There is something like a city, the functions therein which are city-like being mostly a remnant of the societies brought there. Thus when they have "trade" it mostly is for those that have traded and have not yet forgotten.

The essential process of this city is to find dreamers and steal the food from their dream. This is essentially an abundant version of cannibalism, because this process always kills the dreamer. The eaters go inside the dream by pushing their way through the dreamer's skull. There are tools for this, but the tools are not really necessary.

The conditions for the dreamer's dream to work:
- They must be a child.
- They must have been fed at least once.
- They have to be old enough to dream properly, and have a big enough head.

If these conditions are met, then the dreamer may dream of food which can be stolen. This only works in the city.

There is no one language as the situation generally is: the geographic zone of the city is continuously torn over between various warring factions, new invaders, etc. The ruling magic of the city, that the dreams of children may be entered, is obviously old or ancient, and study into it is forbidden. That is pretty much the only law that sticks around.

The other thing is the crowd crush rules below, which are important because likely the PCs will be caught up in the many frequent crowd crushes that happen here, e.g. towards an opened dreamer.

The other thing is that generally people may try to eat you if they could get away with it, without much trouble. There is also still the usual business about lights, or "lumes". Strangely these do not have much trouble coming here.

One last thing: dreams are exited in the same way they're entered. So you have to push your way out of the remains of a child's skull. That's pretty much the whole basis for organization around here: no-one wants to be stuck in a dying dream.

Rules for crowd crushes:

3 kinds of crowd density:

5/5 foot square = **Heavy**
15/5 foot square = **Extreme**
20/5 foot square = **Lethal**

(so for a 10'x10' room= 4 squares = 20/60/80 ppl)
(you can also calculate it as $1/5ft^2$, $3/5ft^2$, $4/5ft^2$)

Heavy: move with crowd at crowd speed or against at 5ft/round.
Extreme: must move with crowd, can't raise hands, crowd crush likely.
Lethal: **crowd crush**.

If a **heavy** crowd is pushed into a choke point, it becomes **extreme**.

If an **extreme** crowd is pushed into a choke point: **crowd crush**.
Characters can escape from **extreme** to **heavy** density (if possible) with a save vs. paralyzation.

Crowd crush: all are helpless and asphxiate (-1 hp/round). If there is space, one person can be pulled free per round.

Crowds can move. Crowds moving faster than 30ft/round are in a **stampede**. In a **stampede**, you must move with the crowd, or save vs. paralyzation. If you fail, you fall: 1d4/round and helpless until the crowd moves away. If you succeed, you can move against the crowd for one round at 1/4 speed.

Referee: Keep track of the density of the crowd, and describe where the crowd is headed and its speed. As more people join the crowd, if the crowd space cannot grow, the crowd density increases.

An example:
4 PCs are in a **heavy** crowd in a hallway, waiting at a door. More people arrive and push towards the door, so the crowd becomes **extreme**. The PCs decide to try to escape, and 3 of them make their save vs. paralyzation and escape to the **heavy** back end of the crowd, where they slowly (5ft/round) break free. The last is stuck in the **extreme** front end, which quickly becomes **lethal**.