

SOCIAL STRATEGIES FOR COMBATTING THE DREAMS OF RUIN

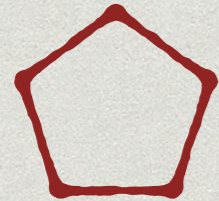
LABYRINTH LORD'S COPY

Notes for the Labyrinth Lord

This is primarily a reference document for the Labyrinth Lord. It may have some utility for players who have uncovered all or almost all the secrets of the dreams, but the Labyrinth Lord should be careful of sharing this document until it no longer provides planning access to lore the players have not yet discovered.

This document serves to enumerate and describe the traits of the various forms of social-organizational management that can be applied to the dreams. The four interlocking strategies — total control society, prayer broadcasting, implanted imperatives and massive geomancy — are all deployed together to create resilient social structures that can function to whatever degree while in contact with the dreams. This document shows how each element in that process of deployment works, and provides a useful diagram of how they interact.

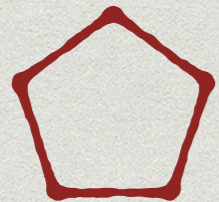
Social Strategies



TOTAL
CONTROL
SOCIETY

THE AVERAGE MEMBER OF THE SOCIETY IS TREATED WITH CHARM PERSON AND SIMILAR BEHAVIOR-CONTROL MAGICS.

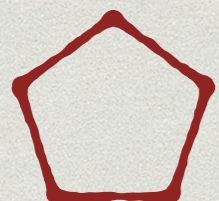
THIS FORCES MEMBERS OF SOCIETY BEHAVE IN EUSOCIAL WAYS THAT STUNT THE DREAMS AND ENABLE RESISTANCE.



BEHAVIORAL
CONSTRAINTS

LEADING ELITES IN SOCIETY ARE TREATED WITH QUEST OR GEAS SPELLS THAT OBLIGATE THEM TO FIGHT THE DREAMS IN VERY SPECIFIC WAYS.

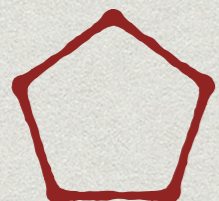
THIS PROVIDES A “BAKED-IN” STRATEGY THAT IS IMMUNE TO DISRUPTION BY THE DREAMS. EACH INDIVIDUAL CONTAINS THE ENTIRE STRATEGY AND EXECUTES THEIR ASSIGNED PART IN IT.



ACTIVE
JAMMERS

USES MAGICAL EMITTERS TO BLOCK SOME OR ALL OF THE EFFECTS OF THE MIASMA. VERY EXPENSIVE TO ERECT AND MAINTAIN, USUALLY USED ON URBAN REGIONS AND ADMINISTRATIVE CENTERS.

SIMPLEST VERSION BLOCKS ONLY PSYCHIC NUMBNESS. MORE EFFECTIVE VERSIONS BLOCK ALL EFFECTS OF THE MIASMA.



MASSIVE
GEOMANCY

MASSIVE INVESTMENTS ARE MADE IN THE LANDSCAPING OF THE AREA IN ORDER TO PROVIDE PASSIVE PROTECTION FROM THE DREAMS.

SLOWS THE GROWTH OF INFESTATIONS AND PROMOTES LIFESTYLES THAT OPERATE AGAINST THE DREAMS.



Total Control Society

- * Uses *charm person, suggestion, hypnosis and command* to engender programmed behavior in the population.
- * This seriously crimps intellectual flexibility and knowledge-trade capacity, but has little effect on agriculture and crafts governed by traditional knowledge.
- * Improves military efficiency but only for formation fighting. Makes skirmish troops inflexible and prone to rout when they lose understanding of the situation.
- * Limits the negative energy available to the trees, and constrains individuals in their response to the dreams. Generally not powerful enough to overcome the miasma when exposure is continuous and general. Most of its effect comes from its ability to sustain regional economic activity in the face of the onrushing unspeakable terror of the dreams.
- * Relatively inexpensive. Cost is based on the number of individuals treated. Often does not need a caster at all — effect can be administered as a potion and scripted indoctrination.



Implanted Imperatives

- * Uses the powerful spells *quest* and *geas* to force elites in the society into complex patterns of resistance and pseudo-organization.
- * This offers protection, not just against psychic numbness, but against the effects of shape-changing and mind-controlled Chaotic creatures who infest the forest.
- * Places the reins of power in the society in the hands of the institution that sponsors these spells.
- * These spells are expensive to cast and casters are few and far between, even in large societies.
- * Treatment only required on a percentage of the population. 60% if it is a free society, 40% if it is a total control society or a society shielded by prayer broadcasts, and 20% if it is a total control society shielded with prayer engines.



Prayer Broadcasts

- * Uses continuous *sanctuary* and *holy chant* broadcasts to repel the dreams from an area.
- * Extremely effective at high population densities. Allows bulk protection of administrative centers.
- * Can be used to burn the dreams out of a hex.
- * Extremely expensive effect of finite duration when used to cover whole hexes. Hexes vulnerable to reinfection.
- * Attracts a response from the forest denizens.
- * If the coverage lapses, the onset of psychic numbness, bad luck, organizational paralysis and spoilage of all consumables in the area will be immediate.



Numbness Jammers

- * Do not protect against intrusion by forest creatures.
- * Still incites an extreme response.
- * Consumables in the hex still subject to spoilage.
- * Spells still subject to additional casting surcharge.
- * Charged items still subject to additional charge surcharge.
- * Hex still suffers from bad luck.
- * Hex subject to infection.
- * Not a good substitute for prayer broadcasts, but easily discovered. Legacy units are often deployed as temporary defensive screen at remote locations or on the battlefield.



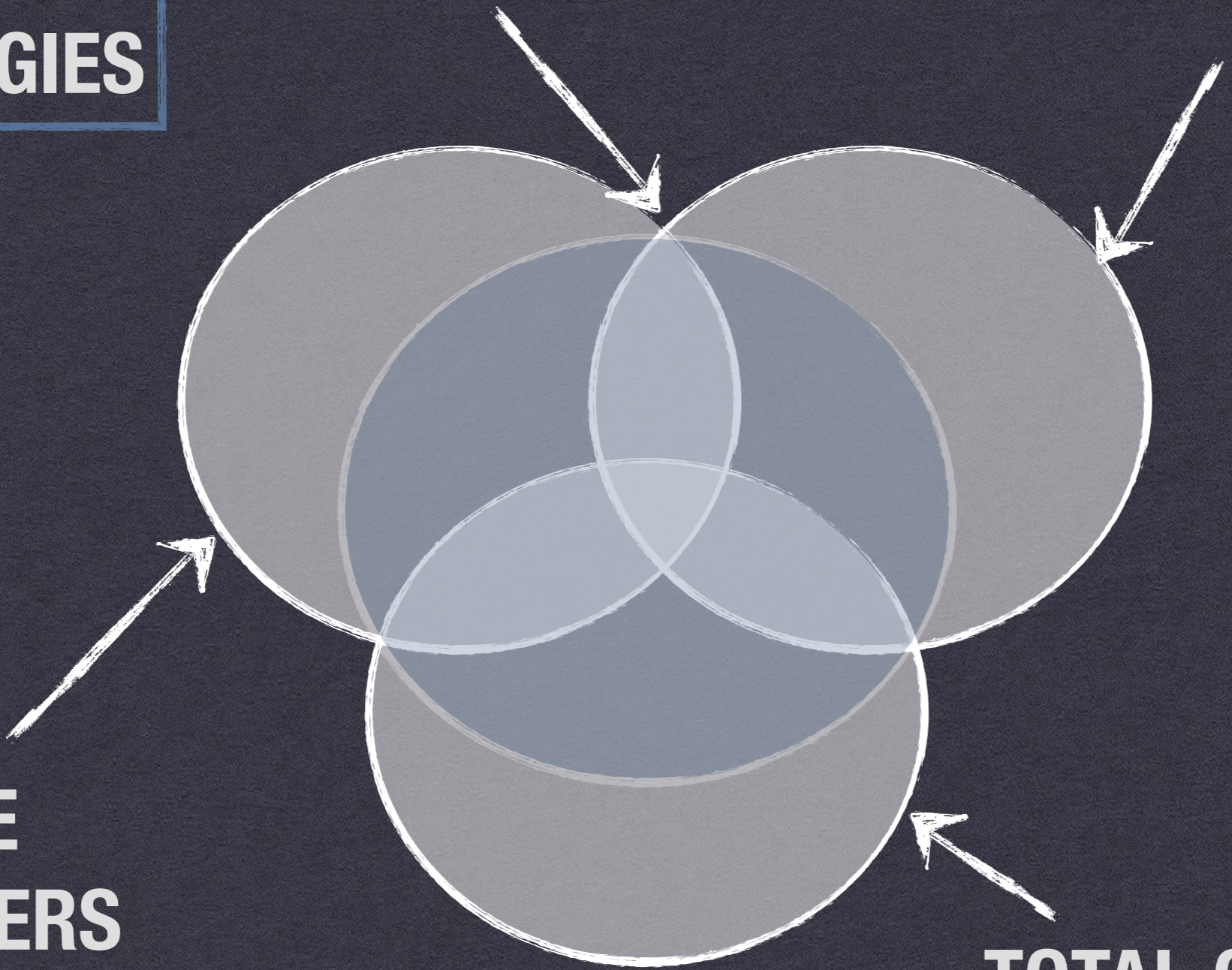
Massive Geomancy

- * Probably the least effective strategic choice if it is solely imposed. May be more cost-effective in areas that already have positive geomancy.
- * Inhibits the growth of the dreams, generally adding years to the prodromal phase and forcing more years into the FALLOW phase of the BLOSSOM seasonal cycle.
- * Makes the dreams in that hex more vulnerable to burn-down attacks from prayer broadcasts and holy water treatments.
- * Amplifies the duration of dream-protection spells cast on the hex in very specific ways.
- * Amounts to LL-imposed discount on protecting certain 8-mile hexes. Its price should be reckoned against the costs of treatments or protections foregone. Might be worthwhile if it can be incorporated into other reconfigurations of the terrain that lead to increased economic yield. Protection is much more reasonable as a surcharge on a “Garden of Eden” superfarm hex.
- * Geomancy alone will not defeat the dreams. They are a powerful, invasive curse. It requires active measures to defeat. Passive redoubts may persist indefinitely, but they will eventually be overgrown.

**SOCIAL
STRATEGIC
SYNERGIES**

**MASSIVE
GEOMANCY**

**IMPLANTED
IMPERATIVES**



**ACTIVE
JAMMERS**

**TOTAL CONTROL
SOCIETY**