Making moon water is incredibly easy. All you need to do is leave some water out under moonlight for some amount of time. If you want...Â One of the oldest references to water charged by the moon for the sake of a spell comes from Fontaineâ€™s Golden Wheel Dream-Book And Fortune-Teller, which was published in the 1800s. That spell is this: To Prepare A Love Potion. This is another level of the Moons of Madness. On this page, you will find a detailed description of all activities that you can perform in this object. When you walk into the basement, you can look at the picture.Â When you get close to the periodic table, you have to watch out for the water on the floor. A cable fell into it, causing the area to be electrified. Your job is to shut down the power supply.Â Use the books to open the way forward. You have to pull them in the right order. Look at the numbers on the back of each novel. Moon Water Madness Paperback â€“ March 1, 2009. by. Glynn Marsh Alam (Author).Â After immersing the reader in the lives of her characters of the north Florida swamp county in her previous six books, Alam makes us feel we know these very real people, yet we continue to learn more about them as they keep evolving - much like one does with old friends. Moons of Madness is a first-person horror adventure game set on the planet Mars. As Shane Newehart, you must explore the Orochi Mars Base in effort to better understand the nightmare experienced in the short prologue â€“ and to ultimately put a stop to the unleashed Filth. Fans of Lovecraftian horror stories will certainly feel at home as Newehart confronts his worst fears.Â The â€œOâ€ is on the hot water heater, the â€œCâ€ is on the wall around the corner from it, the â€œAâ€ is on the box of books in the center of the main room, and the â€œKâ€ is on the back of the furniture near boxes. Focus on each letter until it turns red, then return to the hidden room and access the Necronomicon.