

# THE GREATER MOONFLOWER

A SPELLBINDER'S GUIDE TO POWER

PLAYER'S COPY



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.

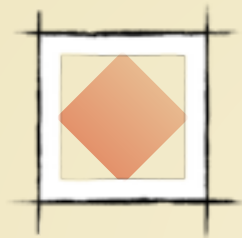
In this great battle, no ally is as  
useful as the Greater Moonflower,  
Sometimes called the Dreams of Ruin.

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.



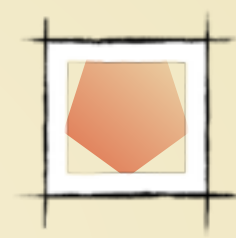
# Key to the Presentation



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.

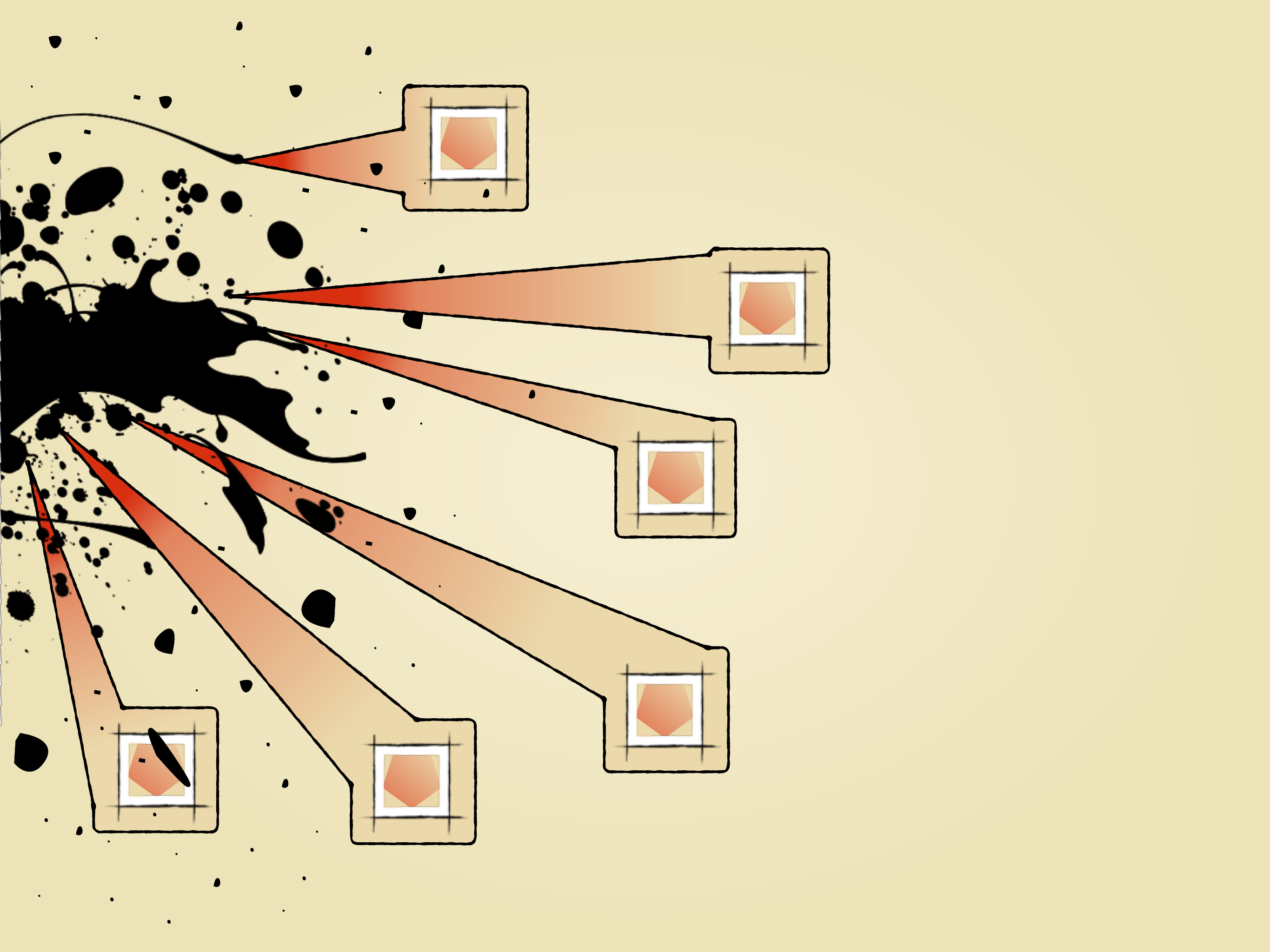
And of course, they may be following the orders  
of some other individual.

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.







# 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.

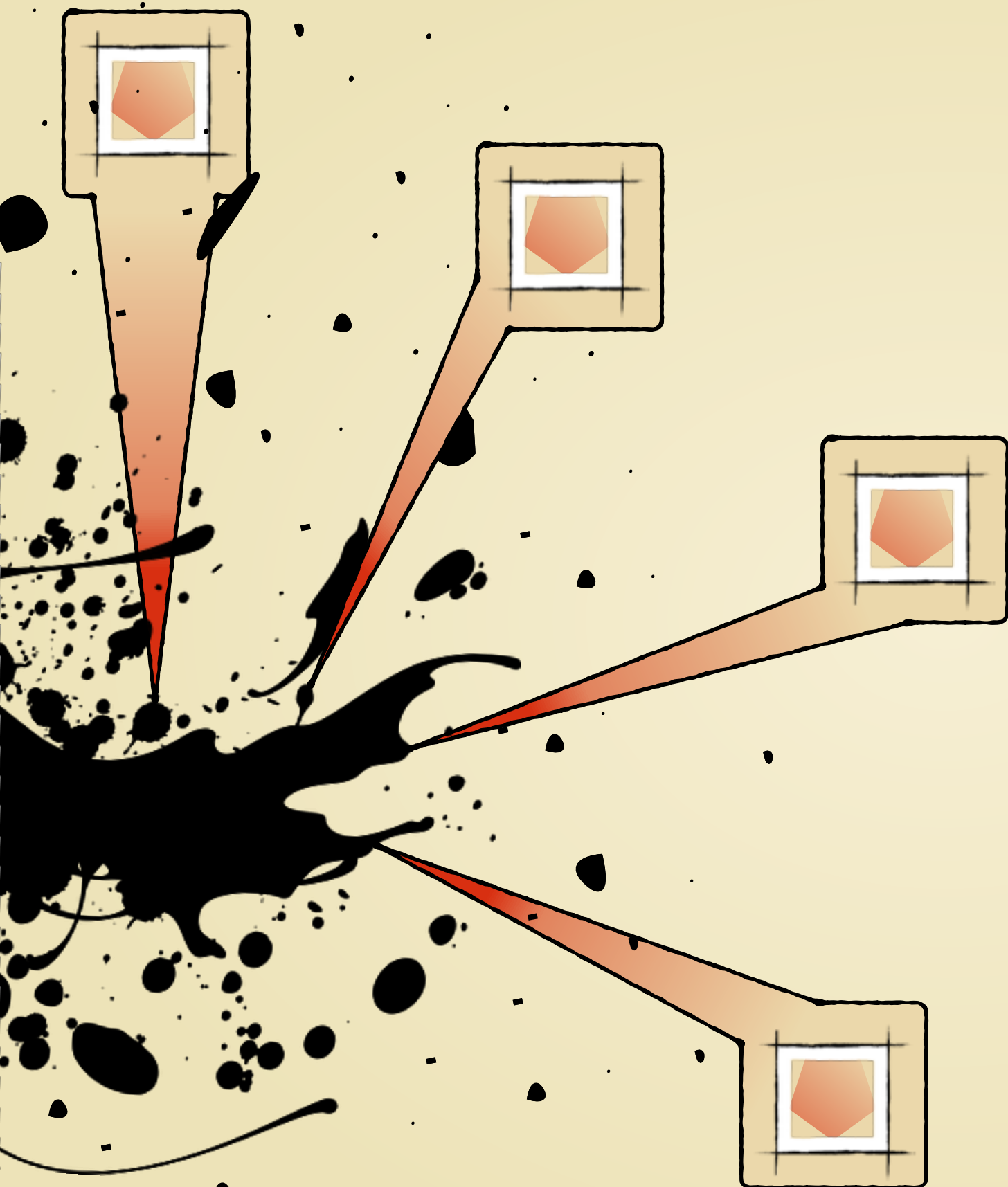
They are a terrible weapon in the hands of a magician at ease in the forest.

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.







# Artifacts and Dream Barrier

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

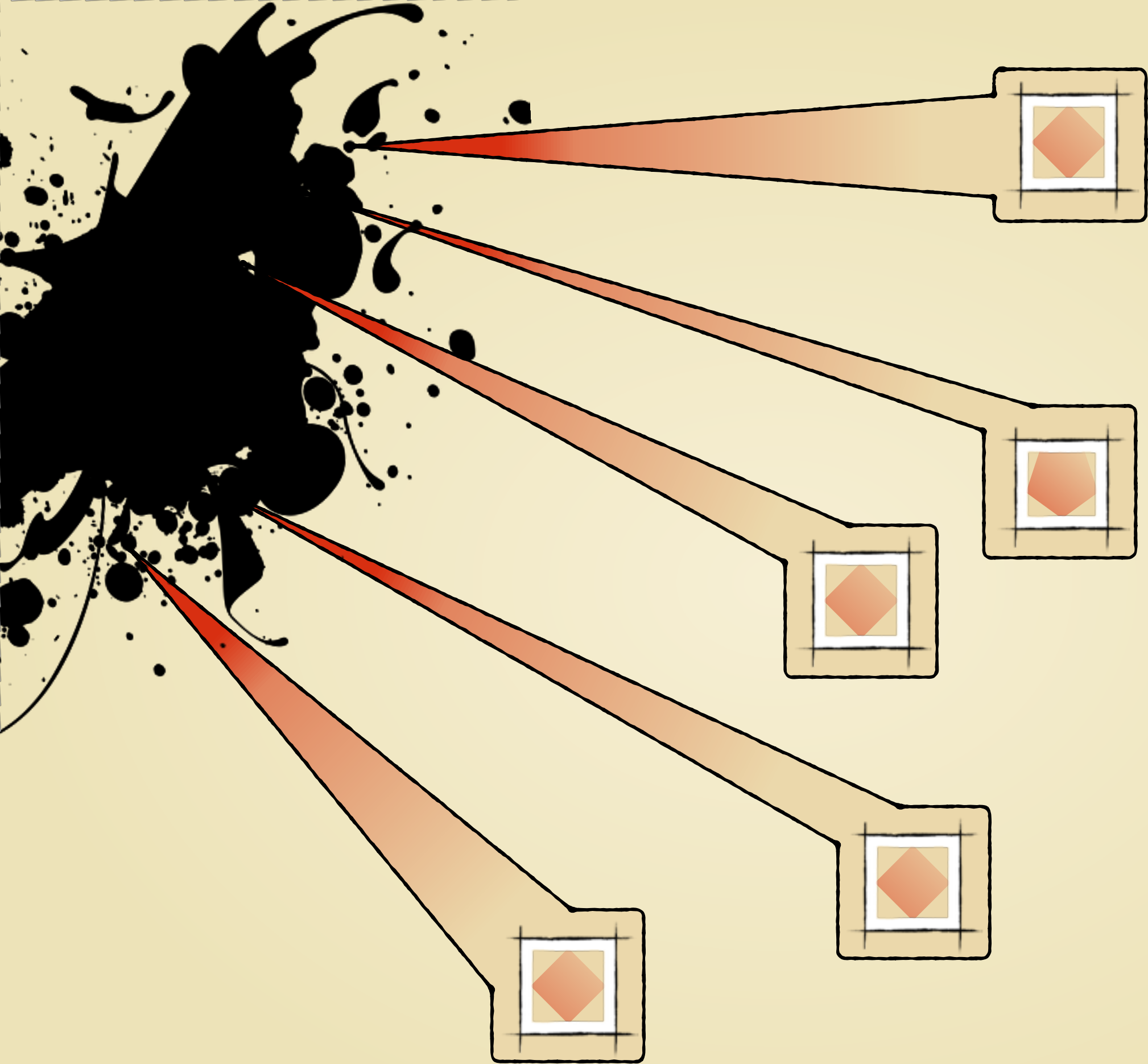
While it may play willing host for a time,  
the forest of the Moonflower is a hard place.

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.







# 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.



