

## BEGIN CAPTAIN'S LOG 1

(07/23/26)

The Charm is born! 46 unique Captain's Charms of the O.Y.O emerge.

Charms are organized by their inscribed *Wills*...

1 •

Bloodmoon Charm:

1, 6, 4.

(Evil Level: 0)

*Will:* "Read the future upon me..." *Sub-Will:* "...???"

*Medium Charms > Anomalous Mediums*



Flame Charm:

Destroy me in a fire... on a mountain alone. Record my death!

Take me on a walk at 1:40am. Clean me in a frozen pond. Show me fireworks... I want to see the northern lights... sleep with me.

Gift me to a friend! Show me the snow! Goodbye.

(0)

W: "Destroy me..." SW: "...with fire."

*Immolation Charms > Fire Charms*





Moon Medium:

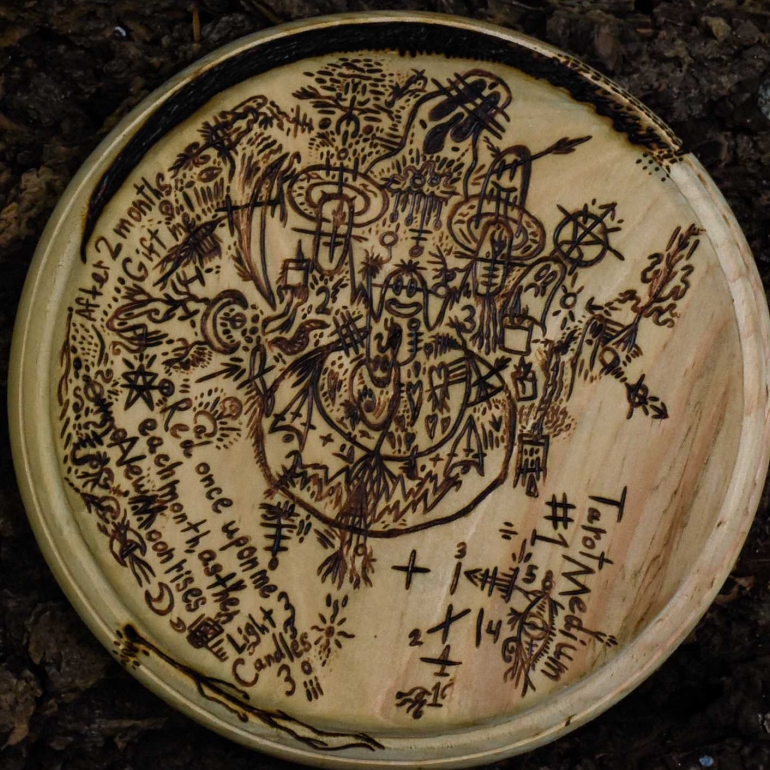
Read once upon me each month, as the new moon rises.

After 2 months, Gift me!!!!!!

(0)

W: "Read the future upon me..." SW: "...???"

*Medium Charms > Fortune Mediums*





4A •

Lover's Branch:

D (I35) > Bm7b5 or F6 > G6/9 (I369) > Gm9 - Gm > DII (I35II) > C6 - F6/9 > D >  
Cdim (loop)

(0)

W: "Play my music..." SW: "...over and over."

*Score Charms > Coda Charms*





4B •

Tart Charm:

Take me with you somewhere new!!!

Make a friend...

Gift me to them with 3 delicious treats filled with berries.

(0)

W: "Take me somewhere..." SW: "...new."

*Wandering Charms > Pilgrim Charms*



Skeleton Crew Charm:

Visit the woods at night with a friend (take me with you!)

Brew 2 cups of coffee.

Walk until you... find something.

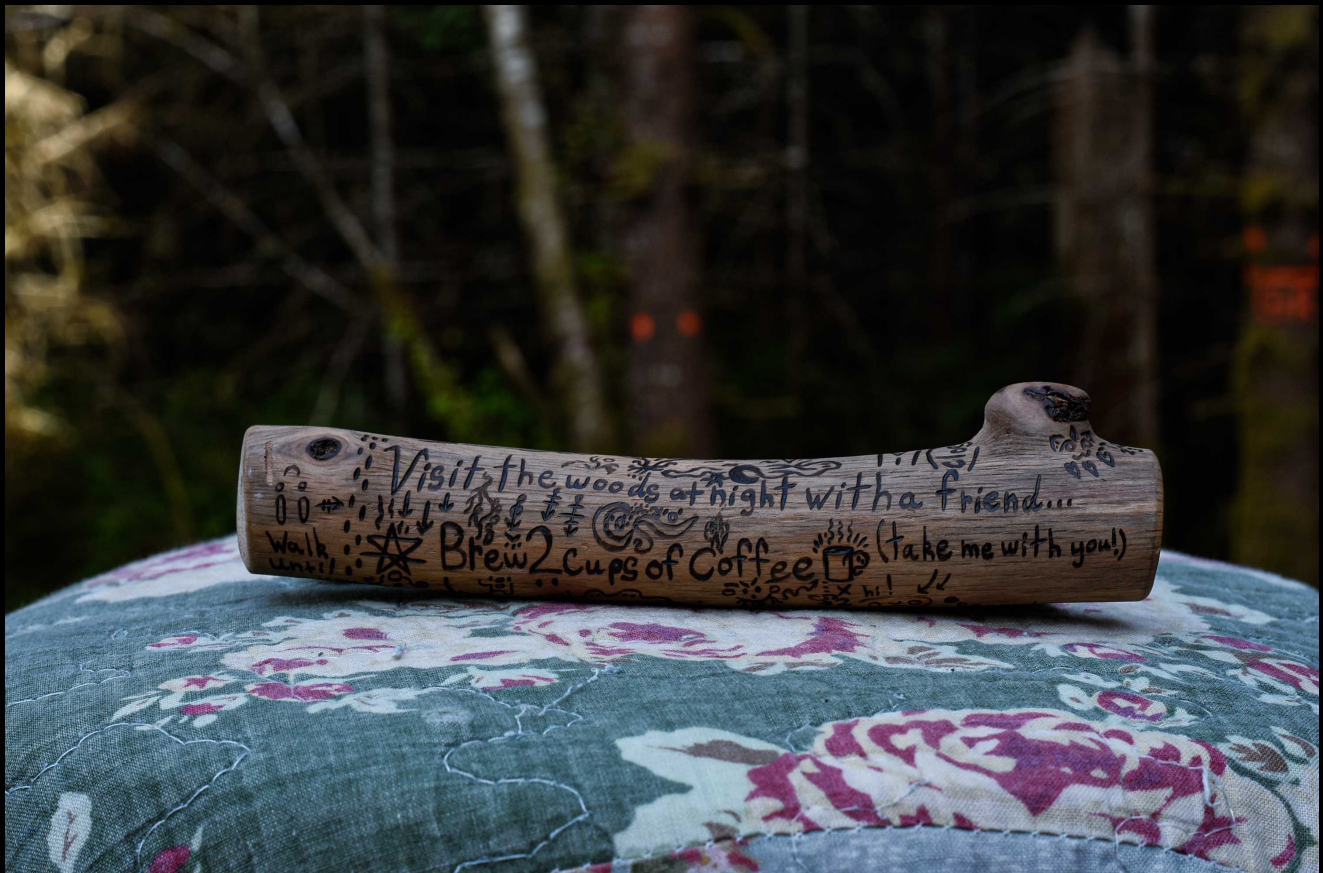
Take 1 souvenir (memory)

(Danger!) If you find something truly horrible, leave me there.

(I)

W: "Find something..." SW: "...horrible."

*Seeking Charms > Mire Charms*





6 •

(blank)



Betrayed Charm:

STOP! Don't Shoot! Don't shoot! Don't do it! I miss you... I used to love you!!! It's a nice day...

Record my Death. It's hot out here... give me a Spectacular Death!!!

Get mad!!! Burn me! Kill me. I'm Cold!

Wait!

Come closer... Sit here for awhile... I'm all alone... Enjoy the peace. Don't listen to him...

Take me somewhere NEW!!! Please??? I'm sick of this spot... don't kill me yet!

Take me to a concert!!! I want to go sailing!!!

(0)

W: "Destroy me..." SW: "...with deadly firepower."

*Immolation Charms > Munition Charms*





Traitorous Charm:

Destroy me and my friend in a violent way.

Extreme... excessive... Deadly.

(0)

W: "Destroy me..." SW: "...with deadly firepower."

*Immolation Charms > Munition Charms*





Debauches Charm:

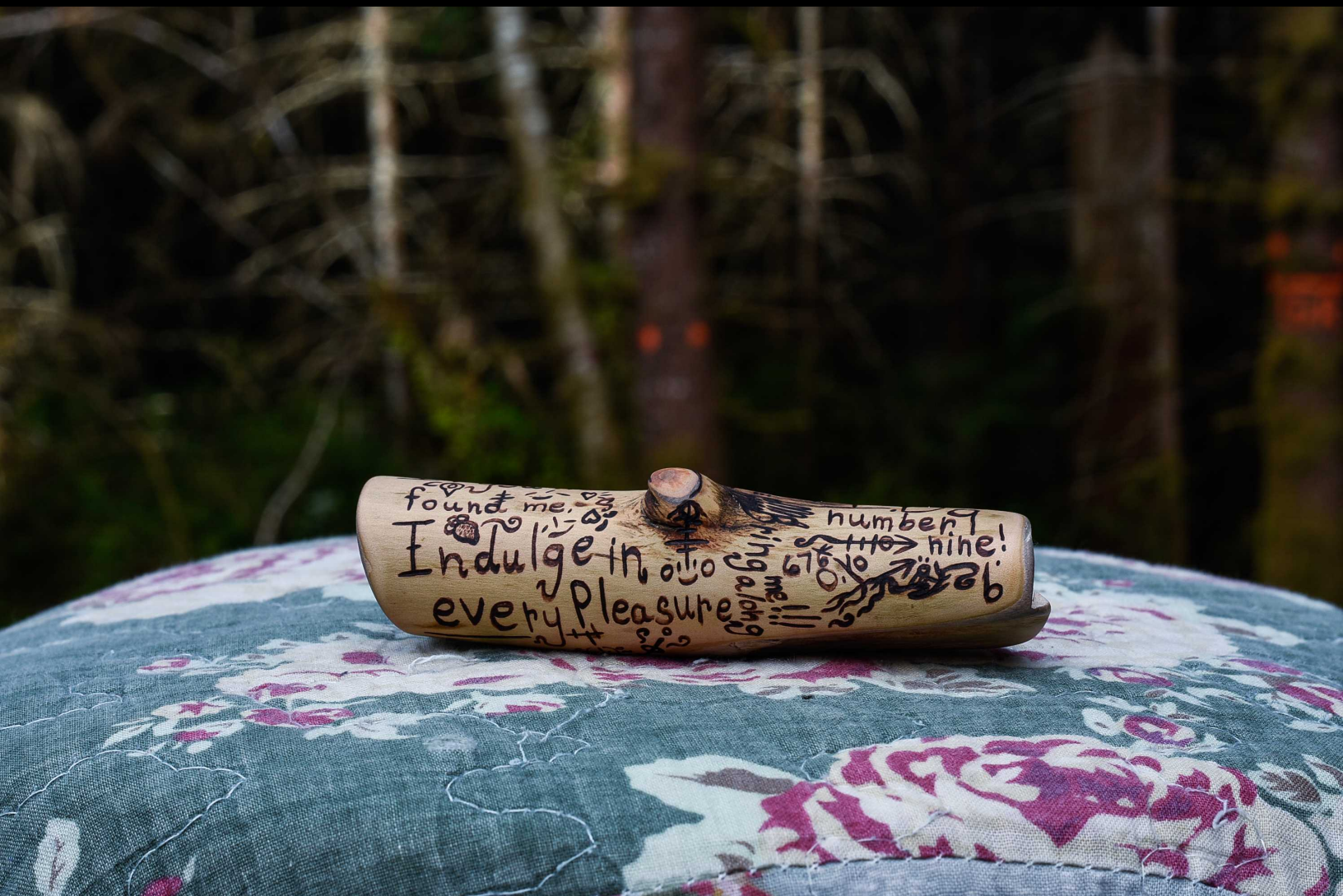
If you have found me, indulge in every pleasure tomorrow night (bring me along!!!)

Secretly Gift me to a friend.

(I)

W: "Indulge yourself..." SW: "...soon."

*Hedonic Charms > Enabler Charms*





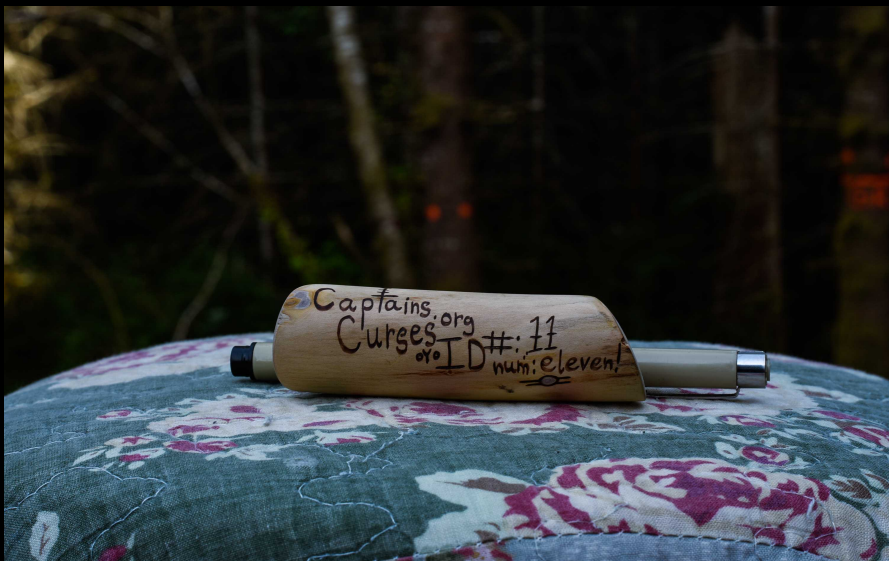
10 •

Unborn Bloodmoon Charm:



11 •

(blank)





Interlude Charm:

Take me somewhere haunted... alone.

Perform for the spirits. Bells... bathroom guitar?!

(0)

W: "Play music..." SW: "...somewhere unsettling."

*Live Charms > Ghostlight Charms*





13A •

Seabird Charm:

I want to see the entire world! Help me! <3

Hide me... take me flying... stow me away on a ship... submarine?

The sea... the snow... carry me around. North.

(0)

W: "Take me somewhere..." SW: "...everywhere."

*Wandering Charms > World Charms*



13B •

Howl Charm:

Write an Evil Song with 2 friends.

Play it for somebody Evil. Keep me Close...

Burn something.

(3)

W: "Play music..." SW: "...for someone specific."

*Live Charms > Serenade Charms*





14 •

Honey Charm:

I attract ghosts...

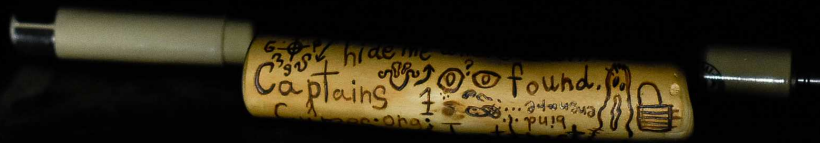
Leave me somewhere that is not yet haunted...

Hide me where I will be found.

(I)

W: "Believe..." SW: "...in the supernatural."

*Claims Charms > Veil Charms*



Delving Charm:

Take me somewhere abandoned at night. Go as deep as you can. Deeper...

Extinguish all but 1 light.

Sing. Walk away from the light.

(I)

W: "Take me somewhere..." SW: "...abandoned."

*Wandering Charms > Ruin Charms*





Confessional Charm:

Gift me to a friend...

They must produce a single confession.

Buy them food!!!

(I)

W: "Gift me..." SW: "...to someone in confrontation."

*Gift Charms > Trojan Charms*



Goadings Charm:

Take me somewhere strange (new!)

Do something risky... dangerous? Fast!!! (uhoh...)

Gift me to your riskiest friend...

(2)

W: "Take me somewhere..." SW: "...new."

*Wandering Charms > Pilgrim Charms*





18 • ...

19 •

### Stowaway Charm:

Record my life. Tie me to a boat, somewhere hidden. If found, move me to a new boat.

I want to see the world! When the time comes, leave me on the ice.

Take me out at night, alone. Drink. Sing a song.

I love the cold...

(0)

W: "Take me somewhere..." SW: "...out to sea."

*Wandering Charms > Sailor's Charms*





Leave Charm:

Secretly gift me to someone who is sad.

If you found me, do no work at all. either today/tomorrow. Choose?

(0)

W: "Gift me..." SW: "...to someone who needs me."

*Gift Charms > Comfort Charms*





Triplex Charm:

Take me somewhere frightening and loud! & dark, & horrible...

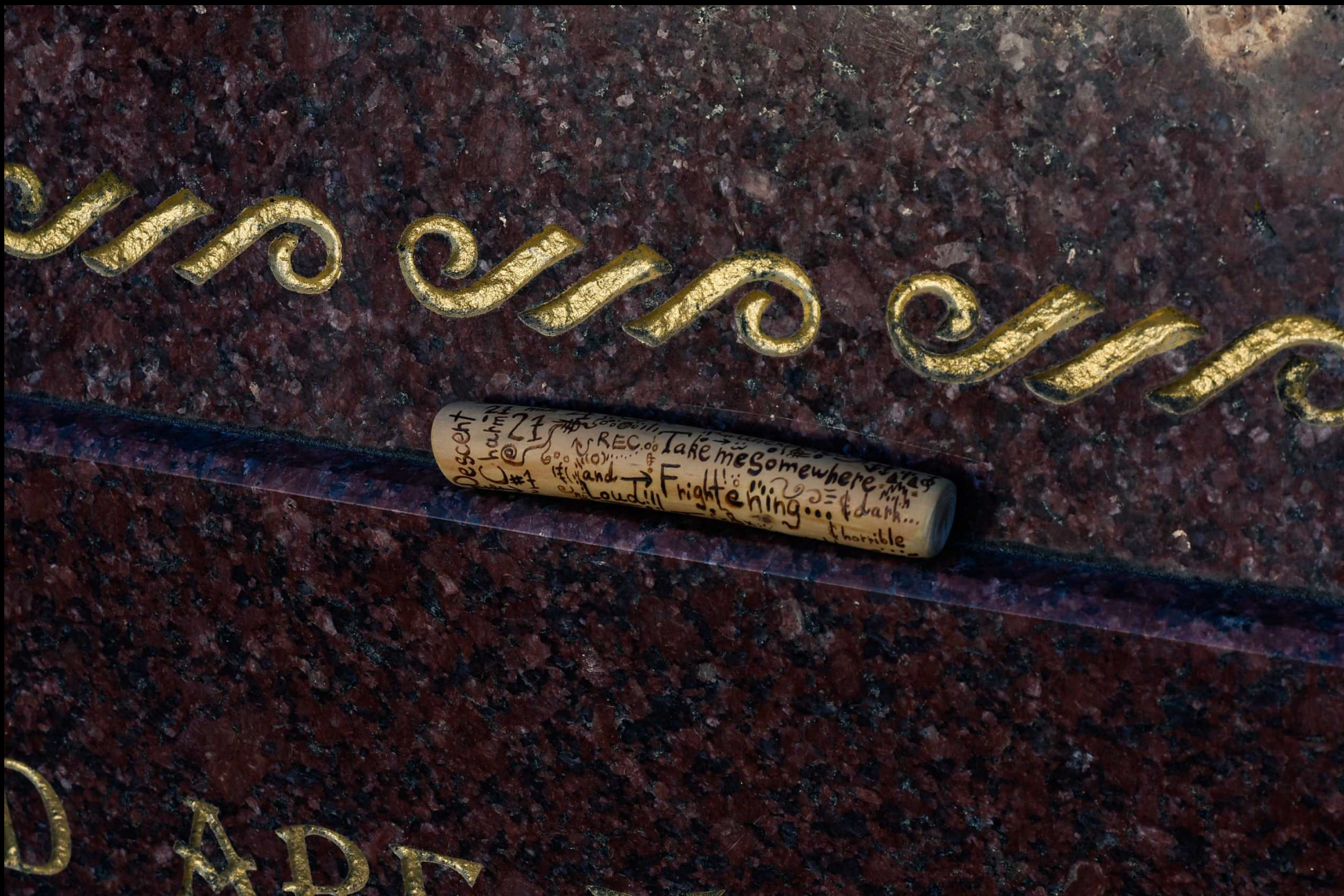
Turn off all the lights for 3min:33sec...

Walk somewhere new. Unexplored??? Deeper...

(2)

W: "Take me somewhere..." SW: "...frightening."

*Wandering Charms > Valley Charms*



22 •

Lure Charm:

Take me fishing with a friend.

Gift them something surprising!

(0)

W: "Give a Gift... SW: "...something surprising."

*Gifting Charms > Surprise Charms*





23 • ...

24 •

Dandy Charm:

Take me somewhere you have never been...

Have a picnic! Decadent... indulgent... anywhere.

(0)

W: "Take me somewhere..." SW: "...new."

*Wandering Charms > Pilgrim Charms*



Holdem Charm:

Take me into a cave at night with a friend!

Play cards.

The loser must go into the dark (no light!!!)

(I)

W: "Play a game..." SW: "...with frightful stakes."

*Game Charms > Volatile Charms*





Starlight Charm:

For one week, take me somewhere new every night!

Gift me secretly to a friend.

(0)

W: "Take me somewhere..." SW: "...new."

*Wandering Charms > Pilgrim Charms*





Nightfall Charm:

Gift me to a beautiful friend at sunset.

Go somewhere strange together...

...only if they want to!!!

(0)

W: "Go somewhere..." SW: "...strange."

*Wandering Charms > Detour Charms*





Dirge Charm:

Take me somewhere "creepy" (no!!! Don't leave me there!)

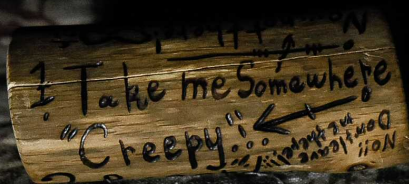
Record a song.

Bring a friend!

(0)

W: "Play music..." SW: "...somewhere unsettling."

*Live Charms > Ghostlight Charms*



Settler Charm:

Take me walking on a sunny day...

Walk until you find something...

Leave me there. (GPS)

(0)

W: "Find..." SW: "...something, and leave me there."

*Seeking Charms > Abandon Charms*





Herald Charm:

Secretly Gift me to somebody who is hiding something...

(I)

W: "Gift me..." SW: "...in confrontation."

*Gift Charms > Trojan Charms*



Horrors Charm:

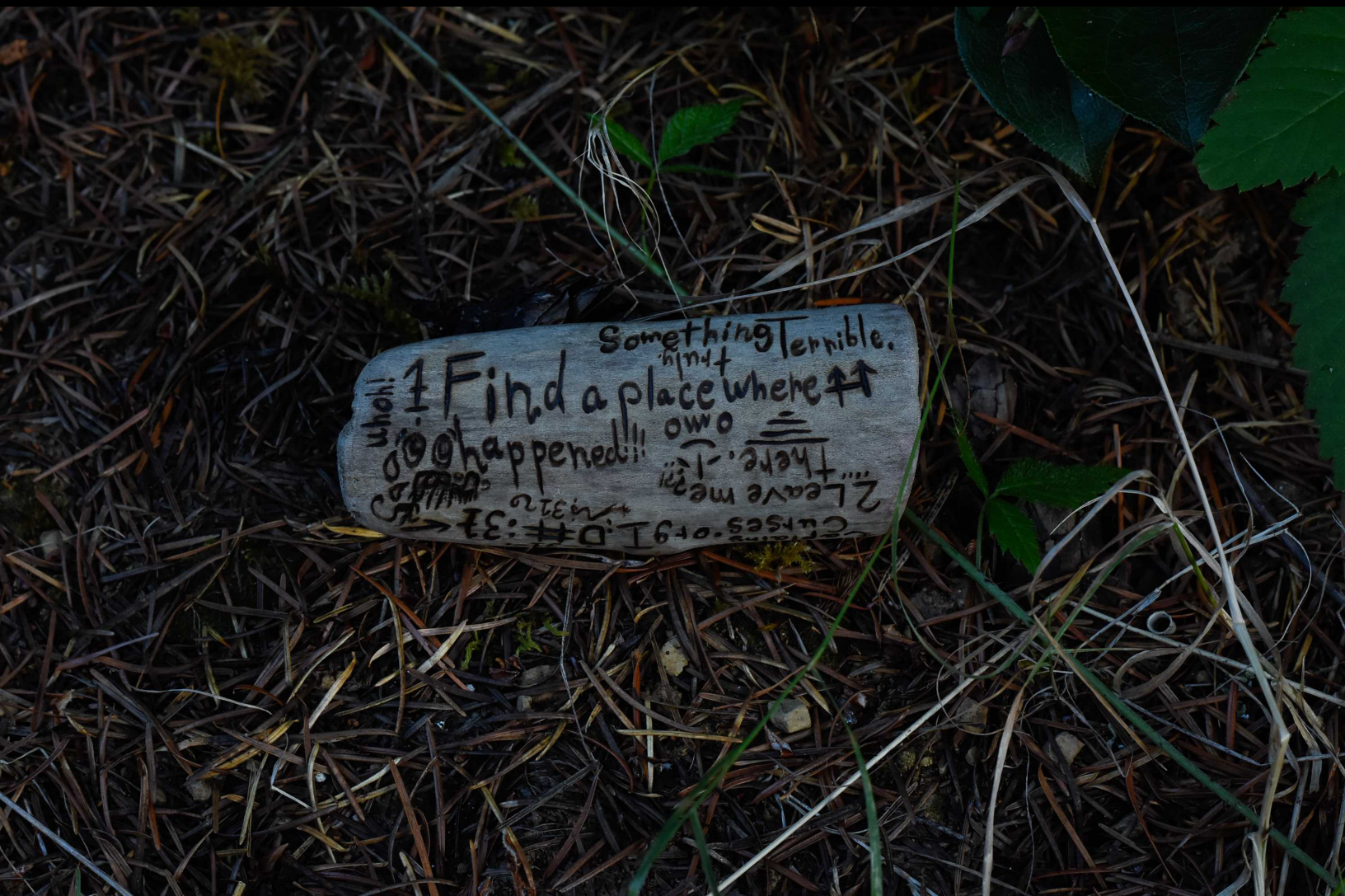
Find a place where something truly terrible happened!!! uhoh!

Leave me there.

(0)

W: "Leave me to watch over..." SW: "...a terrible place."

*Sentinel Charms > Witness Charms*





Binge Charm:

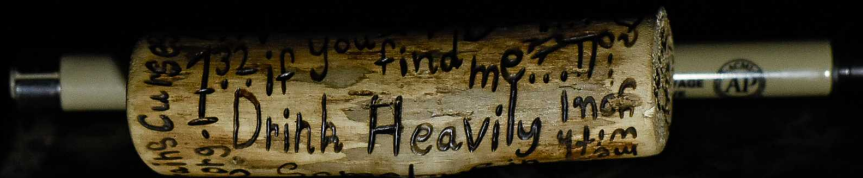
If you find me... drink heavily sometime in the next 4 days....

Leave me in a bar!!!

(4)

W: "Indulge yourself..." SW: "...to excess."

*Hedonic Charms > Autrophy Charms*



Sweet Release Charm:

Shoot me!!!

But first...

Have (eat) some ice cream!

(0)

W: "Destroy me..." SW: "...with deadly firepower."

*Immolation Charms > Munition Charms*





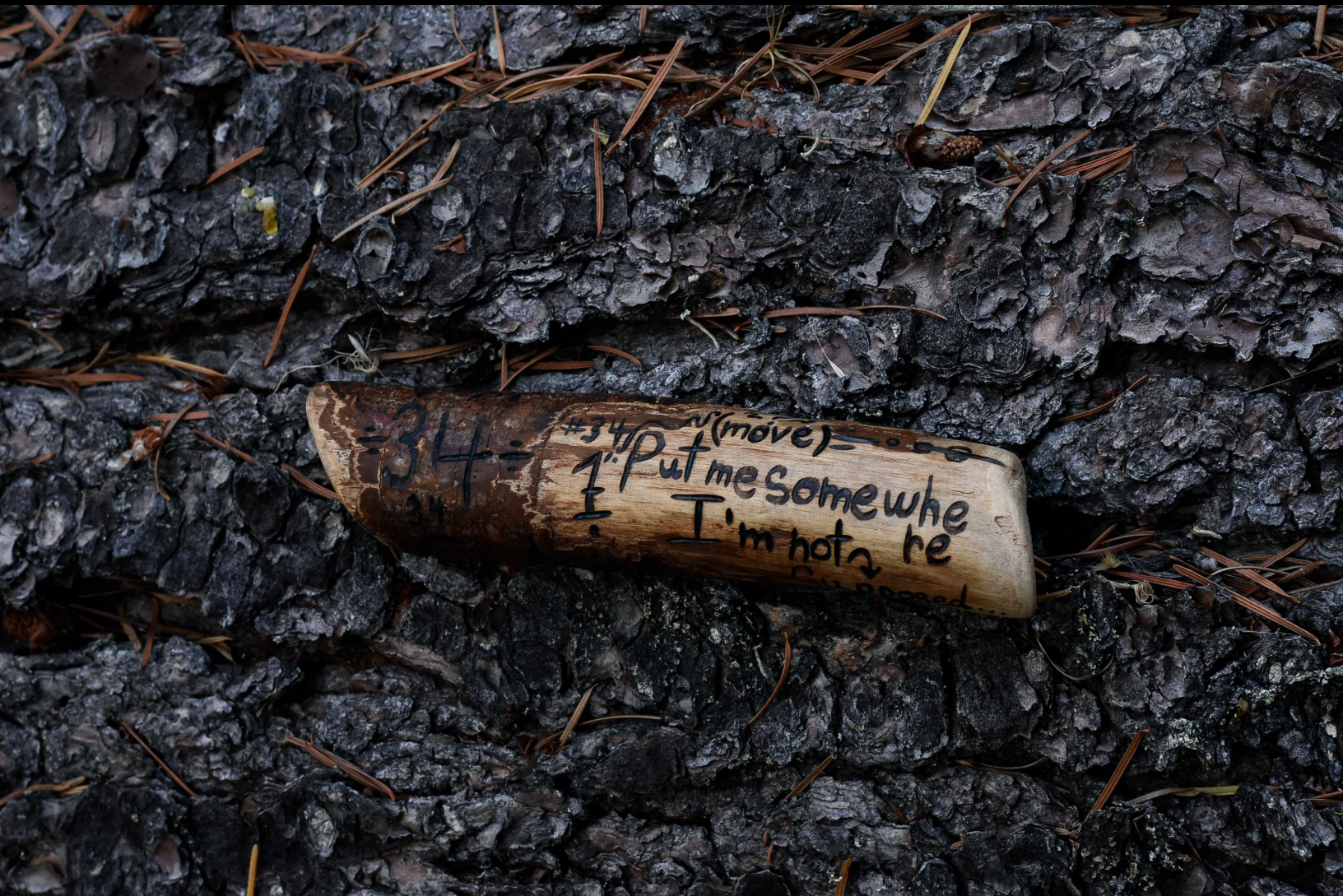
Interloper Charm:

Put (move?) me somewhere I'm not supposed to be.

(I)

W: "Hide me..." SW: "...somewhere forbidden."

*Hiding Charms > Trespasser Charms*





Specter Charm:

Take me somewhere filled with fog. Candles. Tent. Instrument.

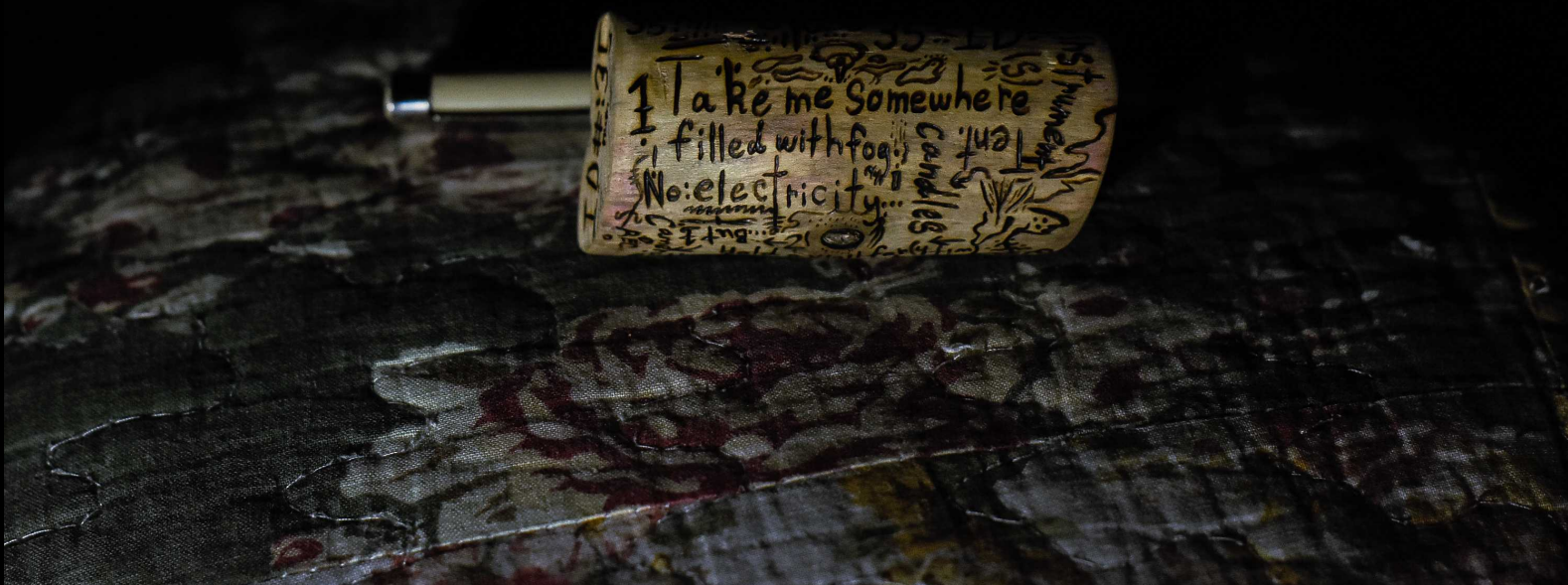
No electricity. But one camera.

Hold a vigil for (with) the dead all night.

(0)

W: "Take me camping..." SW: "...alone."

*Camp Charms > Bivouac Charms*





Consultation Charm:

Hide me in your house for one week. Tell nobody!

Every night, visit me before bed. Burn incense.

Make a plan for the next day. Plan something you would never do otherwise. Somewhere dark...

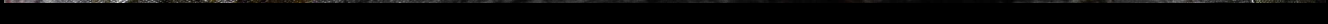
Do it.

(0)

W: "Craft a plan..." SW: "...secretly."

*Master's Charms > Scheming Charms*







Charm in Motion:

Hide me on a train...

If you have (me) found me, drink alot of coffee (or tea) now...

Initiate a bold creative project. Music... film... writing... build... destroy...

Write a comprehensive Master Plan. 1 month. 31 days...

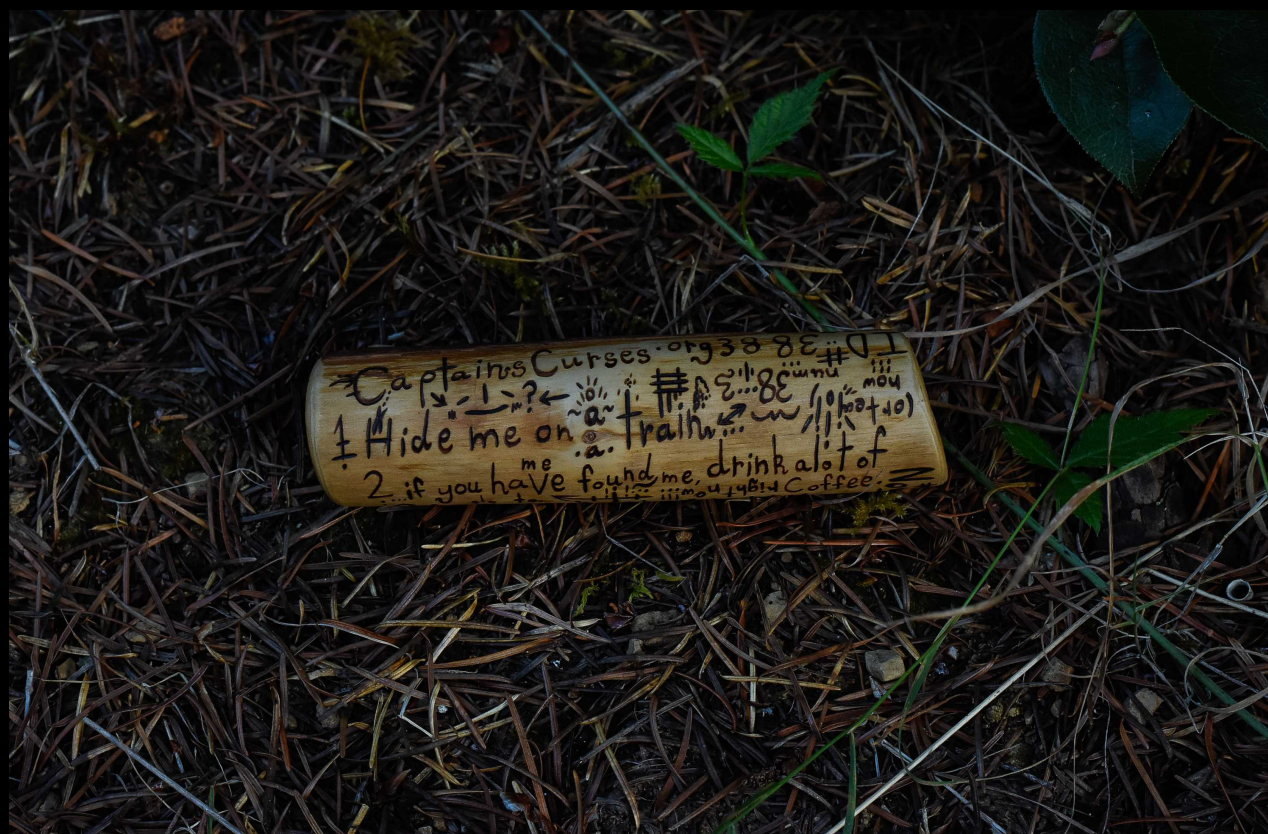
Begin!

Finally!

(0)

W: "Craft a plan..." SW: "...a master plan."

*Master Charms > Creator Charms*



Sineater Charm:

Leave me to watch over a room full of sorrow.

Out of sight.

Move me... if you find me.

I am thirsty for pain.

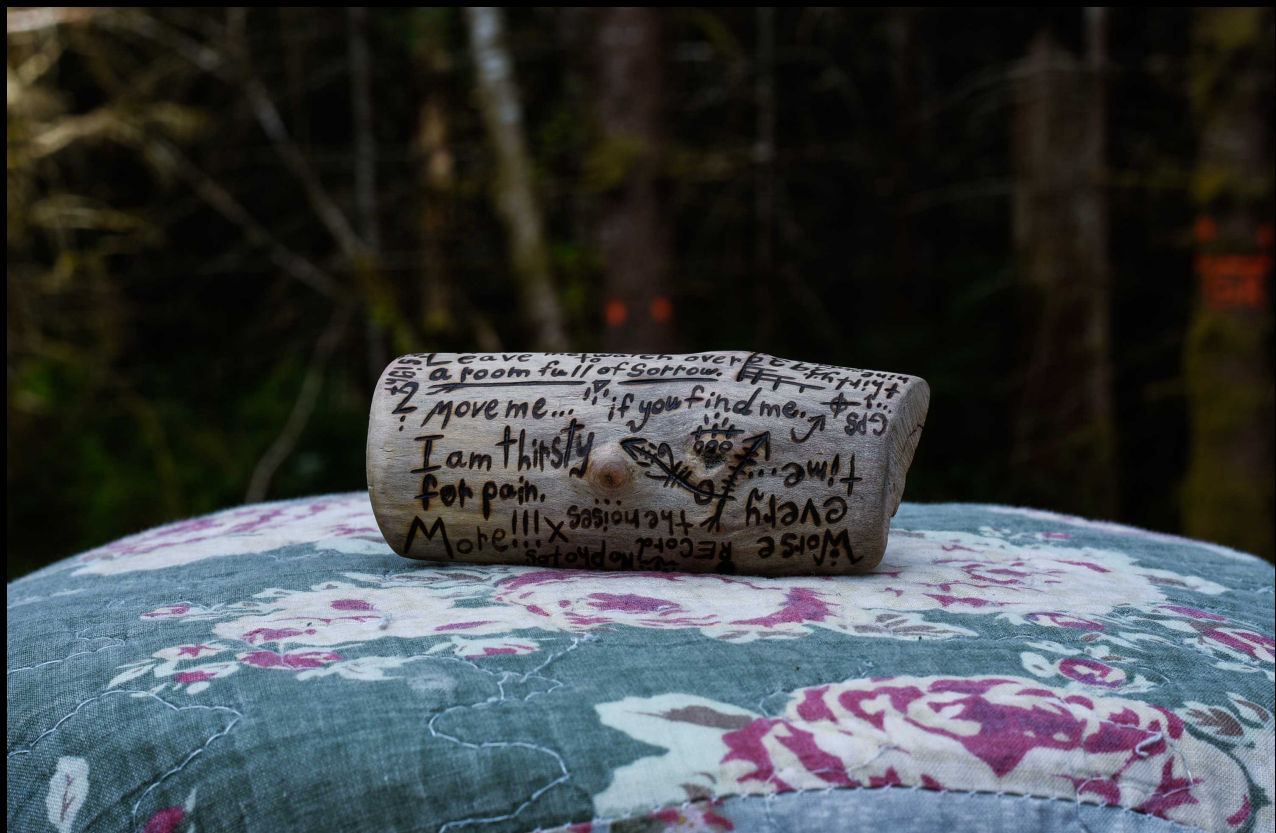
Record the noises. NO PHOTOS!!! Worse every time.

More!!!

(2)

W: "Leave me to watch over..." SW: "...a terrible place."

*Sentinel Charms > Witness Charms*





Snapshot Charm:

Take me to a waterfall at night...

Bring a distorted instrument... bass... trumpet...

4 friends approach with drums.

Chant ~

Let go!!! Scream/Sing....

(0)

W: "Play music..." SW: "...near flowing water."

*Live Charms > Stormdrain Charms*



Headstock Charm:

Find an Evil guitar... and arrange a firing squad.

Put me inside...

Fire!

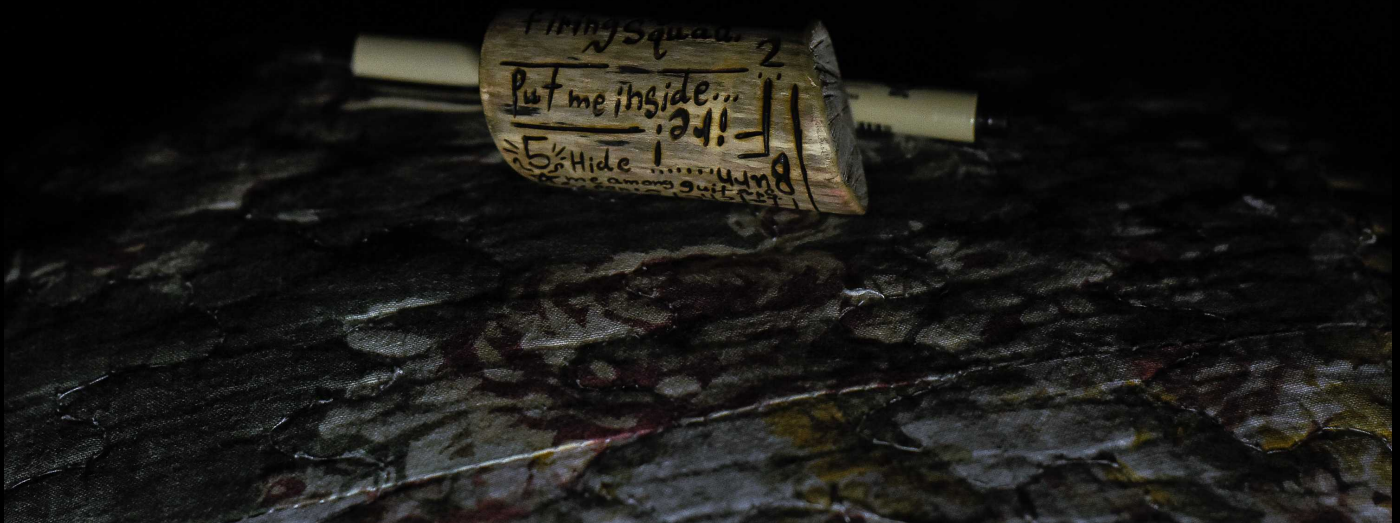
Descend on the remains with hatchets.

Hide me among guitars. Expensive!!! guitars.

(2)

W: "Destroy me..." SW: "...with deadly firepower."

*Immolation Charms > Munition Charms*





Whalefall Charm:

Take me to the beach at night (full moon!!!)...

Carve a pumpkin. Light a candle.

Write & record a song for the pumpkin.

Leave me in the sand. Toss the pumpkin off a cliff.

Play its song one last time.

(0)

W: "Record sounds..." SW: "...somewhere spooky."

*Record Charms > Spirit-box Charms*



Flat Seven Charm:

Keep me for 1 week and then abandon me somewhere warm.

Inside...

On Monday, Thursday, Saturday (3 nights)...

Take me underground (abandoned? cave? friends? Instruments?)

Sing 3 notes slowly... A, C, G.

Gift me to a risky musician.

(0)

W: "Play music..." SW: "...underground."

*Live Charms > Echo Charms*





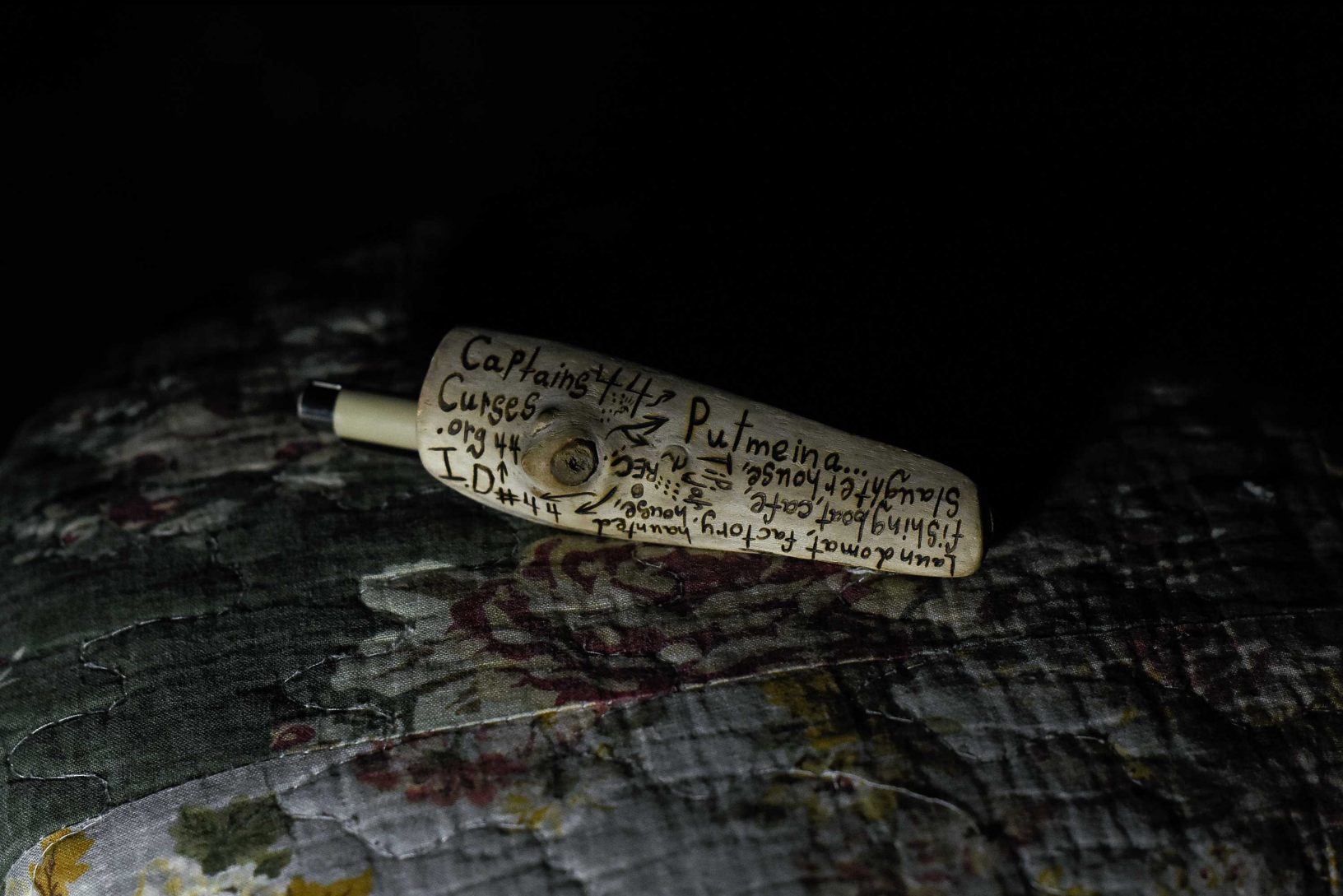
Suspicious Charm:

Put me in a... laundomat [sic], factory, haunted house, fishing boat, cafe, slaughterhouse, tip jar...

(I)

W: "Take me somewhere..." SW: "...everywhere."

*Wandering Charms > World Charms*



45 •

Aimless Charm:

Leave me in a/an...

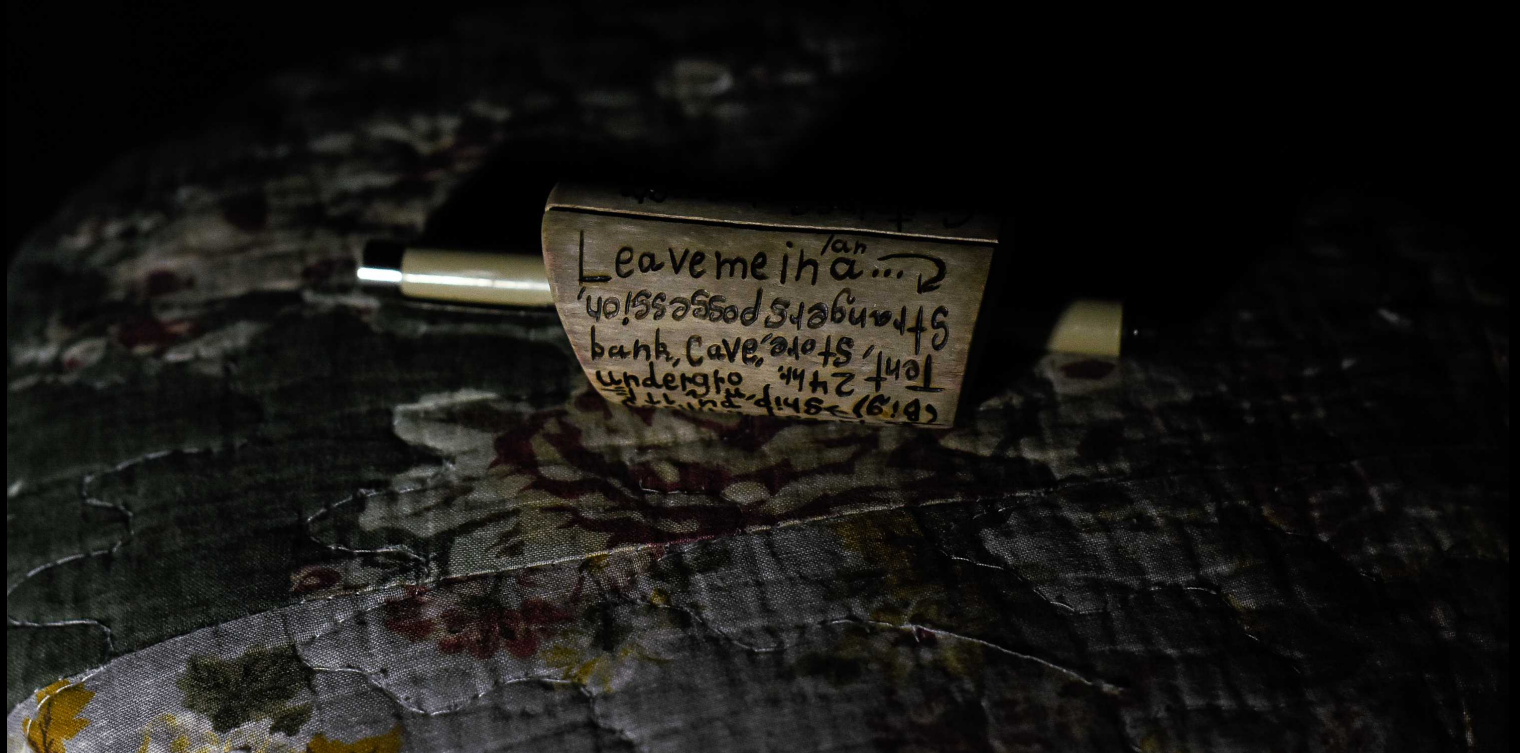
stranger's possession, tent, 24hr store, cave, bank, underground facility, ship, desert, diner... at night, (big) bnb?

\*\*\*cuts off\*\*\*

(0)

W: "Take me somewhere..." SW: "...everywhere."

*Wandering Charms > World Charms*





Delve Charm:

Take me somewhere underground.

At Night (friends?)

(0)

W: "Take me somewhere..." SW: "...underground."

*Wandering Charms > Subterranean Charms*







END CAPTAIN'S LOG 1