaver Priests are considered 'witch priests' or 'web whisperers' among other races, which makes them mystical and threatening to outsiders.

Myths and Riddles: The Secret of Fragmentation

The Weaver Priests are aware that their belief in the restoration of Qiralyth is a spiritual ideal they may never achieve, yet they retain fragments of myths that suggest the god's disintegration was no accident:

- Some say that Nyx herself destroyed the god in order to poison the world web.

- Others claim that Qiralyth splintered itself to escape the power of another, even more powerful entity .
- A dangerous cult in S'Zaryth believes that the restoration of Qiralyth would bring about the downfall of all other gods.

'The web holds. The god breaks. The mirror shows what is no longer there, and yet never fades away.'

Conclusion: The Whispering Weavers in the Shadows

The Weaver Priests are not a rigid clerical order, but flexible interpreters of a fragmented divine heritage. They lead the Qiralythi through a world in which shadow passages, fungal memories and psionic resonances are far more important than words or laws.

For the Qiralythi, the following applies:

'The web guides us. The thread remains. And in the whisper of the mycelium dwells the truth.'

6.3 Meaning of the Shard Gods

Fragments of Divine Resonance

The Qiralythi live in a world where the divine order once shattered and split into countless fragments. Qiralyth, the Shattered Dream, was once a great power - perhaps even a higher entity beyond mortal imagination. With the collapse of Qiralyth came the Shard Gods: manifestations of certain aspects of the former god that now form the spiritual foundation of Qiralythi society.

Each colony traditionally worships one of these Shard Gods as a patron and spiritual anchor, but the Weaver Priest rituals always incorporate all known Shard Gods. The restoration of Qiralyth remains a common goal - but no one knows if this will ever be achievable, or if it would shake the universe itself.

The Origin of the Shard Gods: The Myth of the Shattered Soul

The origins of the Shard Gods are woven into legends and myths that are reflected in the psionic webs of the Qiralythi. The core myth, as told by the Weaver Priests, is:

'Qiralyth was the web. Qiralyth was the voice.

But a hand, ancient and merciless, tore the web into pieces – and with it the god.'

Legend has it that an unknown cosmic entity, referred to in some texts as 'the Inescapable Shears' or 'The Stranger in the Web', tore Qiralyth apart, shattering its essence into countless fragments .

The largest fragments of this divine essence became the well-known splinter gods that manifested in the various colonies. Although these fragments are only faint images of the original power, their presence shapes the life, culture and society of the Qiralythi to this day.

The five known splinter gods

Each colony has its own primary god, but the Qiralythi consider all shard gods to be parts of a single whole. The shard gods embody aspects of existence, spirit, and shadow that emerged from the decay of Qiralyth.

1. Tyss'Kalith – The True Mirror (*Identity and Truthfulness*)

'He who does not see himself, will be lost in the net.'

Colony: Shyr'Quessir (Melodya)

Aspect: Self-knowledge, truth, mental clarity

Symbol: Crystal mirror with cracked edges

Meaning:

Tyss'Kalith teaches the Qiralyt hi to view their minds like a mirror: clear, reflective, but never passive. In this colony, shadow mirrors are used to ensure psychological stability and to uncover hidden mental influences.

2. Vorr'Kashiel – The Whispering Veil (*Guardian of Secrets and Intrigue*)

'Secrets are like threads in the darkness: they hold the web together, but it will tear if you pull it too tight.'

Colony: Ilith'Veyn (Melodya)

Aspect: secrecy, intrigue, hidden power

Symbol: Dark veil with one open eye

Meaning:

Vorr'Kashiel embodies the power of the unspoken. In Ilith'Veyn, espionage, deception, and intelligence gathering are not just considered a necessity for survival, but a spiritual art form. The weaver priests of this colony are feared for their seemingly all-knowing insights.

3. Nyss'Vaelar – The Dreamweaver (*Psionics and Future Visions*)

'Dreams are not illusions – they are the shadow of a truth, who has not yet been born.'

Colony: Nythal'Vorr (Melodya)

Aspect: Psionics, visions, knowledge transfer

Symbol: Silver web with a glowing mushroom in the center

Meaning:

Nyss'Vaelar is the patron of psionic research and dream visions. Her followers are the most powerful psionics of the Qiralythi, and her rituals promote prophecies and collective dreams that facilitate important decisions for the colonies.

4. Thyrr'Yloth – The Devouring Shadow (*Oblivion and Annihilation*)

'Forgetting is not a loss. It is the healing of a wound, that cut too deeply into the spirit.'

Colony: S'Zaryth (Outer Belt)

Aspect: Forgetting, Destruction, Spiritual Emptiness

Symbol: Black vortex in a broken circle

Meaning:

Thyrr'Yloth is worshipped by the inhabitants of S'Zaryth as a patron saint against dangerous knowledge. He teaches that some truths are too heavy for the mind and must be forgotten in order to keep the web stable. The weaver priests of this colony are particularly feared for their ability to manipulate memories and erase thoughts.

5. Ilith'Keshar – The Mistress of the Interstices (*Lost Paths and Unexpected Ways*)

'He who knows the space in between, knows ways that no one sees.'

Colony: Vethrak'Thal (Titania)

Aspect: Travel, Shadow Walks, Fate

Symbol: Three crossed threads in a spiral

Meaning:

Ilith'Keshar is revered by the Qiralythi as the guardian of the shadow passages. Her influence is evident in the instability and diversity of the shadow paths. Her followers claim that she can intentionally lead travelers to other realms if it serves the Qiralyth web.

Cultic Similarities & Differences

Despite the different main deities, all colonies share certain **beliefs** :

1. Qiralyth was one – and shall become one again.
2. The Shard Gods are messengers and heirs of the shattered power.
3. The web is sacred because it preserves the memories of what was.

Nevertheless, there are cultural differences in worship:

- In Nythal'Vorr the rituals are meditative and introspective.
- In Thyss'Vorrek, they seem like military ceremonies in which psionic command structures are anchored.
- In Araxion, worship is more pragmatic and more integrated into economic practices.

The importance for society

The Shard Gods serve the Qiralythi not only as a **spiritual guide**, but also as a **cultural link** :

- **Legitimation of Rule:** The Council of Elders often relies on prophecies from the Shard Gods to justify decisions.
- **Social Stability:** A shared belief in the restoration of Qiralyth gives all colonies a sense of purpose.
- **Diplomatic Entanglements:** The worship of certain Shard Gods has led to alliances and enmities with other cultures - particularly with the elves of Melodya, who view the Shard Gods as chaotic spirits.

The Danger of Fragmentation: The Heretic Cult of the 'Dark Core'

A growing problem is the Cult of the Dark Core. This fanatical cult believes that the Shard Gods must not be reunited because Qiralyth was once broken 'for a good reason.' The members of this cult claim that the reunification could destabilize the Eternal Night and possibly free Nyx herself.

'The god broke, because otherwise the web would have done it.'

Conclusion: The fragments as a foundation

The **Splinter** Gods are not mere idols – they are the remaining threads of a torn existence that bind the Qiralythi culturally, socially and emotionally.

For the weaver priests, however, the crucial question remains:

'Can you reweave a net, without repeating the rift?'

6.4 Colonies and local traditions: Diversity in the web of shadows

The society of the Qiralythi is a complex web of different colonies that extend across different worlds and regions. Over time, each colony has developed its own traditions, rituals and cultural peculiarities that make it unique. Despite this diversity, all colonies are connected by their common heritage and the worship of the Shard Gods.

Thyss'Vorrek, the bastion in the Outer Belt

In the heart of a rubble field of black, crystalline rocks, Thyss'Vorrek stretches over approximately 20 km². The colony serves as a protective bastion against hostile forces and is strategically positioned to detect potential threats early.

Traditions and culture

- **Military discipline:** The inhabitants of Thyss'Vorrek, known as Shadow Wardens, undergo a rigorous training regime. Psionic exercises and combat techniques are an integral part of daily life.
- **Resonance crystal webs:** The colony's architecture is riddled with resonating crystals that serve as an early warning system. These crystals respond to psionic vibrations and can detect intruders or anomalies in the shadow corridor.
- **Rituals of protection:** Regular ceremonies strengthen the colony's collective psionic barrier. During these rituals, protective mantras are recited and the resonance crystals are charged.

Nyrrash'Veil, the hidden fortress in the Outer Belt

Hidden deep within an Outer Belt asteroid field, Nyrrash'Veil spans approximately 8 km². The fortress is constructed of dense silk webs and psionically enhanced barriers that make it nearly invisible to outsiders.

Traditions and culture

- **Defense and Protection:** Nyrrash'Veil serves as a military outpost that protects the colonies from threats from the Eternal Night. The residents are trained in psionic warfare and hand-to-hand combat, always ready to defend their home.
- **Rituals of strength:** Before each mission, the warriors perform ceremonies to focus their mental and physical strength. These rituals promote cohesion and trust within the community.
- **Honoring the Fallen:** After successful missions, victory celebrations are held in which fallen comrades are honored and their deeds are anchored in the collective memory.

S'Zaryth, the isolated colony in the Outer Belt

Located on an isolated, psionically charged black asteroid, S'Zaryth covers an area of about 18 km². The colony was founded by 'Forgotten Qiralythi' who have consciously separated themselves from the rest of society.

Traditions and culture

- **Striving for psionic perfection:** The people of S'Zaryth are intensely devoted to developing and refining their psionic abilities, often fanatically.
- **Rituals of Awakening:** Through extreme meditation and psionic duels, they attempt to reach higher states of consciousness. Strangers must undergo a mental duel to be accepted; losers often disappear mysteriously.

- **Worship of the Unknown:** It is rumored that an ancient being sleeps deep within the asteroid. The inhabitants perform rituals to contact this being and gain secret knowledge.

Vethrak'Thal, the City of Shadows on Titania

Hidden in the deep canyons of Titania, Vethrak'Thal stretches over about 10 km². The city is a labyrinth of dark corridors and caves, crisscrossed by shimmering silk webs that serve as both living space and a defensive structure.

Traditions and culture

- **Shadow Passages and Travel:** Vethrak'Thal serves as a major hub for travel through the Eternal Night. Its residents are experienced navigators of the Shadow Passages and have a deep understanding of their mysteries.
- **Rituals of Passage:** Before each journey through the Shadow Passages, residents perform ceremonies to seek protection and guidance from Ilith'Keshar. These rituals strengthen the spirit and prepare travelers for the challenges ahead.
- **Worship of Ilith'Keshar:** The Lady of the Interstices is worshipped as the patron of travelers and explorers. Her temples are adorned with symbols of the Shadowwalks and serve as places of meditation and preparation.

Nythal'Vorr, the Dreamweavers of Melodya

Located in the mystical forests of Melodya, Nythal'Vorr is known for its intense psionic activity. The colony is a center for dream research and psionic arts.

Traditions and culture

- **Dream Interpretation and Prophecy:** Residents practice collective dream rituals to predict future events and guide decisions.
- **School of Psionics:** Young Qiralythi are taught the arts of psionics in special academies, with a focus on the manipulation of dreams and thoughts.
- **Festivals of Visions:** During certain phases of the moon, the community gathers to experience shared visions that serve as a guide for the future.

Shyr'Quessir, the forest colony on Melodya

Hidden deep in the ancient forests of Melodya, Shyr'Quessir stretches over approximately 15 km². The colony is masterfully integrated into the natural environment, with black, shimmering silk structures that blend harmoniously with the treetops.

Traditions and culture

- **Research and Symbiosis:** Shyr'Quessir is considered a center for research into fungal symbiosis. New types of psionic mushrooms are cultivated here that promote mental communication and healing processes.
- **Rituals of Renewal:** Periodically, residents gather in the sacred clearing, where dark crystals grow from the ground. These crystals serve as catalysts for psionic rituals that strengthen the collective consciousness of the colony.
- **Arts and Crafts:** The Qiralythi of Shyr'Quessir are known for their delicate silkwork, often decorated with glowing mushroom spores, causing them to glow softly in the dark.

Ilith'Veyn, the Shadow City of Melodya

deep in the dense forests of Melodya, Ilith'Veyn extends over about 12 km². The architecture of the colony is characterized by black silk structures that blend harmoniously with the natural conditions and thus provide perfect camouflage.

Traditions and culture

- **Secrecy and intrigue:** The people of Ilith'Veyn are masters of deception and espionage. They maintain a culture of silence and secrecy, with information being the most valuable currency.
- **Shadow Dance Rituals:** Rituals are held regularly to perfect the art of invisibility and silent movement. These dances serve both as a spiritual retreat and as training for operational missions.
- **Worship of Vorr'Kashiel:** As the guardian of secrets and intrigue, Vorr'Kashiel is particularly revered here. Temple rituals involve whispering secret mantras that only initiates understand in order to gain the god's favor.

Araxion, the trading web in the Inner Belt

Araxion is located in the Inner Belt and acts as a hub for trade and espionage. The colony is a hub for information and goods exchanged between the different worlds.

Traditions and culture

- **Master of Diplomacy:** The people of Araxion are trained diplomats and traders, capable of conducting complex negotiations and forging alliances.
- **Network of Information:** An extensive spy network allows the colony to stay informed about political developments and threats. Information is often transmitted through secret psionic channels.
- **Festivals of Exchange:** Regular market days and cultural festivals promote the exchange of goods, knowledge and traditions with other peoples and colonies.

6.5 Psionic Clan Structure: The Network of the Community

connected not only by cultural traditions and spiritual rituals, but also by a unique psionic bond they call the clan bond. This mental resonance structure is the invisible web that holds their society together and extends far beyond biological kinship.

The clan as a familial and spiritual unit

A Qiralythi clan is more than a group of blood relatives: it is a spiritual unit in which thoughts, emotions and experiences can be shared on a psionic level. Each clan consists of several dozen to several hundred individuals who are in permanent mental exchange through this connection.

- **Primary function:** Clans serve to provide emotional stability, exchange knowledge and coordinate joint actions.
- **Cultural significance:** The Qiralythi view the clans as 'threads in the great web': an indispensable structure in the fabric of their entire society.
- **Psionic Hierarchy:** Elders, weaver priests and clan leaders usually have a stronger resonance and can specifically influence the collective consciousness.

'One Qiralythi alone is a thread. But together we weave the web, that holds, protects and guides us.'
(Traditional clan motto of Nyrrash'Veil)

The Psionic Resonance Connection: The Invisible Web

Clan Link is an innate psionic ability shared by all Qiralythi. It allows members of a clan to communicate silently and precisely across great distances.

Characteristics of the psionic clan connection:

- **Basic sums of the collective:** Each clan member hears a kind of gentle psionic hum in the background, signaling the clan's presence. This hum changes depending on the mood of the community: joy, fear or worry are clearly noticeable.
- **Focused thought communication:** With concentration, individual members can send targeted messages to a person, a group, or the entire clan. Psionic exercises help to improve the precision and range of this communication.
- **Emotional synchronization:** In dangerous situations, the clan's emotions often synchronize instinctively, allowing for quick reactions. This synchronization results in panic situations being less frequent and group efficiency increasing.
- **Shared dreams and visions:** Through collective consciousness, clans may occasionally experience collective dreams in which they receive symbolic clues or visions. This effect is particularly deliberately brought about during spiritual ceremonies .

Clans in Everyday Life: How the Internet Shapes the Community

The clan connection has profound effects on everyday interactions and social processes:

- **Communication without words:** Working groups in the silk workshops or in the web architecture communicate exclusively via the psionic connection. This enables error-free collaboration without interruptions.
- **Education and training:** Young Qiralythi are influenced by the thought impulses of older clan members. Particularly important insights are conveyed through mental echo sequences as 'teaching dreams'.
- **Community decisions:** When it comes to important decisions, clan members sense the collective opinion. Elders report a noticeable tendency before anyone verbalizes it.
- **Dangerous situations:** Alarm calls in the clan web are perceived as a mental shock impulse. Even sleeping members wake up when an acute threat is reported in this way.

Social Dynamics: Proximity, Conflicts and Resonance Disorders

The intense psionic connection creates a strong sense of community, but can also bring challenges:

- **Resonance break:** Caused by violations of clan rules, such as betrayal or isolation. The affected person is mentally 'muted', which leads to social ostracism.
- **Overresonance:** In extreme emotional situations, the psionic echo can intensify and turn into collective hysteria. Weaver priests must then use stabilizing rituals.
- **Psychic fusions:** It is rare for two highly empathic individuals in the clan web to mix parts of their personalities. These events are called 'mind entanglements' and are a popular theme in mystical tales.

Clans and biological families: A field of tension

The Qiralythi strictly distinguish between biological kinship and clan-based ties:

- **Biological family:** Has a subordinate role in daily life. Family members can belong to different clans.
- **Psionic Clan Kinship:** Clans are defined by resonance connection, not by birth. Adoption occurs through a ritual of mind mirroring, in which the new member is integrated into the clan's mental web.

'The family brings life, the clan gives it meaning.' (Inscription on the council tower of Nythal'Vorr)

Game mechanics rules (AD&D 2 E – Mirrorspace)

1. Psionic Clan Connection (innate racial ability of the Qiralythi)

- Range within the colonies: 5 km per character level (boosted by psionic mushroom resonance).
- Range outside the colonies: 1 km per character level (without the mushroom resonance enhancement) .

Activation: Permanently passive (basic resonance that does not need to be activated) – The Qiralythi sense the basic emotions of nearby clan members at all times, without concentration or cost.

Focused communication (can be activated):

- Cost: 2 PSP (Psionic Power Points)
- Duration: 1 round per level
- Effect: The character can talk to up to 5 clan members at the same time and exchange complex information.
- Concentration: No additional concentration required after activation.

2. Resonance breaks and mental disorders

- **Resonance overload:** If multiple Qiralythi send a psionic command at the same time, each must succeed on a DC 14 Will saving throw. If they fail, they are confused for 1d4 rounds .
- **Overresonance:** When a Qiralythi is under extreme emotional stress, there is a 5% chance per hour that the resonance will uncontrollably affect other clan members. Affected individuals take a -2 penalty on Intelligence and Wisdom saving throws for 2d6 hours.

3. Resonance Variations (SL Options)

- **Weak response:** Clans with a small number of members (under 10) receive a +1 bonus on Willpower rolls.
- **Resonance guide:** Characters with the Psionic Web Awareness talent can strengthen the connection for 1 round per level and receive a +2 bonus to mental attacks.

The clan connection is the foundation of Qiralythi society: it is invisible yet omnipresent, a bridge between mind and community that makes it one of the most interconnected cultures in Mirrorspace.

6.6 Shadow Walkers and Webrunners: Outsiders and Wanderers

In the strictly structured society of the Qiralythi, shadowwalkers and webrunners occupy a special position. They are the ones who move between the colonies, maintain the psionic web and act as messengers, scouts and diplomats. These wandering specialists are simultaneously respected experts and suspiciously viewed outsiders, because they carry the secrets of a colony out into the world - and bring foreign influences back with them.

Social Role of Migrants

Shadowwalkers and netrunners are viewed with respect and caution by society. On the one hand, they are indispensable for the functioning of intercolonial communication and cooperation, but on the other hand, they are considered potential sources of danger for information leaks or unintentional psionic influences from foreign regions.

Important tasks in everyday life

- **Network architects and maintenance engineers:** They monitor and repair the psionic resonance structures that connect the colonies. Using bioluminescent webs and resonance crystals, they detect disturbances in the psionic web.
- **Messengers and message carriers:** They are the short-lived hubs between the colonies. Important information, secrets and messages are often not transmitted psionically, but passed on physically to avoid eavesdropping attempts.
- **Scouts and Boy Scouts:** In the shadow corridors they serve as scouts for expedition groups. They explore new, unstable or dangerous routes and document them for the Institute for Network Navigation in Nyrrash'Veil.
- **Diplomatic agents:** The Webrunners are often the first people to contact when foreign peoples want to enter into negotiations. Especially in Araxion there are diplomatically trained netrunners who mediate between the powers of the Inner Belt.

The Psychology of Shadow Walkers

The constant stay in the shadow corridor and the isolation from the psionic main web affect the mental and emotional state of the shadow walkers:

- **Chronic resonance fatigue:** Due to the constant switching between psionic fields, some people develop fatigue and headaches.
- **Paranoid reflexes:** Life in the Eternal Night encourages overly cautious behavior. Many shadow walkers appear suspicious and aloof to others.
- **Sense of the unknown:** They are trained to detect psionic anomalies early.

'Whoever enters the shadow paths, never really leaves the dark space of his mind.'
(Lyss'Kharil, Shadow Walker from Vethrak'Thal)

Specializations of the hikers

three main categories depending on their task :

1. Shadowwalker (Ny'Thyren)

- **Tasks:** Scouts, scouts, exploration
- **Colonies:** S'Zaryth, Vethrak'Thal
- **Skills:**
 - Excellent knowledge of shadow paths
 - Psionic cloaking against mental detection attempts
 - detect unstable regions

'The shadow runs ahead of you. Oh, it will catch up with you.'

2. Webweaver (Thal'Keshari)

- **Tasks:** Maintenance and expansion of the psionic web
- **Colonies:** Nyrrash'Veil, Shyr'Quessir

- **Skills:**
 - Can calibrate resonance crystals
 - Detect and resolve web faults
 - Establishing intercolonial communication paths

'We are the silent hands, that make the sound of thoughts tangible.'

3. Shadow Diplomats (Ilith'Keshari)

- **Tasks:** Negotiations, secret connections, espionage
- **colonies:** Araxion, Ilith'Veyn
- **Skills:**
 - Psionic Empathy: Reading the Emotions of Strangers
 - Mind Mirroring: Temporary Synchronization with Foreign Mind Patterns
 - Languages and cultural knowledge for diplomatic missions

'A smile can weave more than a web of words.'

The Webrunner Guild: Administration and Organization

The Guild of Webrunners is an independent organization founded and still headquartered in Nyrrash'Veil. The Guild organizes:

- **Training** new shadow walkers and web runners.
- **Archiving** information about shadow passages, resonance patterns and psionic anomalies.
- **Coordination** of intercolonial missions to avoid overloads in the web.

Training

- At least 3 years of training in shadow sense and web architecture.
- Mental stress tests to resist Nyx's whisperings.
- Final exam: A solitary journey through an unknown shadow corridor.

Dangers of the wandering life

The shadow walks are unpredictable and dangerous. Shadow walkers and web runners report:

- **Nyx's Whisper:** The voice of the goddess of the night tries to lead her astray .
- **Shadow Preachers:** Cultists of Nyx who attempt to lure Wanderers with illusions and calls.
- **Unstable web nodes:** areas where reality and the shadow plane merge.

'We are travelers in the dark, guided by the light of resonance. But we never forget that the shadow always reaches for us.' (From the Codex of the Webrunners)

The shadowwalkers and webrunners of the Qiralythi are ambassadors between the colonies, maintainers of the psionic web and intrepid explorers of the Eternal Night. They are the secret weavers who ensure the cohesion of the people, even if their place in society often remains marginal.

6.7 Conflict management and decision-making: Harmony on the Web

In a society based as strongly on psionic solidarity and collective decision-making as that of the Qiralythi, conflicts are rare - but not impossible. When they do occur, they are often subtle in nature: differences in the interpretation of visions, rivalries between guilds, or divergences in strategic decisions. Over the centuries, the Qiralythi have developed a sophisticated system of conflict resolution that relies on collective psionic consultations and the Web Court.

Psionic Conflict Resolution – Harmony in the Net

The Qiralythi strive for a dynamic balance in the psionic web of their society. Conflicts are therefore rarely resolved through open discussion, but rather in structured, mental resonance circles.

Process of a psionic conflict consultation

- **Convening of the resonance circle**
 - A weaver priest or elder calls in the 'Nyss'Khaeth' (resonance circle).
 - Affected parties gather in a psionically prepared room in which the energies of the clan are concentrated.
- **Mental Truth Testing**
 - Participants enter a shared mental space known as the 'thought web.'
 - False statements or deception are almost impossible there because the resonance frequencies react to emotional disharmony.
- **Symbolic confrontation:**
 - The conflicting parties manifest their positions as visual patterns or symbolic scenarios.
 - The audience – usually other clan members – receives the arguments intuitively and unconsciously forms a collective opinion.
- **Consensus comparison:**
 - The psionic resonance of those present is evaluated.
 - If at least 70% of those involved agree on an emotional tendency, the decision is considered made.
- **Finalization by the Network Court:**
 - The Network Court checks the decision for psionic integrity and ensures its implementation.

'The truth lies not in words, but in the resonance of the spirit.' (Weaver Priestess Nyss'Vaelith of Nythal'Vorr)

The Web Court: Guardian of the Resonance Order

The Web Court (Thal'Kesharn) is the highest judicial authority of the Qiralythi. It is only convened in serious conflicts, especially when :

- Clans fight over resources.
- Guilds engage in psionic power struggles.
- Colonies pursue different interests.
- Spiritual questions about the splinter gods need to be clarified.

Composition of the Network Court

1. **The Mirror Judge (Nyss'Kalith):** Chairman of the court, usually a weaver priest. Leads the negotiation, ensures mental clarity.
1. **The Resonance Speakers (Thyss'Korai):** Five psionically adept Qiralythi with different perspectives interpret emotional vibrations and pay attention to disharmonies in the web.
1. **The Shadowspeaker (Ilith'Varith):** Represents the Shadowwalkers and Webrunners, brings in external perspectives.

Procedure of a web court hearing

- **Opening the thought web:** Those involved enter a collective trance state.

- **Presentation of the viewpoints:** Arguments are presented visually in the form of mental images.
- **Resonance adjustment:** The court senses the emotional consensus within the group.
- **Spiegel's verdict:** The decision is made visible in a bioluminescent web .

'In the web of the community, it is not voices that count, but the truth that resonates.' (From the Code of the Network Judges)

Typical conflicts between different groups

- **Internal clan tensions:** Rivalry for influence in the psionic web or access to important resources (e.g. resonance crystals).
- **Guild conflicts:** Weaver Priest Guilds and Merchant Guilds often clash when it comes to marketing psionic artifacts.
- **Colonial Differences:** Strategic discussions regularly take place, especially between Nythal'Vorr (philosophical) and Nyrrash'Veil (military).
- **Spiritual Disagreements:** The worship of the splinter gods occasionally leads to theological disputes, especially in the interpretation of visions.

Game mechanics rules (AD&D 2e – Mirrorspace)

Psionic Conflict Counseling

- **Participants:** At least 5 members of the same clan.
- **Process:**
 - All participants roll a Will save against DC 13.
 - If 70% or more are successful, a clear judgment is made .
- **Fail:** The conflict remains unresolved and leads to temporary resonance disturbances.

Resonance disturbances in psionic conflicts

- **Resonance Tremor:** -2 to psionic abilities for 1d6 hours.
- **Emotional Echoes:** Those affected hear recurring fragments of the debate in their minds.

The Network Court

- **Convocation:** Only in cross-colony conflicts.
- **Process:**
 - The Mirror Judge rolls 1d20 and adds his Wisdom bonus.
 - The result determines how clearly the emotional resonance is captured on the Internet.
- **Critical Successes (20):** The decision is communicated as a vision to all participants.

The Qiralythi's conflict resolution is a balancing act between tradition and adaptation. They have masterfully understood how to use their psionic web to make collective decisions - and in doing so have created a society that places knowledge and community above individual striving for power.

7. Colonies of the Qiralythi

Knots in the Web of Eternity

The colonies of the Qiralythi are not cities, they are woven fragments of an alien consciousness. They are places where the boundaries between matter, spirit and shadow blur. To outsiders they seem like dreams, manifested in stone, tree and mushroom, in silk and crystal, fascinating and at the same time disturbing. Here, things are not built, but formed: from threads, from resonance, from memory. Each colony is a node in the endless web of the Qiralythi, and whoever enters it is not only seen - they are felt.

'You may wander through our cities - but it is the web that wanders through you.'

The Qiralythi have colonies in several locations in Mirrorspace. The following may be the biggest, most important or best known. But they are certainly not the only ones.

7.1 Common but not ordinary: Common places in colonies

Places found in every Qiralythi settlement

The following locations can be found in most colonies of the spider people, they form the basic framework of every Qiralythi settlement.

1. **The Great Resonance Web:** A centrally spun, bioluminescent web of silk and crystals that serves as a communications center. It is where psionic currents converge, carrying messages between the inhabitants and the Weaver Priests.
2. **The Shadow Shrine:** A sacred place where the Shard Gods are worshipped. Consecrated crystals and shimmering webs reflect psionic energies as priests and mystics immerse themselves in meditation.
3. **The Silk Chambers:** Living quarters of the Qiralythi, made of finely spun nets. The structures are flexible and grow organically over time, depending on the needs of the inhabitants.
4. **The Dreamweave:** A hybrid library, archive, and psionic dream center that stores collected visions and fragments of Qiralyth's knowledge. Some locations contain living memories that can only be read by psionics.
5. **The Shadow Halls:** Meeting place for council meetings, diplomatic talks and the planning of important projects. The halls are made of dense, black webs that absorb sound and light, so that only the voices of the speakers come through clearly.
6. **The Nodes:** Passages to the Shadow Passages, guarded by specially trained Guardians. Only authorized travelers are allowed to enter these portals to avoid Nyx's influence.
7. **The Crystal Hoard:** Repository for psionic crystals, artifacts, and magical resources used for travel through the Shadow Passages or ritual purposes.
8. **The Webforge:** Workshops where silk armor, weapons, traps, and elaborate psionic constructs are crafted from shadow silk and resonance crystals.
9. **The Fungal Gardens:** Underground caves or shadowy areas where bioluminescent and psionic fungi are cultivated. These fungi serve as food, alchemy ingredients, and psionic enhancers.
10. **The Whispering Places:** Public places where Qiralythi communicate informally. These places are often equipped with resonance webs so that conversations persist as mental echoes that can be decoded by empaths and psionics.

Places in Qiralythi settlements related to visitors

The following locations provide a dynamic mix of everyday life, diplomacy, trade and mystery, making the Qiralythi settlements exciting not only for locals, but also for travelers and outsiders.

1. **The Silent Chamber:** A specially shielded room where outsiders can respite from the settlement's psionic influences. The Qiralythi are accustomed to the constant mental resonance, but guests often find it overwhelming.
2. **The Network of Paths:** A sort of open forum or map center where trading partners and diplomats can obtain information about safe routes through the Shadow Passages. Here Qiralythi navigators work with outsiders to prepare travel arrangements.
3. **The Exchange Halls:** A trading and exchange center where goods from other worlds are traded. Qiralythi offer shadow storage crystals, silk armor, and psionic artifacts here, while rice brings magical or rare materials from foreign realms.
4. **The Observation Nest:** A raised platform or net-reinforced dome that serves as a lookout point and defensive structure. From here, scouts keep an eye on the surrounding area and warn of approaching danger.
5. **The Outlander's Port:** A guest arrival zone specifically designed to help outsiders find their way around. There are special translators (usually empathic Qiralythi) and guides to help visitors find their way around the city.
6. **The Echo Council:** A diplomatic building where negotiations with outsiders take place. The architecture ensures that spoken words are stored in psionic resonances - a protection against lies, as reverberation echoes can be checked later.
7. **The Deep Rest:** A sleeping and meditation area where guests and travelers can regenerate in complete silence. Those who rest here can temporarily escape the mental connection of the settlement and experience deep dreams - some claim to receive visions here.
8. **The Spirit Bridge:** A mysterious, semi-real passage that hovers between the physical world and the Shadow Planes. Here, ghosts, lost souls, or ancient psionic echoes can sometimes convey messages to travelers.
9. **The Shadow Market:** A secret market that only appears during certain lunar cycles or psionic events. Here, traders trade forbidden, rare, or dangerous artifacts that cannot be traded elsewhere. Some say that Nyx's servants also watch this market...
10. **The Hall of Mirrors:** A unique place where Qiralythi verify their identities and guests become aware of their true intentions. Through special mirrors made of psionic crystals, beings can see their own true selves - or what they fear most.

However, the following lists should not be generalized too much: Each colony has its own character, so it may happen that not every one of these places fits into every colony.

7.2 Vethrak'Thal, the City of Shadows (flying island on Titania)

At a glance

- Flying island (approx. 20 km diameter), several levels with woven structures
- The largest colony of the Qiralythi outside the Outer Belt a mixture of ruined city and organic web structure.
- Qiralythi have covered ancient ruins with their webs and created a dark spider metropolis.
- The colony has the most direct connection to the Eternal Night and serves as a gateway to the Shadowpassage for many other races who seek the services of the Qiralythi claim.
- In the ruins there are mysterious mirror fragments that are connected to Nyx's influence.

Vethrak'Thal, the Dark Tissue

Between the storms of Titania is Vethrak'Thal, a flying island that drifts like a silent shadow between the clouds.

With a diameter of about 20 km and several levels of intricately woven structures, it seems like a foreign body in the world - half monument of the past, half living web structure.

This city is the largest Qiralythi colony outside the Outer Belt, a place where past and present are intertwined. The colony is a particular mystery, because here the Qiralythi have wrapped the vast ruins of a lost civilization in their silken webs until the stone skeletons and organic threads have merged into one. Everywhere else on Titania, the spider people avoid the remains of the dead gods - no one knows why they deviated from this principle in Vethrak'Thal and built a colony in these ruins of all places.

Ancient towers rise like broken bones, connected by shimmering bridges of silk that glow in the darkness like star roads. The entire city is alive - the walls pulse slightly, as if the psionic currents running through the web are making Vethrak'Thal breathe.

But Vethrak'Thal is much more than just a colony. It is a gateway to the Eternal Night, the domain of the goddess Nyx, and is considered one of the most stable access points to the Shadow Passage. For many peoples of Mirrorspace, it is the only way to use the services of the Qiralythi to travel the dark paths of the Shadow Passages. Strangers - be they traders, adventurers or envoys - enter the island with awe and fear, because they know that those who visit Vethrak'Thal can just as easily gain knowledge and power as they can disappear into the shadows, never to return.

The mysterious mirror fragments hidden deep in the ancient ruins attract particular attention. These relics, whose surface shimmers like liquid shadows, are directly connected to Nyx's essence. It is said that whoever looks into them does not see themselves, but another truth - an echo from the Eternal Night. Some see their deepest fears there, others a future that has not yet been written. But be careful: the mirror fragments demand a price - often a memory, a secret or a piece of one's own soul.

Vethrak'Thal is more than a colony - it is a border between light and shadow, between knowledge and oblivion. And it whispers an unspoken question to everyone who enters it:

'Are you ready to look into your own web?'

7.3 Araxion, the Whispering Web (Trade & Espionage, Inner Belt)

At a glance

- Asteroid colony, about 8 km in diameter, distributed over several interconnected asteroids
- The Qiralythi This colony is the one most involved in interplanetary trade.
- The webs span asteroids and connect them with black silk bridges.

- The colony is dominated by a large trading platform for shadow magic, psionic artifacts and secret information.
- Many visitors see Araxion as a shadowy parallel city to the shining commercial metropolises of the Inner Belt .

Araxion, the Whispering Web

Among the drifting asteroids of the Inner Belt, where the light of the Mirran Empire fades and the shadows deepen, lies Araxion: A place where secrets become currency and knowledge becomes a commodity.

The colony stretches across several interconnected asteroids that seem to be strung like black pearls on a silken thread. With a diameter of about 8 km spread across floating fragments, Araxion is smaller than the large trading cities of the Inner Belt - but in the shadows, it is not the size that counts, but the depth of the threads that are spun.

Here the Qiralythi have built a city not of walls but of webs: black silk bridges connecting the asteroids, shimmering cocoon halls hanging like drops of darkness between the stars, and spindle towers woven from psionic threads. Information pulses through these structures like a living organism - Araxion is itself a web in which every secret has its price.

The colony is considered a hub for interplanetary trade, but not for ordinary goods. Goods that no official market carries are traded here: shadow magic, psionic artifacts, stolen memories and the voices of the dead - everything that remains hidden between light and darkness. Seekers come from all corners of the sphere and even further to buy knowledge that is forbidden elsewhere. And the Qiralythi? They trade in what is most valuable to them: secrets.

Despite its inconspicuousness, Araxion is considered a dark mirror image of the shining commercial metropolises of the Inner Belt such as Vesperia or Lucillion. While there, splendor and prestige reign, Araxion is ruled by silence, shadows and the exchange of invisible values. Many say that whoever buys in Araxion pays twice - once in gold, and once in a truth that cannot be kept to oneself.

Visitors entering Araxion must learn to listen to more than just the words of the inhabitants: The webs themselves whisper. They are not only spread between the asteroids, but also between the minds. Some strangers report hearing voices revealing their own secrets before they could even open their mouths. But the Qiralythi insist:

'The web doesn't reveal anything. It only shows what you brought with you.'

In Araxion, no lies are spoken – only truths that are discovered too late. And the biggest deal in this city is always the same:

'What are you willing to give to know what you never wanted to know?'

7.4 Shyr'Quessir, the Whispering Roots (forest colony on Melodya)

- Size: approx. 15 km², hidden deep in the forests
- The Qiralythi forest colony most open to visitors .
- A web of shimmering silk structures that have been interwoven with the giant treetops over centuries.
- A research center for fungal symbiosis and the origin of many Qiralythi rituals.
- There is a sacred clearing there where strange dark crystals grow from the ground that amplify psionic energies.

Shyr'Quessir, the Whisper of the Roots

Deep in the ancient forests of Melodya, hidden beneath a canopy of green shadows and golden twilight, lies the oldest and best-preserved forest colony of the Qiralythi: Shyr'Quessir - a place where the web is not woven, but grown.

This colony, whose known parts extend over about 15 square kilometers, is a symbiosis of silk, mushrooms and forest: Not a structure, but a living organism in which the boundaries between nature, spirit and ritual have long since disappeared. The black, shimmering silk structures that the Qiralythi have woven over centuries have become interwoven with the gigantic treetops until the colony itself has become part of the forest - or the forest a part of it.

In Shyr'Quessir, everything breathes to the rhythm of the web, and every step sounds like a soft whisper, as if the roots were carrying the visitors' thoughts.

The Heart of Symbiosis: The Garden of Spores

Shyr'Quessir is the center of Qiralythi research into fungal symbioses - knowledge gained not by study but by merging. Here grow fungal gardens that float like glowing islands of mist between tree trunks, and mycelial pathways that carry psionic messages through the soil.

The Qiralythi here do not speak, they sense: their mushroom partners amplify their psionic resonance so that their thoughts can be carried as echoes through the roots and spider webs. Teachers and students exchange knowledge not in words but in sensations, a symbiosis of mind to mind.

The Clearing of the Shadow Crystals

At the heart of Shyr'Quessir lies a place that the Qiralythi enter only with reverence and silence: the Glade of the Shadow Crystals. Dark, pulsating crystals protrude from the mossy ground, which feels like living flesh, setting the air into a gentle psionic vibration. It is said that the web itself 'speaks' here and that the crystals store dreams that are older than any word.

The Qiralythi use these crystals for rituals that weave together past, present and possibility. Many visions of the shattered god Qiralyth were received here - and many questions that found no answers.

But the clearing is also a place of testing. Anyone who touches the crystals must face themselves - because the crystals not only strengthen psionics, but truth. And they reveal it mercilessly.

The Center of Rituals: Where Spirit and Web Become One

Many of the Qiralythi's sacred rites originated in Shyr'Quessir :

- **Dreamweaving:** A communal ritual in which entire clans weave their thoughts into a collective psionic pattern.
- **The Trail of Spores:** A journey through the fungal webs where visions reveal – or warn – the future.
- **The Mirror Song:** A psionic duet that reveals the resonance between a Qiralythi and the Web. Some find a hidden connection, others lose their voice to the Web.

Guardians and Witnesses: The Voice of the Forest

Shyr'Quessir is not ruled by domination, but by resonance. The elders here are 'The Voiceweavers': Those whose minds are so deeply interwoven with the web that they can feel the pulse of the colony with just a thought.

But Shyr'Quessir is not an open city - strangers are tolerated for a while, but not permanently welcome. The mushrooms sense intentions, the webs hear lies, and the crystals reveal what is hidden. Those who come with bad intentions disappear - and sometimes you find a new mushroom where they were.

The Wisdom of the Forest – and its Judgment

In Shyr'Quessir the Qiralythi say:

'The forest is the web – and the web forgets nothing.

Here every lie is a whisper and every truth a root.

Whoever listens will understand – but he who speaks too loudly will be cut off from the roots.'

Shyr'Quessir is not a place you find - it is a place that finds you. And when you go, it takes a piece of you with it.'

7.5 Ilith'Veyn, the Breath of Shadows (Forest Colony on Melodya)

At a glance

- Size: approx. 10 km², near a large river
- A secret colony specializing in shadow sabotage and espionage.
- Their webs are almost invisible in the canopy and can be destroyed or renewed in a flash.
- Ilith'Veyn is known for her 'Darkweavers', 'Qiralythi scouts that hunt enemies undetected.
- Most outsiders believe that this colony does not exist and is just an ancient myth from the Whispering Woods .

Ilith'Veyn, The Breath of Shadows

Deep in the forests of Melodya, where the canopy is so thick that even Apollo 's cold sunlight barely reaches the forest floor, lies a colony many believe to be a legend: Ilith'Veyn, the Hidden Web. It is more a whisper than a place, a breath in the darkness - and yet it is there, for those who realize too late that they are being watched.

With an area of about 10 km² Ilith'Veyn stretches across the branches of an ancient forest, near a wide, sluggish river whose waters are so dark they seem to swallow the sky. But little of the colony itself is visible: the Qiralythi's webs lie hidden high in the canopy, fine, almost invisible threads that only catch pale traces of sunlight. down to the forest floor. The city is silent, in the forest every step, every breath is perceived by the Qiralythi.

Ilith'Veyn is a colony of shadows, of spying and disappearance. The 'Darkweavers', the scouts and hunters of this colony, are considered masters of remaining unseen - and also of making an enemy disappear without a drop of blood touching the forest floor. They communicate through the finest psionic impulses that flow through the web like silent thoughts, faster than any word. Where others fight with weapons, they weave shadows: traps, illusions, deceptions.

But their greatest weapon is Ilith'Veyn himself: the invisible webs in the canopy can be torn down in a split second on command, plunging intruders into a silence more threatening than any battle. New paths can be spun just as quickly, as if the forest had a will of its own. The Darkweavers are hunters who have become one with their territory - and the territory is a single trap that never sleeps .

Many Melodyans believe Ilith'Veyn is nothing more than a fable, a tale from the Whispering Woods, told to keep children from wandering too deep into the shadows. Wanderers report a cold feeling on the back of their necks, a look they can feel but not see. Others say the forest itself whispered softly - words that no one understood but everyone felt.

But those who truly believe say:

'Ilith'Veyn is not a place. It is what you hear when you are no longer alone.' And when the Darkweavers finally strike, the only thing you hear is... the quiet sound of a web closing.'

7.6 Nythal'Vorr, the Wisdom Web (Melodya 's oldest forest colony)

At a glance

- Size: approx. 12 km², located in an eternal twilight forest
- Qiralythi Council of Elders lives here .
- A philosophical stronghold where psykers and shadow thinkers debate the nature of the universe.
- Their silk gardens are famous for organic architecture that combines living fungi, spider silk and crystals.
- The colony is considered a 'web of wisdom' in which traveling Qiralythi can further their education.

Nythal'Vorr, the Wisdom Web

In the deepest forests of Melodya, where the sun never reaches the forest floor and an endless twilight bathes the world in soft shadows, lies Nythal'Vorr: A city that is more thought than place, more fabric than structure. The forest itself seems to hold its breath, as if it were listening, because here the shadows speak not in words but in resonances.

The colony covers about 12 km², hidden between ancient, moss-covered trees whose branches are so densely intertwined that the light is smothered in a perpetual twilight. The air smells of damp wood, soft fungal spore dust and the faintest hint of psionic energy - an invisible echo of the thoughts being woven here.

A haven of spirit and silence

Nythal'Vorr is home to the oldest known Qiralythi Council of Elders, a gathering of shadow sages whose voices are as quiet as the wind in the Web, yet whose thoughts guide the fate of their kind. Here, psykers, philosophers, and shadow minds debate the nature of the Multiverse, the nature of the Web, and the mystery of the shattered god Qiralyth. They say that in their deepest meditations, they do not touch the Web, but the web them.

For many Qiralythi seeking a greater truth, Nythal'Vorr is a pilgrimage destination. They come to learn, to forget, and to reweave, for the philosophers of this colony teach a cruel truth: 'If you want to understand the Internet, you have to be prepared to lose yourself in it.'

The Silk Gardens: Living Architecture

Visitors are most amazed by the famous Silk Gardens, where spider silk, living fungi and crystals merge into a single organic architecture. The walls shimmer as if the forest itself were lost in thought. Bioluminescence pulses gently along the threads that run like veins through the colony. Glittering spores rise from the mushroom domes, looking like stardust in the shadows.

Web crystals grow that store thoughts and memories. The oldest of them carry the fragments of long-dead philosophers, which can still be 'heard' in the meditation halls thousands of years later .

The Wisdom Network: Learning, Feeling, Becoming

Nythal'Vorr is considered by the Qiralythi to be a 'web of wisdom' - a living hub where travelers not only learn, but change. Here, knowledge is not a collection of words, but a resonance that is woven into the web of the mind.

- Discourses are not only spoken, but shared psionically, so that emotions, intentions and shadow images of what is thought become visible.
- Learning here is an exchange - you receive knowledge but also give up your own. Some who come here never return - not because they disappear, but because they transform themselves into something new.

The Silence of the Twilight Forest

But Nythal'Vorr is not only a place of thought, but also of silence. Here, where the forest watches like an ancient spirit, the shadows are gentle but all-knowing. Many visitors report that in the moments of deepest silence they suddenly hear a voice - a voice that comes not from outside, but from within.

A saying of the elders goes: 'In Nythal'Vorr you hear nothing. And that 's when the web speaks the loudest.'

Nythal'Vorr is not a destination, it is an answer. But only those who are willing to dissolve themselves into it will understand that the answer was always a question.'

7.7 Nyrrash'Veil, the Heart of Shadows (Asteroid colony in the Backwaters)

At a glance

- Size: approx. 25 km², distributed over several asteroids
- Largest known Qiralythi colony .
- A dark metropolis of woven towers, hidden deep in the Outer Belt .
- Nyrrash'Veil is the center of the Qiralythi web, from where travel through the Shadowpassage is coordinated.
- Rumors say that the colony has a secret, functioning access to the world web .

Nyrrash'Veil - The Heart of Shadows

Far out in the Outer Belt, where the light of Apollo is little more than a distant, pale spark and the silence of the Wildspace weighs heavy on souls, lies Nyrrash'Veil - the greatest colony of the Qiralythi, a monumental web of threads, shadows, and secrets.

The colony extends over a web of asteroids, which together cover about 25 km² But size is not what defines Nyrrash'Veil - it is the feeling that moves through the darkness like an invisible presence. Here, each asteroid is connected to the others by murky, silken bridges that are barely visible in the shadows. From afar, the colony looks like a tattered spider's web hanging between the stars - a place that seems both desolate and omnipresent .

A metropolis of threads and whispers

The structures of Nyrrash'Veil are towers of woven silk, reinforced by crystal veins and psionic resonances. Some rise miles high, others disappear into the darkness as if they were only shadows. There are hardly any sources of light - instead, a cold, bioluminescent glow flows through the web fibers, making the place seem like a living, breathing creature. And who knows...?

The corridors between the towers are not made for eyes – they are for thoughts. In Nyrrash'Veil, too, the Qiralythi communicate via the web, and outsiders who make the mistake of relying on their senses get lost in corridors that do not exist - and yet are there at the same time .

The center of the shadow corridor

Nyrrash'Veil is the heart of the Qiralythi web – from here most Travel through the Shadow Passage is coordinated. Every gate to the Eternal Night, every shadow path between the worlds, is known and recorded here - not in books, however, but in the spirit of the web.

The Weaver Priests of Nyrrash'Veil, an ancient caste of shadow thinkers and psykers, keep an overview. But they do more than coordinate: they direct. Those who travel through the Shadow Passage feel their influence - sometimes the paths lead where you wanted, and sometimes... where they want.

The Rumor of the World Web

A rumor that whispers through all the shadows makes Nyrrash'Veil the most coveted and feared colony: Here, it is said, there exists a secret entrance to the mythical web of worlds – that ancient path that connects the worlds beyond the mirror.

Few outsiders have ever entered the web—and no one who has tried without the Qiralythi's permission has returned. But strangers who buy into the Weaver Priests' mercy tell of a place deep within the colony where the shadows move differently and the web... whispers.

A place without lies. And without salvation

Nyrrash'Veil is not a place of trade, not a place of hospitality. People don't come here to get something - they come here to give something:

- A secret that nobody knows.
- A memory that no one is allowed to keep.
- Or a truth that is too heavy to bear alone.

The weaver priests take everything. And they give nothing back – except the truth that no one ever wanted to hear.

A place that sees – and forgets

Many say that Nyrrash'Veil lives, that it watches. Some who have reached the heart of the colony have heard a voice coming from the threads themselves - a voice older than any deity, older than even Qiralyth.

'Nyrrash'Veil is not a place. It is a mirror.

*Here is everything you were,
everything you will be – and everything you could have been.
And when you go – only what is left of you goes.'*

7.8 S'Zaryth, the Sleeping Thread (Asteroid colony in the Backwaters)

At a glance

- Size: about 18 km², on an isolated, black asteroid

- This colony was founded by 'Forgotten Qiralythi ' who consciously broke away from their society.
- The asteroid is highly psionically charged, and some believe that an ancient being sleeps there.
- Those who live here strive for absolute psionic perfection, but in a dangerously fanatical way.
- Strangers are only accepted if they undergo a mental duel. Losers mysteriously disappear.

S'Zaryth, the Sleeping Thread

In the endless sea of shadows of the Outer Belt, far from any trade route and hidden in a silence deeper than the Wildspace itself, drifts an asteroid so dark it seems to devour light. S'Zaryth, the colony of the Forgotten, is more echo than city, more thought than place - and it is a warning.

The asteroid, about 18 km² large, is a wound in the wildspace, traversed by invisible psionic currents. Strangers who approach report whispers without language, a pressure that feels like someone is trying to break into their minds - or take root in them. Some turn back before they reach the landing pad. Others make it - and wish they hadn't.

The Forgotten: Outcast but Not Broken

S'Zaryth was founded by those the Qiralythi themselves call 'the Forgotten' - Qiralythi who have left their colonies, their gods, and their webs behind. But they were not cast out - they cast themselves out because they believed in a truth that lies beyond the web:

'The web is a shackle. And we are here to break it.'

The Call of the Sleeper

The reason for their departure lies deep within the heart of the asteroid. An invisible presence – old, alien, psionic – and growing. Some whisper that an ancient being sleeps here, older than Qiralyth, older than Nyx. The Forgotten call it:

Zaryth, the Sleeping Thread

They believe that Zaryth is not a god but a source - the very source of all psionic power. And they seek to hear Zaryth - and become part of his mind - through total devotion to pure thought.

path to perfection. O the one of madness

In S'Zaryth there are no guilds, no councils of elders, no teachers. There is only the spirit. Here the Qiralythi live according to a single law:

'Perfection is silence. Silence is control. Control is everything.'

Every day they challenge themselves – and each other – in mental battles:

- **Psionic duels** in which thoughts become weapons and the blink of an eye decides between life and death.
- **Meditations** that go so deep that some people burn up in them – physically, mentally, completely.
- **Experiments** that dissolve the boundaries of mind, body and reality.

Those who fail disappear. No one asks where. Some believe they have been absorbed by the Sleeper. Others believe their minds remain trapped in the asteroid: part of the pulsing psionic whispers that strangers sense.

The Duel: Entrance Fee and Verdict

Strangers are not welcomed in S'Zaryth - they are scrutinized. Upon entering the colony, everyone must face a mental duel – a psionic battle that goes deeper than muscles or magic:

No blood is shed. Not a word is spoken. But when you fall – you fall completely.

Losers disappear. And no one looks for them. Some say they become part of the asteroid, their thoughts spun into the whispers that pulse through the rock. Others believe the victors 'consume' the essence of the losers to feed their own psionic strength.

A place where nothing remains. Except truth

But the truly terrifying thing about S'Zaryth is not what happens there - but what it does to you. Those who survive do not return as the same. Some lose their names. Others lose their memories. But all lose one thing:

The fear.

'In S'Zaryth your echo dies. And what remains is what you really were.'

7.9 Thyss'Vorrek, the Shield in the Shadow (Asteroid Colony in the Backwaters)

At a glance

- Size: approx. 20 km², in the center of a debris field of black, crystalline rocks
- This colony is controlled by the Qiralythi 'Shadow Guardians'.
- It is considered a protective bastion against enemy forces, especially against Nyx cults or creatures from the Eternal Night.
- Their webs are riddled with special resonating crystals that detect intruders early on.
- Anyone who stands against them will quickly be lured into a labyrinth of spider webs, psionic traps and dark shadow warriors.

Thyss'Vorrek, the shield in the shadow

In the endless darkness of the Outer Belt, hidden among a chaos of black, crystalline rubble, lies Thyss'Vorrek: the bastion of the Shadowwatchers, a colony woven to defend and destroy.

The colony extends over about 20 km² and resembles a labyrinth of silk, crystal and darkness, stretching through the rubble like a deadly spiderweb. There are no gentle whispering webs here, no philosophical halls - Thyss'Vorrek is a weapon, and every fiber pulsates with a single message:

'Your path ends here.'

The Shadow Guardians: Guardians between Light and Night

Thyss'Vorrek is under the rule of the Shadowwatchers - an ancient and secret caste of the Qiralythi, sworn to protect the colonies from all that crawls out of the Eternal Night. They are warriors, scouts, hunters - and judges. Unlike other Qiralythi guilds, they worship no truth, only duty.

Their main enemy is the Nyx cults and the creatures of the Eternal Night, who repeatedly try to penetrate the lives of the Qiralythi through the Shadow Paths. But many who have encountered and

been rescued by the Shadow Guardians say that their greatest enemy was not Nyx - but what Thyss'Vorrek made of them.

Crystal webs: The Hearing of Darkness

The web of Thyss'Vorrek is different - woven of silk, but laced with shimmering black crystals that protrude from the debris like veins. These crystals are resonators that detect vibrations in space, psionic impulses, and even fragments of thought.

The web hears you long before you touch it.

Anyone who comes near the colony is not welcomed – they are already read. The web senses your intentions, your fears, your weaknesses.

The Labyrinth: No Way Out, Only End

But the real horror begins when the web closes. Intruders who oppose the Shadow Guardians find themselves in what the Qiralythi call 'The Shadow Path' – an invisible, living labyrinth that shapes itself according to the hunter's thoughts:

- **Psionic traps** that distort memories and confuse senses.
- **Shadow mirrors** that show wrong paths or make nightmares come true.
- **Silk cuts**, fine threads that cut through flesh, mind and hope.

The Shadow Warriors: Silent Hunters, Wordless Judges

The Shadow Warriors, the elite of the Shadow Guardians, do not speak - they act. Their weapons are web lances that cut through any armor, and their armor is darkness itself. But their true weapon is their psionics - cold, precise, absolutely deadly. They don't fight to win. They fight to finish.

No mercy. No witnesses.

Enemies who fall here leave no corpses, only silence and emptiness And who is allowed to escape, carries no knowledge of it, only shadows in the soul.

A Bastion. A Verdict.

But Thyss'Vorrek is more than a fortress: it is a warning sign. The Shadowguard are not just the guardians against the darkness— they are the darkness turned against its own nature. And many Qiralythi whisper that one day, when the Shadowguard have no one left to fight ... they will turn Thyss'Vorrek against the colonies themselves.

'Thyss'Vorrek does not ask who you are. It just asks if you are willing to die before you touch it. '

8. Friendly and neutral peoples & cultures

Threads without knots

The Qiralythi rarely make friends: They interweave purpose, benefit and mutual understanding. For them, an alliance is not a promise but a resonance - a harmony of goals that lasts as long as the vibrations in the web are consistent. Some peoples view them with awe, others with suspicion, but few understand:

'There is no friendship on the web, only patterns that overlap.'

The Qiralythi may be an insular people, but their survival and development depend to a large extent on dynamic interactions with other cultures in Mirrorspace. Their social structure adapts subtly to external contacts, always careful to keep their inner secrets and not reveal their psionic dominance .

These adjustments often occur at the clan and guild level and are designed to reveal as little information as possible. Weaver priests and shadow diplomats closely monitor external developments and subtly influence them when it is in the interest of the web.

Social Adaptations in External Interaction

Interaction with foreign peoples requires the Qiralythi to dynamically restructure their social patterns. These adaptations manifest themselves on various levels:

- **Psionic Shields:** During diplomatic meetings, mental barriers are reinforced to ward off espionage attempts by psionic races.
- **Ritualized adjustments:** Strangers are welcomed into specific 'conversation circles' that are crisscrossed with webs that provide subtle emotional feedback.
- **Social role shift:** In the presence of outsiders, Weaver Priests act more cautiously, while Webrunners and Shadow Diplomats take over communication .
- **Psionic Dampening:** The otherwise omnipresent clan connection is deliberately dampened in order not to reveal weaknesses through unwanted emotions.
- **Change of representation:** The visual presentation of the webs varies depending on the culture of the other person. For example, for the elves of Melodya they appear harmonious and organic, while for the orcs they appear more threatening and frightening.

Differences in dealing with different peoples

The Qiralythi interact in different ways depending on their race. Their attitude towards other cultures is characterized by a mixture of curiosity, caution and a sense of superiority .

The Qiralythi have adapted their social structure to give them maximum advantage with minimum risk when dealing with the outside world. Distrust is a fundamental principle, but curiosity drives them to continually expand their web of influence - even into the darkest corners of Mirrorspace.

8.1 Mirran Empire

The Mirran Empire represents a special social and cultural reference point for the Qiralythi: While the humanoid Cultures – including most human – have little relevance to them, they view the Shining Empire with a mixture of fascination, skepticism and cautious distance. Imperial society is characterized by aesthetic idealism, political intrigue and a highly developed magical and psionic culture - aspects that are not foreign to the Qiralythi.

Similarities

- Both cultures rely on artistry and complex social hierarchies.
- Psionics and mental abilities are highly valued in both societies.
- Intrigue and subtle power dynamics are an integral part of social reality.

Areas of tension

- The Imperial fascination with beauty seems strange and superficial to the Qiralythi.
- The empire's expansive, power-oriented thinking is perceived as a potential threat.
- The Imperial Secret Police and psyker guilds regularly attempt to spy on the spider people .

Adjustments in dealing with the Mirrans

- **Cover identities and diplomatic masks**
 - The Qiralythi prefer to use illusion-enhanced masks in cities such as Mirror Prime or Lucillion and often appear as exotic creatures from distant crystal spheres.
 - Shadow diplomats are specially trained to decipher the complex social codes of the Empire in order to best integrate into Imperial society .
- **Guided Openness**
 - Official delegations readily provide banal information about web art and crafts in order to direct interest to harmless aspects.
 - Deeper secrets are consistently shielded, be it by avoiding other topics, omitting important information or completely providing false information if it cannot be verified by outsiders .
- **cooperation in the trade sector**
 - Araxion is considered an important trading partner for Imperial traders, especially in the areas of shadow magic and psionic crystals.
 - The Mirrans value the Qiralythi's exceptional silk goods, but have no idea what psionic secrets they may hide.
- **Cultural Subversion**
 - In the art and culture scene of Vesperia, several 'webweaver circles' exist that spread subtle psionic impulses to direct the flow of information.
 - The Qiralythi promote fascination with shadow art in certain circles in order to gain long-term influence on cultural decisions.

The Qiralythi's general attitude towards the Empire is therefore neutral to skeptical: the Qiralythi see the Empire as decadent, full of intrigue and unpredictable forces. They admire the Empire's psionic tradition, but view its politics and social structure as unstable and short-sighted.

Imperial view of the Qiralythi

Conversely, the dark, alien and often sinister Qiralythi appear repulsive or suspicious to many Mirrans, as the Empire considers beauty, fame and social perfection to be central values. The Mirrans view the Qiralythi with a mixture of curiosity, arrogance and suspicion.

- **Curiosity:** The web architecture and psionic abilities of spider creatures arouse academic and commercial interest.
- **Arrogance:** The Imperial belief that they are the highest cultural achievement in Mirrorspace leads to an underestimation of the Qiralythi's psionic power.
- **Suspicion:** The shadowy nature of the Qiralythi and their connection to the Eternal Night makes them potential espionage targets.

'The Qiralythi? Interesting, certainly. But how much artistry can be expected from beings who avoid the light?' (Theonidas Mirandas, art critic from Lucillion)

The current Empire does not see the Qiralythi as a threat, but neither does it see them as an equal power - a view that is desired and encouraged by the Qiralythi, as the spider people see themselves as far superior in terms of psychology, but significantly inferior economically and militarily. As long as the Empire does not feel threatened, conflicts are avoided and the Qiralythi can assert their interests through intermediaries and with the help of their mind-influencing abilities, without the Mirrans even noticing. Only a few in the Imperial are aware of this view, and even fewer believe that this is anything more than a distorted self-perception of the spider people. And that is exactly how the Qiralythi want it.

However, one must be warned against an overly generalized view: the Qiralythi are not a unified power bloc, their individual colonies are as individual as different nations in which humans dominate, for example. Therefore, even with this people, the relationships with the respective colony should always be considered.

Relationship of some Qiralythi colonies to individual regions of the empire

Colony	Imperial city or region	Relationship
Araxion (Inner Belt)	Lucillion, Vesperia (Imperial Metropolises)	Economically useful, but socially avoided
Vethrak'Thal (Titania)	Imperial Expeditionary Forces on Titania	Occasional cooperation, but no alliance
Nyrrash'Veil (Outer Belt)	Imperial Outposts & Mining Colonies	resistance to imperial expansion
Shyr'Quessir (Melodya)	Elven kingdoms (Empire-affiliated elves)	Distantly respectful, but not cooperative

The relationship between the upper class and the Mirran noble families and the Qiralythi is marked by mistrust: the upper society of the empire in particular prefers beauty, elegance and public fame - the Qiralythi, on the other hand, are shy, cold and secretive creatures. Nobles often see Qiralythi as strange, dark creatures that do not fit into the usual Mirran culture. Despite this rejection, many nobles use Qiralythi agents as spies or assassins when they need someone to operate from the shadows.

The relationship with the middle and lower classes of society is primarily shaped by economic aspects - when most Mirrans of this class hear the word 'Qiralythi' they think of mysterious traders and black markets. Many Qiralythi operate 'invisible' trading webs in the Inner Belt that specialize in rare information, psionic crystals or magical artifacts. Some Mirrans see the Qiralythi as valuable traders or mysterious advisors who know things that no one else knows. Others fear them as shadowy beings who interfere too much in the affairs of the Empire.

The relationship with the psionic caste, magicians and academies, however, is completely different: here, although there is secret respect for the psionic talents of the spider creatures, there is no real official recognition - Qiralythi rarely manage to be accepted into these circles and, for example, become lecturers at a Mirran academy. Imperial psionists see the Qiralythi more as 'wild psionists' because their techniques do not seem to be formalized and evade academic research. Nevertheless, there are individual Qiralythi who have been accepted into the Thinking Fortress (the Institute of the Unseen Path in Vesperia), for example, because they possess psionic secrets that are otherwise unknown in the Empire.

The relationship with the Mirran government and bureaucracy can best be described as 'non-existent', as the people have no official status in the empire: the Qiralythi have no political representatives or ambassadors in Mirran territory. They are considered 'tolerated outsiders' who live in their own colonies but are not officially recognized as part of the empire. There were isolated attempts

in early Mirran history to bring Qiralythi colonies under imperial control, but all failed because the Qiralythi retreated into the shadows or resisted.

The relationship with the Solymar family is complex, distant, but respectful of their power. The Qiralythi see the Solymar as one of the most powerful psionic families in the Empire, but their behavior remains inscrutable. They know nothing about the Forgotten One and have no clues about this dark power in the background. Nevertheless, the Qiralythi feel a strange psionic distortion in the presence of some Solymar members. This resonance is a mystery to them, and some suspect that the family uses a secret psionic technique unlike anything known. There is no open conflict, but a latent interest in learning more about them, mostly because there is no adequate explanation for their psionic talents.

The relationship between the Qiralythi and the Mirran Empire is thus one of strategic maneuvering and mutual caution. While Imperial scholars attempt to decipher the secrets of the psionic webs, the spider creatures continue to weave their invisible threads of influence in secret.

8.2 The Kragoros on Titania

The Kragoros and the Qiralythi have developed a cautious but stable coexistence on Titania. The Kragoros view the Qiralythi with a mixture of respect and suspicion, while the Qiralythi perceive the Kragoros as headstrong but predictable neighbors.

Cultural Distance

The Qiralythi live in their elaborate spun cities and move safely in the shadows, while the Kragoros continue their nomadic wanderings among the floating islands of Titania. The Qiralythi view this restlessness with curious interest, while the Kragoros cannot understand the stable settlement nature of the spider creatures.

Cooperation in the face of shared threats

The toxic storms, foreign invaders, and the dangerous regions surrounding the 'Dead Gods' occasionally require cooperation. When outside threats arise, both races share information and occasionally work together in dangerous areas, but without forming formal or permanent alliances .

Shadowwalker Services

The Kragoros have no means of using the Shadowwalkers themselves and occasionally resort to the services of the Qiralythi to get safely from one island to the next. The Qiralythi weaver priests only occasionally demand material goods for these services; they prefer stories, legends or information about new phenomena and developments on Titania.

Potential for Conflict

Although there is no open hostility, there are tensions. The Kragoros occasionally feel threatened by the Qiralythi's subtle psionic manipulations, while the Qiralythi see the Kragoros as a potential threat when they are influenced by Nyx cults.

Common taboos

Both races avoid the ruins around the 'Dead Gods' equally. While the Qiralythi sense a psionic unrest here, the Kragoros believe that these places preserve the anger of the past and that any approach means death.

Summary

The relationship between the two peoples remains characterized by mutual caution. Occasional cooperation is made difficult by deep cultural misunderstandings, but is also strengthened by a shared will to survive.

8.3 Elves of Melodya

*'The elves cultivate the light – and blind themselves.
We weave the shadows – and see the truth in the twilight.'*

The relationship with the elves is ambivalent: both peoples are intelligent, conscious of tradition and close to nature, but differ fundamentally in their worldview. The elves seek eternal harmony, the Qiralythi value change and the hidden.

Similarities

- Both peoples are highly developed intellectually and artistically.
- Nature magic and psionic energies are used in a similar way.

Areas of tension

- Distrust of the Qiralythi's psionic superiority.
- Elves fear the subtle interference of shadow diplomats in their cultural affairs.

Adjustments in handling

- Camouflage techniques are modified to avoid alerting forest spirits and elven magicians.
- Exchange programs between psionic academies are intended to reduce mistrust.
- Joint research projects are initiated primarily in Shyr'Quessir.

The Qiralythi and the elves of Melodya share a deep connection to nature, but that is where their similarities end. For the elves, the Qiralythi are mysterious shadow hunters whose actions and motives defy any elven logic. The Qiralythi, in turn, see the elves as prisoners of their own traditions, whose quest for harmony blinds them to the subtle patterns in the web of being.

Despite this distant attitude, alliances sometimes form when both peoples face a greater threat - such as the Nyx cults or monsters from the Eternal Night. But these alliances are fragile, because distrust is the keynote of their common song.

*'The fairies hear the wind, we hear the echo between the leaves.
They love the light, but we weave the shadows between them.'*

Play in Light and Shadow

The relationship between the Qiralythi and the elves of Melodya is complex, multi-layered and characterized by silent rivalry. Both peoples are masters of magic, closeness to nature and subtle art, but their philosophies and worldviews could hardly be more different:

- The elves worship harmony, tradition and the eternal, while the Qiralythi seek change, the hidden and the fleeting truth.
- Where the elves sing the song of nature, the Qiralythi whisper with the web of shadows and resonances.

Their relationship is neither friendship nor enmity: it is a dance of mutual respect, suspicion and the silent knowledge that each underestimates the other.

The Qiralythi's View of the Elves

For the Qiralythi, the elves are a people of light – but one that fears the shadows:

- They view the elves as predictable because they cling to rituals and traditions that make the web of their society rigid and immobile.

- Elves who seek the path of psionics appear to the Qiralythi like chicks attempting to fly, never understanding that flight is not heaven, but falling into the unknown.
- Still, the Qiralythi respect the elves' longevity and knowledge - but know that long lives often leave behind weak webs: strong in form, but fragile in change.

*'The elves paint life in colors - we weave it in threads.
Colors fade. Threads break - but the web remains.'*

The Elves' View of the Qiralythi

The elves find the Qiralythi disturbingly alien – not because they do not understand them, but because they fear that they might:

- They see in the Qiralythi a perverse reflection of their own path: A culture that does not admire nature, but penetrates and dominates it.
- The Qiralythi's fungal symbioses appear to them as a blasphemous distortion of the balance, as they allow nature to adapt rather than grow. The fact that elven architecture, for example, also includes artificial adaptations and manipulations of plants and is therefore not fundamentally different is not something they like to hear, especially not from outsiders.
- Shadow magic and shadow passages in particular make elves feel uneasy, as they traverse the world through cracks and detours instead of following the paths of nature.

Despite all this, many elves envy the efficiency and unity of the Qiralythi, albeit reluctantly .

'They call it web – we call it prison. But whoever is caught in a web is often the hunter – and not the prey.'

Encounters: Espionage, Diplomacy and Shadow Wars

The contacts between the two peoples often take place invisibly in the shadows of the forests .

- **Espionage:**
The Qiralythi spin invisible listening webs in the elven forests: webs that make birds sing, mushrooms whisper, and leaves warn. Elves, in turn, send druids and dreamwalkers who try to sneak into the Qiralythi's resonance nets.
- **Intrigue:**
Elven courts and Qiralythi guilds trade 'truths' - knowing full well that every truth can also be a lie. Some Qiralythi 'gifts' are woven traps that summon spirits or steal dreams.
- **Conflicts:**
If – which is extremely rare – for the When it comes to open combat, the elves are masters of battle in light and shadow, while the Qiralythi use the threads of the invisible :
 - Elven archers against web traps and psionic illusions
 - Druid magic against resonance storms that tear apart thoughts
 - Elementals against shadow spiders that strike as unexpectedly as they are deadly

But open wars are extremely rare, because both peoples know:

'When two webs get caught, often tears apart what lies in between.'

alliances, fragile like morning dew

Despite their mutual distrust, alliances emerge when a greater darkness threatens:

- To combat the Nyx cults, both races form powerful psionic-druidic circles to seal shadow gates.

- To combat threats from the Eternal Night, the Qiralythi combine their shadow paths with the dream paths of the elves to weave common traps in the unseen.
- Some weaver priests and elf sages perform twin rituals in which mushroom mycelia and tree spirits whisper prophecies together.

The Web and the Forest: A Dance Without End

The relationship between Qiralythi and elves is not a fight, but a silent competition – for knowledge, influence and the truth of creation. But despite all the differences, one thing remains:

'They see us in the shadows, we hear them in the light. And between us – lies the net.'

8.4 Neighbors in the Outer Belt

The Outer Belt is a region of contradictions - wild, fragmented, untamed, and yet orderly and permeated by invisible threads of power and intrigue. The Qiralythi, who build their colonies here like knots in a web, approach their neighbors with the same mixture of distance, calculation, and unpredictability that characterizes their entire culture. For the peoples of the Outer Belt, the Qiralythi are simultaneously ghosts, traders, and hunters - and always an enigma.

Illithids

'We weave thoughts. They devour them. We preserve knowledge. They devour it. Similar, and yet so strange.'

The illithids are fascinating rivals for the Qiralythi, but also dangerous threats. Both races have mastered psionics at a high level and share an interest in mental manipulation and mental webs.

Similarities

- use of telepathic communication structures
- perfection of mental control techniques

Areas of tension

- The Illithid view the Qiralythi as potential food, but their mental resonance structure makes them elusive.
- The Qiralythi, in turn, see the illithids as a threat to the independence of their psionic web.

Adjustments in handling

- Webrunners regularly patrol near illithid settlements.
- Resonance frequencies are adjusted to ward off mental disorders.
- In conversations, the Qiralythi appear reserved so as not to reveal any weakness .

a strange fascination between the Qiralythi and the Illithids, and a cold war without battlefields. Both races are proficient in psionics, but their approaches could not be more different:

- The illithids take – they break the mind and feed on the ego.
- The Qiralythi weave – they read the web of thoughts and become one in it.

The Qiralythi despise the greed of the illithids, but study their techniques, fascinated by the echoes of their psionic patterns. Encounters rarely end in blood - but almost always in a hunt. An illithid that wanders into a colony is not killed - its spirit is 'spun', woven into crystals and becomes part of Qiralythi knowledge.

'The mind flayers eat the mind. We keep the scream in it.'

The Illithid View of the Qiralythi

To the mind flayers, the Qiralythi are a rare anomaly, and a warning: most illithid consider them to be 'shattered minds,' a species so deeply trapped in the psionic collective of their webs that they have lost the true potential of the singularity - the pure self.

Fascination and fear go hand in hand:

- Illithids value the psionic resonance of the Qiralythi, which is almost as dense in complexity as that of an Elder Brain. Some attempt to 'taste' captured Qiralythi - often resulting in the attacker mentally collapsing, caught in the echo spirals of the webmind.
- They view the Weaver Priests with suspicion because they have achieved a form of collective mind without submitting to the hive mind.
- Shadowwalks fascinate the illithid as paths that traverse the universe, but they are unstable to their methods. Many illithid have vanished without a trace after attempting to master these paths.

The Cold War in the Mind

Elder Brains, the large psionic brains of the Illithids, are ambivalent about the Qiralythi: Some want to assimilate them in order to steal their knowledge via the Internet. Others fear that a collective connection to the web could reverse control – and the Elder Brain itself be 'spun'.

Only one thing is certain:

'The spiders are not a people, they are an echo. And echoes cannot be devoured without being devoured themselves.'

Beholder

'An beholder sees many things. But never the web that holds him.'

The beholders are an unpredictable factor in the social relationships of the Qiralythi. The strangeness of their thought structures makes them difficult to predict, but their intense magical power arouses curiosity, but above all suspicion.

Similarities

- Both peoples are highly intelligent.
- Interest in arcane and psionic fields.
- Both dominate 'lesser' races.

Areas of tension

- Beholders tend to be paranoid and often attempt to spy on the Qiralythi.
- The Qiralythi's mirror-net techniques irritate beholders and occasionally trigger aggressive reactions.

Adjustments in handling

- Using psionic deflection patterns to disrupt mental vision beams.
- Communication through intermediaries to avoid direct psionic contact.
- Diplomatic meetings take place exclusively in neutral spaces, often in Araxion.

There is a complicated relationship between beholders and Qiralythi, one of curiosity, paranoia and silent competition. Both races view the world through multiple perspectives, but their way of gathering knowledge is fundamentally different:

- The beholders observe, analyze and control. Their eyes see every detail, but only what is there .
- The Qiralythi, on the other hand, sense, weave and sense ; their web reads the resonances of mind, memory and possibility.

The beholder's perspective on the Qiralythi

Observers are fascinated by the Qiralythi because they gather information without eyes - through vibrations, thoughts and psionic echoes. But this fascination often turns to paranoia because the Qiralythi webs are mostly invisible to the all-seeing eyes of the beholder. This is true both metaphorically and visually: No one knows why beholder eyes have difficulty seeing the spider people's webs.

To beholders, the Qiralythi are a distortion of logic - a pattern without an origin, a web without a center. Their need to be part of a collective web appears to beholders as a 'mental weakness' - a self-denial of their own singularity. Yet they recognize the efficiency of the web:

- Qiralythi rituals and non-verbal psionic communication deeply fascinate beholders, who consider them a potential weapon or source of new knowledge.
- Shadow passages disturb beholders because they circumvent the usual rules of space, where their eye weapons are no longer reliable and often remain ineffective.
- Some beholders attempt to entangle Qiralythi groups in intrigue in order to analyze—and perhaps replicate—their psionic patterns.

How the Qiralythi see the beholders

To the Qiralythi, beholders are open books—but books that scream when you read them. Their paranoia is as loud to the Web as lightning in silence, and their power is based on direct control and subjugation—which are meaningless on the Web. Nevertheless, the Qiralythi value the beholders as involuntary sources of information, because :

'A beholder sees everything – and his look reveals more than he will ever understand.'

Encounters: Intrigues and Shadow Wars

- **Alliances:** Beholders occasionally offer artifacts, knowledge, or psionic technologies, but the Qiralythi know that any gift is a lure.
- **Espionage:** Qiralythi occasionally infiltrate Beholder hideouts via shadow passages, causing Beholders to rage and panic and increase their defenses.
- **Conflicts:** When confrontation occurs, beholders use their eye weapons, but they are far less effective against psionic resonances and shadow jumps than they would like. They have little to counter the spiderfolk's other psionic abilities, something they are reluctant to admit.

A cold, endless dance

In the shadows of the Outer Belt, every encounter between beholders and Qiralythi leads to a hunt—but no one knows who is the hunter and who is the prey.

'You see everything – except the web, that has long been woven around them.'

Orcs and other humanoids

'The minds of humanoids are like wet clay. Soft and malleable, but fragile in the fire of truth.'

The Qiralythi view humanoid races as primitive and easily influenced. Their lack of psionic understanding and their short lifespan – both individually and that of their social structures – make them become useful tools, but never equal partners.

The Qiralythi view the orcs, goblins, kobolds, hobgoblins, and other humanoid races of the Outer Belt with cold indifference. To them, these races are primitive, crude, and incomplete, beings that do not even touch the surface of the Web. But what these races lack in spirit and psionics they make up for in numbers, ferocity, and adaptability.

similarities

- Especially in the Outer Belt of Mirrorspace, humanoids and Qiralythi share a habitat that is characterized by darkness and cold, far from the warming light of Apollo.
- Humanoids are adaptable and often live in clan structures. However, humanoid clans differ from those of the spiderfolk in that they almost always lack the psionic connection that is so characteristic of the Qiralythi.

Areas of tension

- Their suspicious approach to 'weird aliens' often leads to hasty attacks.
- Patterns of influence: The Qiralythi use subtle psionic influences to turn suitable groups and clans into tools.

Adjustments in handling

- Indirect communication via psionic humanoid individuals who act as 'shadow servants.'
- Presentation of strength: Colonies like Thyss'Vorrek deliberately rely on threatening web architecture to deter attacks.
- Targeted disinformation is used to distract overly curious parties.

The Qiralythi rarely waste energy in open wars against the humanoids. Instead, they wage wars in their minds.

Tools of the Web: The Psionic Chains

The Qiralythi have mastered the art of subtle control over these peoples. Through psionic influence, dreams, whisper webs and resonance rituals, they create tools, chess pieces – and sometimes puppet armies – from the humanoids.

- **Orks:** Brutal, warlike, ideal as tools of war against enemies such as Nyx cults or beholders. Many Ork hordes unconsciously follow a psionic echo **that** leads them to targets chosen by the Qiralythi from the shadows.
- **Goblins:** Clever, chaotic, and greedy— the perfect spies, saboteurs, and smugglers. Some goblin shamans hear voices in the smoke of their fires, never knowing that it is the Web speaking through them.
- **Kobolds:** Curious, technically gifted - useful builders, trappers and scavengers. The Qiralythi have often seen kobolds copy their **own** web technologies without understanding their origins.
- **Hobgoblins:** Structured, disciplined – effective mercenary armies who sometimes receive orders from 'visions' they interpret as divine signs .

Subtle Control: A web without threads

The Qiralythi do not rely on open slavery, they are interwoven into the culture of these peoples:

- **Cults and Prophets:** Some clans worship the Qiralythi as shadow gods or dream bringers.
- **Dreams and Visions:** Leaders receive psionic inspirations that act as their own thoughts .

- **Misguided Alliances:** Some humanoids believe they are cooperating with the Qiralythi of their own free will – without knowing that their will has long been broken.

Unruly Tribes: And the Web That Swallows Them

Clans that resist the control of the Qiralythi or threaten their webs do not experience massacre – but oblivion:

- Leaders disappear without a trace, their thoughts archived on the Internet.
- Warriors walk in shadow traps where they do not recognize their companions and destroy each other.
- The earth whispers, and an entire tribe leaves its home without ever knowing why.

The Qiralythi and their tools: No loyalty, only utility

The Qiralythi feel no loyalty to their 'allies' - only efficiency. A clan that loses its usefulness ends - or becomes part of the mycelial gardens.

'The orcs think they are waging war.

The goblins think they are plundering.

The goblins think they are joking.

But they are all just dancing in the net.'

Minotaurs

The minotaurs of the Outer Belt are, in the eyes of the Qiralythi, more advanced than the other humanoid races, if only just: the spiderfolk see them as labyrinth masters, cartographers, and wild space travelers who explore the pathlines between asteroids and shadow passages. There is a strange affinity in thinking between them and the Qiralythi: both races see paths not as linear roads, but rather as structures, as webs or webs .

- Minotaurs respect the Qiralythi for weaving their labyrinths in mind and shadow.
- Both races exchange knowledge of routes: the Qiralythi grant the Minotaurs access to shadow passages that they attempt to map, and the Minotaurs in return reveal secret routes through the Outer Belt and share information on current events in the Crystal Sphere that they have collected on their travels .
- Some minotaurs, however, dare to go too far – and disappear, trapped in the web they were trying to map.

'They call themselves Lords of the Ways. But they never felt when the path looks at them.'

9. Enemies & Threats

The Qiralythi live in a World that knows neither friendship nor mercy, only power, resonance, and survival. Their greatest enemies are rarely those who fight with swords - but those who seek to cut, poison, or control the Web. Some lurk in the Eternal Night, others crawl from the depths of the mind, and some even walk the threads of the Web themselves .

'Everything that lives in the web can get caught in it – or die in it.'

9.1 Nyx Cults & Shadow Fanatics

Nyx cults & shadow fanatics believe that the Qiralythi have stolen what belongs to Nyx. The Nyx cults in particular see the Qiralythi as traitors to the darkness. The point of conflict is clear: the Qiralythi use shadowwalking and shadow magic, but do not submit to Nyx. Their fanatical followers see this as sacrilege. Some cults believe that the Qiralythi have stolen what belongs to Nyx and want to either wipe them out or force them into Nyx's service.

Not only in the Eternal Night, the 'lower half' of the Crystal Sphere, but also in the adjacent Shadow Plane, there are dangerous Nyx priests and creatures that specifically and relentlessly hunt Qiralythi.

Well-known cults & groups

'The Children of the Night' – A fanatical sect that believes that true power can only be achieved through complete submission to Nyx.

'The Tears of the Goddess' – An assassin cult group that hunts and wipes out Qiralythi because they believe they corrupt the darkness.

'The Black Hands' – A Nyx-dedicated assassin guild that specifically tracks down and eliminates Qiralythi spies in the Empire.

Game mechanics

- High magic resistance (30%) against shadow-based powers and psionics
- Many factions know alternative routes through the Eternal Night and can intercept Qiralythi in their own domains.

9.2 Thyr'Ralakk, the Shadow Eater

An ancient legendary creature that dwells in the Eternal Night and hunts (and not only) Qiralythi. Some scholars of the Spiderfolk believe that it was a former shard of Qiralyth that was corrupted by Nyx.

Thyr'Ralakk preys on Qiralythi who move through shadow passages too often, eating not their bodies but their minds, memories, and psionic awareness. Those who encounter her too often risk losing their own identity.

Game mechanics

- Curse: Anyone who uses a Shadowwalk has a 1% chance that Thyr'Ralakk will pick up their trail, with Qiralythi this chance increases to 5%.
- Psionic Beast: Each hit by Thyr'Ralakk permanently drains 1d6 psi points.
- Mental Repression: Anyone killed by Thyr'Ralakk leaves behind no corpse, but only a shadow of their former existence.

9.3 Imperial Shadowhunters & Secret Police

The Qiralythi's efforts to avoid being seen as a threat in the Empire are quite successful, but not perfect: some factions still consider them dangerous spies, and they try to eliminate them, or at least keep an eye on them. Interestingly, this is less true for official Mirran forces such as intelligence and defense, as some noble families and psionic orders in particular maintain specialized 'shadow hunters' trained to break through and eliminate Qiralythi webs.

Especially in Lucillion and Vesperia there are agents who try to push Qiralythi out of trade routes and information webs. Some psionic academies are also experimenting with methods to disrupt or block the Qiralythi's shadow corridors.

Well-known factions

'The White Masks' – A secret police of the Empire, which controls 'dark elements' within the Belt. They have some psykers infiltrating Qiralythi webs.

'The Shining Eyes' – An order of imperial psykers who specialize in analyzing and interrupting shadow paths.

'The Silver Tribunal' - A secret circle of Imperial judges who believe that Qiralythi are gaining too much influence in the Inner Belt .

Game mechanics

- Develop specialized psionic powers and anti-psionic spells to draw Qiralythi from shadows or track their movements.
- High social control in the Inner Belt - it is dangerous for Qiralythi to move around in public in most places under Imperial control.

9.4 Vorr'Ghaleth, the Decayed One

A renegade Shard God who has turned away from the Qiralyth and seeks to destroy the Qiralythi.

While most of the shards try to unite or at least preserve the tradition of Qiralyth, Vorr'Ghaleth believes that the Qiralythi have corrupted themselves. He has his own cultists among the Qiralythi and wants a 'cleansing' by destroying colonies that oppose him. His priests use forbidden psionic techniques to control the minds of other Qiralythi.

Game mechanics

- Psionic Corruption: Those who fight against his followers must succeed on a DC 14 Will saving throw or fall under their control for 1d4 rounds.
- 'The Whispering Blades': His cultists use shadow swords that can cut through Qiralythi weaves and very effectively destroy or permanently corrupt their webs.
- 'The Black Ritual': His followers can redirect a shadow corridor and turn it into a trap.

9.5 Plunderers & Pirates

Qiralythi colonies are very difficult to conquer, but there are groups that try to rob them anyway. Especially small settlements in remote regions of the Inner Belt, but even larger colonies in the Outer Belt are attacked by pirate gangs who are after Qiralythi silk, psionic crystals or rare mushrooms. The Qiralythi of Melodya are often the target of game hunters who want to dismantle their special web structures for trade goods.

Well-known groups

- 'The Bone Hands' - A centuries-old, notorious band of pirates from the Outer Belt who specialize in attacks against Qiralythi. Little is known about this group, who, aside from their raids, only have contact with the outside world through intermediaries.
- 'The Hunters of Nyth'Kar' - An organization of black mages who exploit Qiralythi weave for ritual purposes.
- 'The Grey Council' - A group of wealthy traders from the Empire who attempt to force Qiralythi silk to be produced by enslaved members of the Spiderfolk.

Game mechanics

- Qiralythi webs can be deliberately destroyed to destabilize entire colonies.
- Psionic blocks are used to prevent escape through shadow passages.

10. Game mechanics and rules (AD&D 2e)

10.1 General properties

- **Climate/Terrain:** Forests, Underdark, Shadow Realms, Nyx's Domain ('Eternal Night')
- **Frequency:** Rare
- **Organization:** Colonies (web communities, guild systems)
- **Active time:** Mainly at night or in twilight and darkness
- **Alignment:** Mostly neutral (neutral-evil or neutral-good possible, strongly dependent on the colony)
- **Intelligence:** High to Genius (15–19)
- **Treasures:** Standard, plus psionic crystals, web artifacts, shadow storage runes

10.2 Attribute modifications

- **+2 Dexterity (Dex):** Due to their spider-like, limber body structure.
- **+1 Intelligence (Int):** They are masters of tactics, psionics and deception.
- **+1 Wisdom (Wis):** Her experience with shadow walks and 'reading' webs sharpens her intuition.
- **-2 Charisma (Cha):** Their alien appearance and their distant, often eerie aura are intimidating to others.
- **-1 Constitution (Con):** Their bodies are optimized for shadows and flexibility, but are more vulnerable to physical damage.

Min. / Max. Attribute Values: (according to Player's Option: Skills & Powers)

- Strength: 3–18
- Dexterity: 8–20
- Constitution: 6–18
- Intelligence: 7–19
- Wisdom: 6–19
- Charisma: 3–16

10.3 Psionic Abilities

(strongly enhanced by the psionic-enhancing conditions in the Mirrorspace Crystal Sphere)

The Qiralythi possess a natural psionic ability, granted to them by their web symbiosis and their connection to the Eternal Night.

Automatic Psionic Talents

- **Shadow Vision:** (Similar to *Infravision*, 36 meters, sees through shadow magic)
- **Psionic Web Sense:** Senses movement and psionic vibrations within 18 meters.
- **Mind Speech (Empathy):** Can share simple emotions telepathically with Qiralythi within 30 meters.

Psionic Powers (Power Score: Intelligence, check at 20) (*Player's Option: Skills & Powers*)

- **Shadow Leap:** (Telekinesis/Teleportation Power) – 1x/day, range: 18 meters, no opportunity to attack.
- **Web of Confusion:** (Domination/Telepathy) – 1x/day, all enemies within 6 meters must make a saving throw vs. spell (DC 15) or are confused for 1d4 rounds.
- **Echo of the Past:** (Clairsentience) – Can sense memories from objects or places (1x/day).

10.4 Combat Values

(AD&D 2E & Combat & Tactics)

- **Armor Class (AC):** Base 7 (thanks to natural chitin)
- **Movement:** 12 (climbing: 9)
- **Hit Dice (TW):** 1d10 for non-PC, PC according to class rules
- **ETW0:** Standard according to class selection
- **Size:** M (1.80–2.20 m)
- **Morale:** High (16)
- **Magic resistance:** 10% against shadow and illusion spells (reflects their affinity to darkness)

Natural attacks

- **Bite:** 1d6 damage
- **Net Shot (1×/day):** Opponent is immobilized for 1d4 rounds (Strength check DC 15 required to free oneself)

10.5 Special Abilities & Racial Abilities

- **Shadow Walk (1×/day):** Teleport through Nyx's realm, requires Will save (DC 16) against the dangers of the Shadow Walk.
- **Shadow Vision:** Immunity to *blindness caused by darkness*.
- **Shadow Resonance:** Advantage (+2) on saving throws against *illusions, confusion, and mind control*.
- **Net weaving:** Can spin a silk ladder or a 3×3 meter area in 10 minutes (tensile strength: 15).

10.6 Class and level restrictions

Allowed classes: (Player's Option: Skills & Powers)

- **Fighter:** Up to level 12
- **Psionicist:** Up to level 15 (preferred class)
- **Cleric (Shard Deities):** Up to level 14
- **Mage (Illusionist/Necromancer):** Up to level 11
- **Thief/Assassin:** Up to level 13

Multi-class combinations

- **psyker/fighter**
- **psyker/thief**
- **Fighter/Cleric**
- **Cleric/Thief**

10.7 Advantages and disadvantages

- ✓ Strong psionic abilities and telepathy within their colonies.
- ✓ Superior abilities for camouflage, movement and perception in shadows.
- ✓ Resistance to illusions and mental attacks.
- ✗ Weaker in direct combat (lower constitution, limited damage in close combat).
- ✗ Charisma penalty makes interactions with other races challenging.
- ✗ Vulnerable to light and lightning spells (-2 on saving throws against *light-based effects*).

10.8. Example skill specializations

- **Psionic Skills:** Dreamwalking, Mental Barrier, Resonance Echo
- **Combat skills:** Shadow fighting, web trap building
- **General skills:** Spider silk processing, tracking in the dark

10.9. Example starting equipment

- **Chitin armor** (+2 AC, own tissue)
- **Shadow Dagger** (+1, deals additional 1d4 psionic damage against creatures from Nyx's realm)
- **Psionic Shard Crystal** (send thought message once daily)

11. Adventure ideas

Threads in the Dark

'The Qiralythi are not just spider-like creatures lurking in secret. They are the architects of invisible paths, the wanderers of the shadow corridors and keepers of ancient secrets. Their colonies are labyrinths of silk and silence, full of riddles and unpredictable encounters. Those brave enough to enter the web will not only find secrets there - but also themselves.'

— Lyss'Velarin, human shadowwalker after a visit to Vethrak'Thal

This chapter offers a selection of adventure ideas that add depth to the Qiralythi and their unique culture, the Shadowwalkers, and the Shard Gods. The scenarios presented here are suitable for exploration, diplomatic missions, and dark conflicts with Nyx cults or power-hungry Empire agents. Whether in the interwoven towers of Nyrrash'Veil, the mysterious silk gardens of Shyr'Quessir, or the dangerous shadow routes through the Eternal Night - the adventures in this chapter take the PCs to places where the boundaries between reality and shadow blur .

11.1 Mythical plot hooks: The lost World Web

The Awakening Shard: An ancient crystal shard suddenly begins to emit faint psionic signals. A local shaman claims that the World Web is 'calling' him. The heroes could try to follow this trail - does it hold salvation, power or just illusions?

Visions of a past journey: A young dream spinner receives images of the old paths that plunged into chaos. Do these visions come from the past, or is there a sign of a new opening? Perhaps a new disaster threatens if the thread lights up again.

Hunt for the Myths: An outside force (such as a hostile race or ruler) believes the legends are more than just stories and seeks to force access to the Worldweb to use it for conquest. The Qiralythi must defend their heritage and treasures.

The world web collapses: Mysterious disturbances interrupt the Qiralythi's ability to travel psionically. They are desperately looking for a solution to avoid cutting off their colonies from one another.

11.2 Religious plot hooks

The Silent Web: The colony of Nythal'Vorr suddenly loses all psionic contact with its trading and neighboring colonies. The PCs are sent to check on things - and find a deserted settlement in which bioluminescent webs appear to be frozen. In the middle of the city lies a shard crystal, inside of which an ancient spider creature seems to be sleeping - or has already awakened.

The Crystal Scream: In Shyr'Quessir, the sacred mushroom crystals suddenly begin vibrating, emitting an eerie, psionic sound. Weaver priests believe it is a warning from Nyss'Vaelar, but some researchers suspect an external psionic disturbance. The PCs are tasked with locating the source and discover that a Shard cult is attempting to create a new Shard God - with devastating consequences.

Shattered Deity: A powerful enemy is trying to collect the crystal fragments in order to gain divine power for themselves. The Qiralythi must defend their shards and, if necessary, forge alliances with other races.

The Call of the Broken: In Nyrrash'Veil, several weaver priests simultaneously report a vision: a glowing spider body in the middle of an endless web calls for help. The priests believe that it is a shard of Qiralyth trapped in a forgotten shadow dimension. The PCs are supposed to recover the shard - but

the mission leads them to a place where the shadow passages are becoming unstable and a spiritual presence is trying to manipulate them. Is it really a fragment of Qiralyth - or a deception by Nyx to get to the soul of the Qiralythi?

Sacred proof: A visionary claims to have seen an actual manifestation of the World Web. The Qiralythi believers are enthusiastic, skeptics doubt. The heroes could try to test the authenticity of this 'vision' by traveling to this place with the help of a portal or shadow corridor created by the weaver priests and looking for several signs or finding objects that the visionary claims to have seen. Of course, this place is not uninhabited...

Shattered gods: If someone could put the divine crystal fragments together, according to tradition, a part of the 'world web' would become real and tangible again. After generations of research, the weaver priests of several colonies have succeeded in doing just that - with unforeseeable consequences...

False prophets: Charlatans from outside abuse the myth of the World Web to gain influence over the clans, power and wealth: They pretend that they can travel in the World Web, collect expensive offerings and thus manipulate the clans. A suspicious weaver priest turns to the heroes and asks them for help.

11.3 Political plot hooks: Not all webs are visible

The Trapped Shadowwalker: An experienced netwalker has not returned from a diplomatic mission in the Mirran Empire. The PCs are tasked with finding out where he is. Evidence points to a secret laboratory in Vesperia where Mirran psi-mages are attempting to replicate shadowwalking technology. Danger: The PCs could fall into a web trap themselves during their mission.

The Shadow Fair of Araxion: Every ten years, the Shadow Fair of Araxion takes place in the Inner Belt, where traders from across Mirrorspace exchange shadow magic, psionic artifacts, and web technologies. The PCs are hired as guards or agents - and discover that beholders and Imperial agents are fighting over a unique crystal artifact whose radiation could destabilize the web.

The Threads of Truth: A political assassination in Vethrak'Thal shakes the colony. A high weaver priest is killed, and the psionic web shows distorted memories of the incident. The PCs are tasked with unmasking the killer and come across a web of illusions, false memories, and evidence of a humanoid infiltration unit - possibly with Imperial support.

Hunt for the Traitor: A high-ranking shadow diplomat is accused of selling clan secrets to illithids. The PCs must track him down before he leaves the colony for good. But the trail leads them to an ancient ruined city on Titania, in whose shadows the truth lurks: The diplomat is not corrupt - but is controlled by an illithid mental parasite.

11.4 Adventure at home: Plot hooks around clan and colony

Clan reunion: Two long-separated clans learn about each other through a chance encounter (perhaps through travelers from another Qiralythi colony). Now they want to exchange ideas, settle old feuds, or reactivate a sanctuary they once shared.

Fungal plague: An aggressive, mutated species of fungus threatens to overgrow the sensitive ecosystem of the Qiralythi. The group of heroes could help solve the problem or investigate the causes

Hunters of the Dark Paths: Attacks by unknown creatures are becoming more frequent in the shadow corridors. The Qiralythi believe that a new shadow beast is threatening their web. The PCs are tasked with hunting the creature - and discover that it is an artificially created psionic guardian controlled by Nyx cultists. A massive attack on the colony is imminent - will the hastily made precautions be enough?