

THE GREATER MOONFLOWER

A SPELLBINDER'S GUIDE TO POWER

LABYRINTH LORD'S COPY

Notes for the Labyrinth Lord

This book is provided as an illustration of a powerful black grimoire relating to the dreams. This is an Illusionist's spell book, containing 23 different spells and 4 recipes for magical items related to the Dreams of Ruin. It includes virtually all magic related to the dreams, including powerful treatment spells like Summoning the Astral Aphids and Expedited Senescence. This is an illustration of the sort of singular magical tome that might send the characters on a massive quest to secure it. It is also a good specimen of the repository of lore that a comparatively ignorant but magically powerful ally of the forest might wield. What is the black tome on his reading desk? Probably *The Greater Moonflower*.

The Greater Moonflower is a professionally executed single stitched binding, of archival equality. It incorporates white linen pages with typescript notations, and the pages of some previous document. It is possible, given the context of the book's implied production, that the pages containing magical material were written when the author was possessed.

It's also possible the assembler of the book is a fraud stroking his ego by baldly claiming authorship of a previous manuscript he had cut from its binding and rebound along with his own annotations. There is no Lore information in the book, but there is a key entry for it, which supports the idea that the book was once longer and has been trimmed down.

Fraudulently attributed or not, the illustrated vellum diagrams of illusions and vivisections are tremendously informative about the nature of the forest, and the *Greater Moonflower* is a magical tome of extreme power.

The Curse of the Greater Moonflower

The book's author states that there is a curse that strikes the reader if they peruse the book out of order. That's a lie. The curse actually strikes anyone who reads the spells in order. For each spell read in order, after the second, the character has a 3% cumulative chance per spell of suffering a terrible doom. So, for the third spell in a row, there is a 9% chance, for the 4th spell, a 12% chance, and so forth.

Keep track of how many spells the character has read in order. They need roll only once for each successive spell they read.

The Other Curse of the Greater Moonflower

It goes without saying that the tome is lightly dusted with the spores of the dreams, and that handling it to any meaningful degree will produce an infection in the hex in which the book was handled. Anyone who handles the book without taking special precautions is likely to be carrying spores.

Dedicated to the memory of my beloved daughter and wife.

Introduction

I have collected the material in the book
at the behest of my patrons in the Abyss.
I hope that you all will join us in our crusade
against the tyranny of fixed existence.

Before the power of Chaos, this tome
is but the merest trifle.
Take it and wield it, and grow mighty.

In this great battle, no ally is as
useful as the Greater Moonflower,
Sometimes called the Dreams of Ruin.

This book is a collection of spells,
with a few recipes for magical instruments,
which will allow any practitioner of the
prestidigitating trade, of advanced knowledge,
to exercise extreme power when within the
extent of the Greater Moonflower's growth.

It is essential that you read and master this book
from front to back.
A terrible doom awaits him who skips to the end.

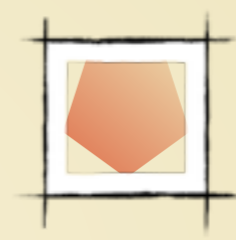
Key to the Presentation



Tech



Lore



Spell

As the reader will be hungry for practical detail,
I've minimized the amount of time wasted
on theoretical explanations
and plunged right into
the meat of the subject.

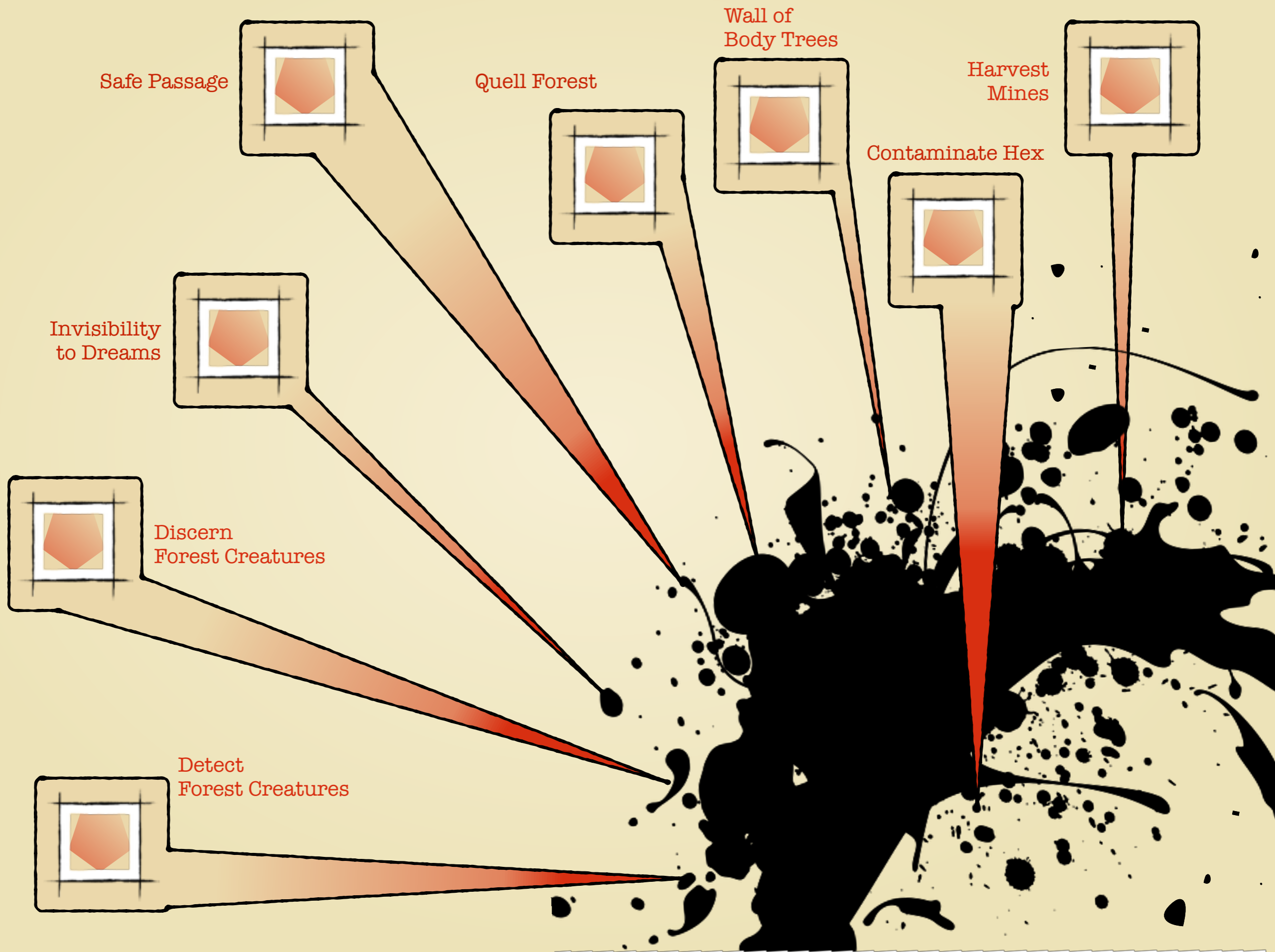
Spells of General Utility

The spells in this chapter are of general use when existing in the context of the Greater Moonflower ecology.

They allows the detection of the forest's servants.
They permit the forest to be put to work, and put to sleep.

Mastery of the use of these spells is essential to survive among the Greater Moonflower.

Do not neglect these mysteries in favor of more directly exploitable power over the forest's servants.



Commanding The Servants

The forest's servants are a useful tool,
if they can be commanded.

They are also a dangerous threat.

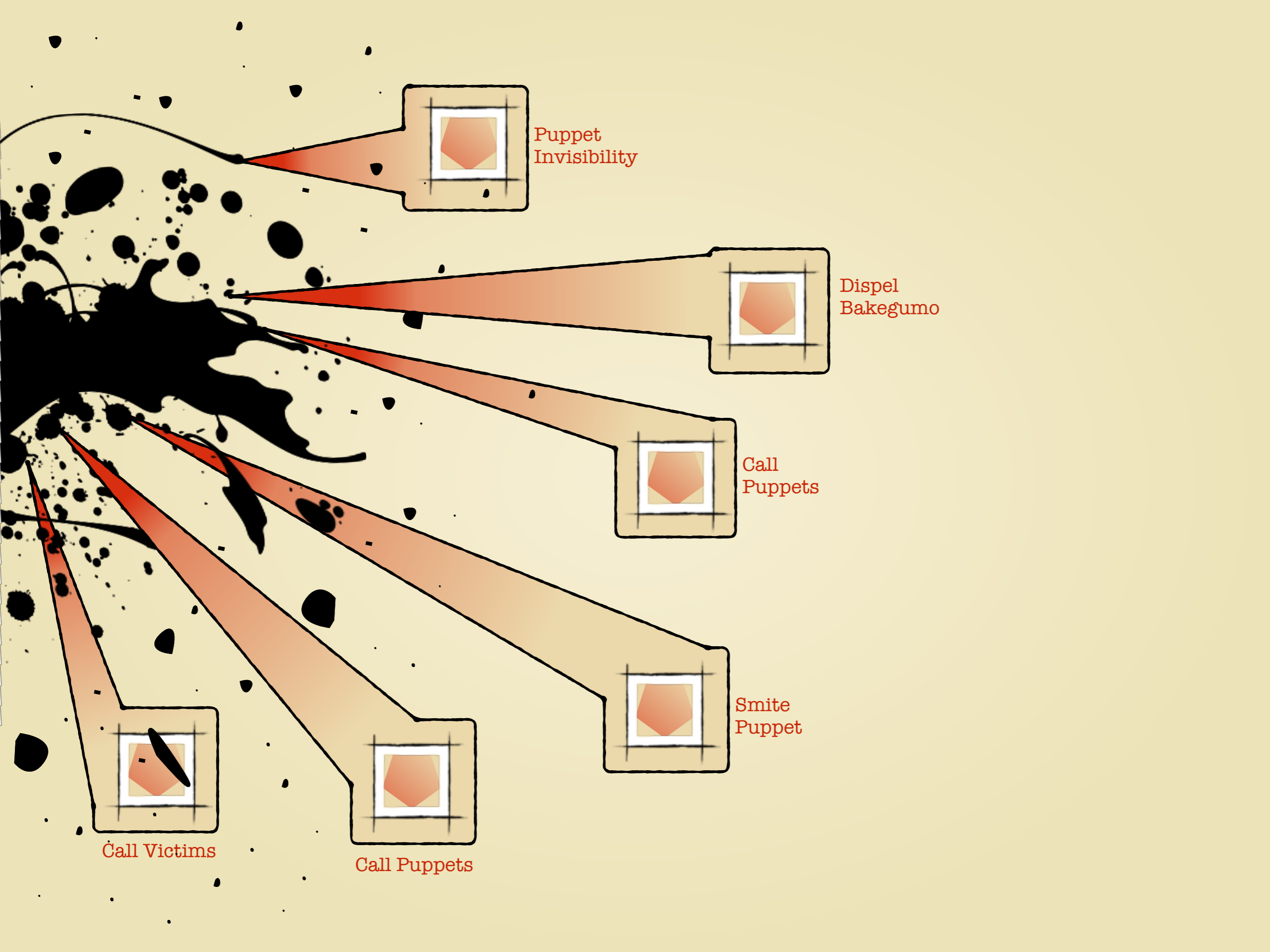
They can display shocking, sudden violence,
even to those accepted into the Greater Moonflower milieu.

And of course, they may be following the orders
of some other individual.

The forest is a tool for any hand that would wield it.

Do not forget this.

It is ruin's servant, and no man's friend.



Puppet
Invisibility

Dispel
Bakegumo

Call
Puppets

Smite
Puppet

Call Victims

Call Puppets

The Swarm

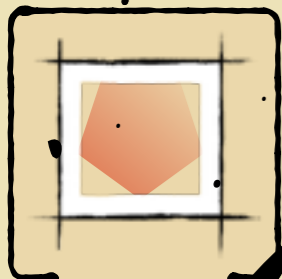
Dealing with the swarm is one
of the most important tasks of anyone
who wants to use the forest as a conduit to power.

They are a terrible weapon in the hands of a
magician at ease in the forest.

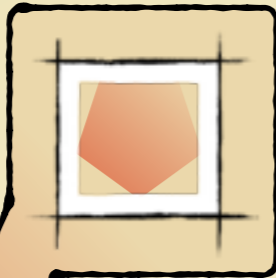
While these spells focus mostly
on the use of these beings as weapons.
Don't be too hasty to overlook the aesthetic value.

Many hours of enjoyment
and education can be gained
from the observation of swarmers
in their "contentment display."

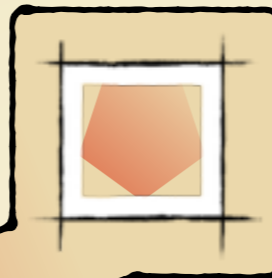
If one is participating in the retail trade
of Moonflower-milieu drugs for coin or value,
the contentment display is often useful.
Swarmers will indicate the location of otherwise-difficult-to-locate
wild sources of raw ingredients.



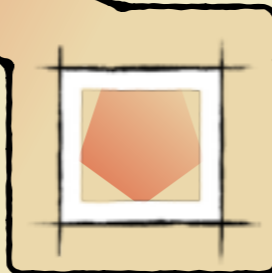
Sprite Ecstatic Globe



Sprite Mood Control



Mark of
Sprite Enmity



Sprite Repulsion

Artifacts and Dream Barrier

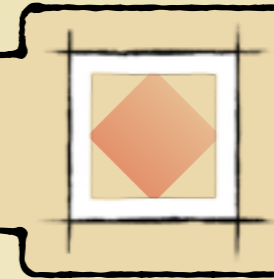
These tools are useful — nay essential
— to exist in the Greater Moonflower environment.

While it may play willing host for a time,
the forest of the Moonflower is a hard place.

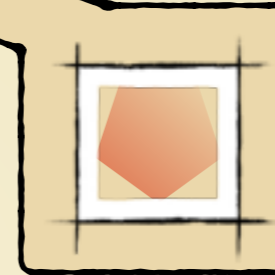
It will eventually endanger every servant,
destroy and abandon every inhabitant.

It is not a cycle, it is a runaway freight train,
headed straight down.

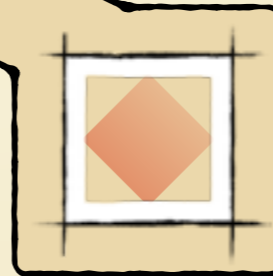
You are riding the shock wave of decay.
Survival fear is a necessity.



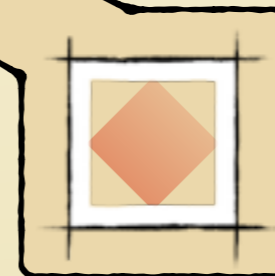
Caster's Ring
of Drain Protection,
Class I



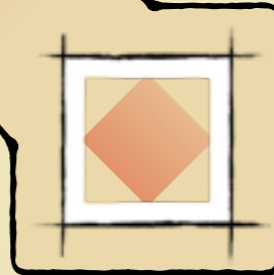
Dream
Barrier



Illusory
Disruptor



Numbness
Jammer



Amulet vs.
Psychic Numbness

Spells of Power

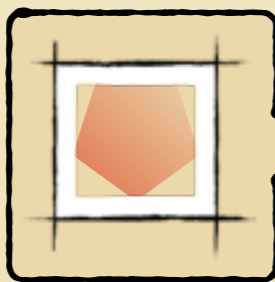
The spells that follow in this chapter are some of the most powerful that were revealed to me.

The allow the control of the Greater Moonflower, and the provocation of flowering.

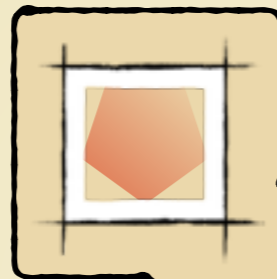
I have also included a spell of uncommon utility beneath the branches. This allows the summoning of hags.

You can sell things to hags, as well as buy things from them. It is most effective in areas that have already undergone First Blossom.

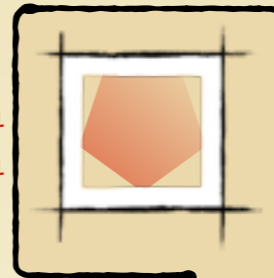
Summoning
the Astral
Aphids



Hag
Beacon



Blossom
Storm



Expedited
Senesence

