

Origins of the Arachnid Tribe

At the foot of an ancient volcano lay deposits of a rare magical mineral. It formed deep underground and appeared as dark crystals with a faint inner glow. During eruptions, fragments of these crystals were hurled to the surface alongside volcanic ash, scattering across lava fields, caves, and the cracks of scorched slopes.

Large volcanic spiders had long inhabited these lands: resilient predators capable of surviving among heat, sulfur fumes, and molten stone. Over time, they began interacting with the crystals, swallowing small fragments along with their prey and nesting within the magic-saturated depths of the volcano.

Prolonged exposure to the crystals gradually transformed both their bodies and minds. Their nervous systems became more complex, their reflexes sharpened, and their behavior slowly evolved beyond pure instinct. Generation after generation, the volcanic spiders became increasingly intelligent.

Yet intelligence brought a new problem: coexistence with other peoples. The inhabitants of nearby lands saw the enormous spiders only as monsters and destroyed them whenever possible. Even as they became more intelligent, the creatures remained too alien and terrifying for others to accept.

Eventually, some of the spiders developed another strange ability: the power to reshape their own bodies. At first, the changes were minor, altering limb proportions, shell structure, and isolated biological traits. Later, the most advanced among them learned to assume forms resembling humanoids.

Thus emerged a form that partially mirrored the appearance of intelligent races. Observing outsiders, the spiders quickly realized a simple truth: creatures with less threatening appearances were far less likely to be attacked on sight. The humanoid form became the most effective method of survival and concealment.

Even after changing their bodies, however, the Arachnids never ceased being predators. They retained cold, calculating minds and continued to perceive the world differently from humanoids. Over time, they began studying other peoples more closely: their speech, customs, and societies.

Gradually, the Arachnids formed small colonies, adopted language, and even developed a primitive culture. The forests surrounding the volcano became their hunting grounds, while nearby settlements slowly emptied.

Centuries later, the outside world had changed, and the Arachnids themselves had become little more than part of dark legends surrounding the Spider Volcano, a place where criminals were sent with promises of freedom should they return carrying the mysterious Spider Crystal.

And one day, someone actually returned.

He spoke of strange forests, hot springs, and beings that combined the traits of spiders and humanoids. According to him, the mistresses of the volcano were cautious and

distrustful, yet intelligent, and would occasionally aid travelers in exchange for food or rare objects.

But more importantly, he brought back a Spider Crystal.

Soon, mages discovered the crystal could amplify spells, alchemists learned to use its dust in powerful elixirs, and craftsmen realized that metal near the crystal became easier to enchant.

Rumors of the discovery spread rapidly throughout the world.

The first expeditions were cautious, composed of small groups of researchers and mercenaries. Some truly returned with crystals. Yet relations between the Arachnids and outsiders remained tense. To the civilized races, the Arachnids were still predators and monsters capable of hiding beneath humanoid appearances.

Eventually, the expeditions stopped arriving as guests.

Forests around the volcano were burned, caves collapsed, and mines carved into the volcanic depths. Any creature found near the deposits was declared a threat and destroyed.

The Arachnids proved to be deadly opponents. They knew every volcanic cavern, lava ravine, and crack in the mountains. Their ambushes were swift and lethal.

But the civilized races possessed what the Arachnids lacked: overwhelming numbers, magic, and endless greed.

Every new expedition brought more soldiers, more mages, and more weapons. Over time, the hunters learned to recognize Arachnid traps, track their colonies, and destroy their nests.

Decades of war pushed the race to the brink of extinction.

Once again, the Arachnids attempted to adapt, just as they had done before. Thus the Younger Generation was born: beings nearly indistinguishable from other humanoid races.

But this became their greatest mistake.

The fears surrounding Arachnid mimicry proved justified. When the first members of the new generation were exposed, terror toward the race only intensified.

A predator capable of wearing a human face proved more horrifying than any beast.

The war ceased to be a struggle over crystals or territory. The complete extermination of the Arachnids became the goal of the civilized races.

The Elder Generation, which retained most of its spider-like traits, was forced to retreat into the deepest and hottest volcanic depths, places nearly impossible to reach without powerful magic.

The Younger Generation faced a far more difficult fate.

Some managed to disappear among other peoples while concealing their origins. Yet cold skin, extra eyes, unnatural movements, and other inhuman features still betrayed their descent from ancient predators.

The fate of those exposed was rarely merciful. Some were killed, others sold as curiosities, gladiators, or slaves. To some, Arachnids were monsters; to others, rare trophies; and to a few, objects of disturbing fascination.

And yet the Arachnids did not disappear.

Deep beneath the volcanoes, elder creatures still lay their clutches. And among ordinary peoples, children are sometimes born with cold skin, predatory eyes, and the unsettling feeling that too many eyes are watching from the darkness.