

their primal instincts. Instead, humans communicate through sign language and are completely incapable of making noise. Additionally, the entire world is covered with soundproof minerals that naturally appeared at the beginning of time. Additionally, almost every region of the planet is constantly having its environment shift to different biomes as a result of the eldritch properties of the dream. Over time, however, many biomes began to permanently shift into volcanic landscapes. It was made clear that Azrearda would eventually become covered in these borderline uninhabitable wastelands, with a catastrophic eruption sure to follow. Lireh, a mythological researcher realizes by studying his ancient texts, that the only way to save the lives of everyone within the dream is to wake the dragon up, inspiring him to go on a quest to restore his voice.

Planetary Conditions

- **Biomes**

- Due to the shifting nature of Azrearda's dreams, sometimes biomes will suddenly shift and gain the traits of another. Despite this, some aspects of human civilizations will automatically adapt to fit this new biome, such as homes and basic tools. This is seen as a form of benevolence from Azrearda towards the creatures in his dreams. Because of this constant shifting, there are countless biomes in Azrearda's dream, with only the most commonly occurring ones being listed here.
- **Mountain Forests:** The most common biome in Azrearda. Most land in Azrearda's dream takes the form of rocky mountain ranges covered in trees, legend says that Azrearda's home in the waking world resembles these mountains.
- **Volcanic mountains:** Another common sight in the dream, also believed to be common in Azrearda's real-world home. Amongst the constantly shifting biomes, the shifting of other types into volcanoes is a sign of concern amongst the populace. Many biomes have shifted into volcanoes and never changed again. These biomes have little plant life and are covered in large mountain ranges and volcanic rivers.
- **Sandy deserts:** These biomes are known for their overall emptiness, being almost completely devoid of fauna and flora, except for human settlements that have been displaced into deserts. These biomes tend to be rather hot.
- **Icy deserts:** The cold counterpart to the sandy deserts. Has all the same features as sandy deserts, just with cold temperatures, and ice and snow instead of sand.
- **Mini-archipelagos:** Extremely small islands connected by human-constructed wood bridges. These biomes come into existence due to human civilizations being displaced into large bodies of water.

- **Climate/weather**

Azrearda's weather shifts rapidly as a result of the constantly changing dream. Typically, the weather will match the environment, but sometimes strange mismatches of weather and biome