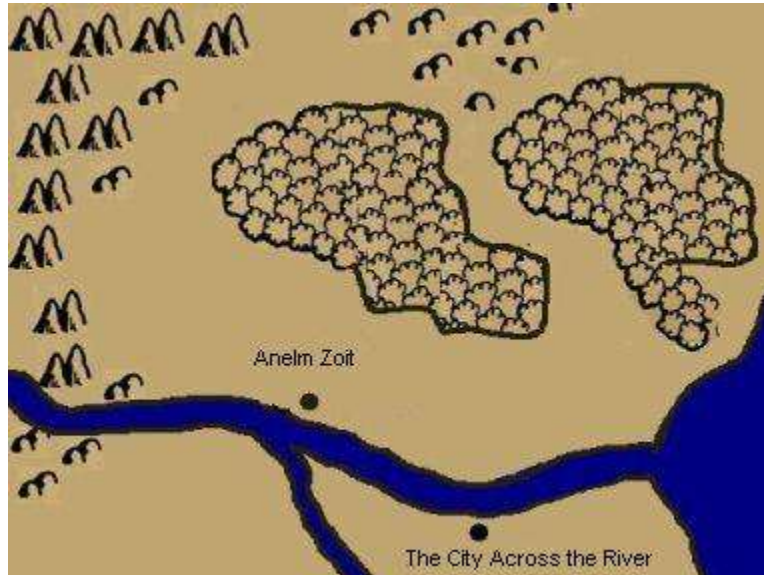


The Dream Realm



People & Places

- Zamii – blue-gray, octopedal creatures. Various arrangement of horns and/or tusks, and have smooth, greasy skin. Walk on final four, sometimes six legs, using the front two or four as hands. The Zamii live in villages in the hills to the west.
- The Caul – translucent yellowish membrane which covered you as you entered the dream realm.
- Ikar – head Zamii that tried to enslave the characters.
- Anelm Zoit – city to the south of the plains where the Baron's spirit was found
- Sijukiim – Slavemaster in Anelm Zoit.
- Johud – ruler of “The City Across the River”.
- Walker in the Waste – being that rules the bleak tundra to the North

Notes

- Strange berry wines were commonly drunk in Anelm Zoit
- The Baron is waiting for a proper astrological conjunction for his return. In the interim, his meat body is in a state of suspended animation.
- Layers of the soul can be trapped in the dream realm by consumption of certain food and substances, unless the realms are entered through the proper set of rites. It was urgent for the group to return back to Uod.