# On the Subject of Charms

Preparing you for the O.D.Ls.

- This module contains two 2×3 sliding tile puzzles, seven hexagonal spell buttons in the center, three stage lights at the top, and two diamond buttons at the bottom.
- Each sliding puzzle will contain a red, yellow, green, blue, and purple tile. There will also be an arrow pointing in a cardinal direction under one of the tiles. The spell buttons will be initially unusable.
- Setting both sliding puzzles to their solution state then pressing the diamond button beneath them will activate the spell buttons. From this point, three spells must be cast to solve the module. Spells are cast by holding down a starting hexagon and moving to adjacent hexagons, releasing when the last one has been highlighted. Casting an incorrect or nonexistent spell will strike.
- Casting spells requires precision and dexterity, so the orbs on each of the hexagons mark the area where they detect having been interacted with.
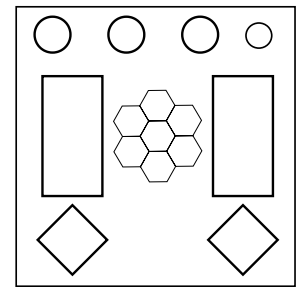
Solving the Sliding Puzzles:

- Use the first and second characters of the serial number to identify the position of the empty space for the left and right puzzle respectively.

A G P U 3 8	D H M X 2 9
B I Q S 1 6	E J N V Ø 7
C K R W Z 4	F L O T Y 5

- To find where to place the rest of the colors, start by taking the sum of the number of batteries, indicators, and ports modulo 8 as the column and the number of modules modulo 0 as the row in the table below.
- For each puzzle, move from this starting cell in the direction this puzzle's arrow pointed to until all 5 colors have been landed on at least once.
- The order in which these colors were landed on is the order the rest of the puzzle's tiles should be in, in reading order.

	0	1	2	3	4	5	6	7
0								
1								
2								
3								
4								
5								
6								
7								

Casting the Correct Spells:

- Once the spell buttons are active, consult Appendix SP311B00k using two colors for each stage to obtain the three spells to cast and solve the module.

  - For stage 1, use the two colors in the same column as the empty space in the left puzzle, top to bottom.
  - For stage 2, use the two colors in the same column as the empty space in the right puzzle, bottom to top.
  - For stage 3, use the color from the same row as the empty space in the left puzzle and right puzzle in order.

- The numbering system the motions for a spell are written in use this configuration:
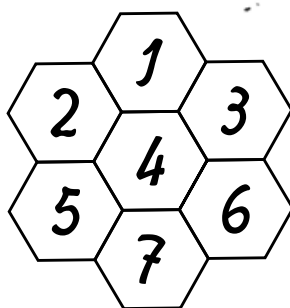
Appendix SP3LLBOOK:

- The colors, name, use, and motions of each spell are detailed here.

Colors:	Name:	Intended Use:	Motions:
RR	Conformare Series	Summons a train.	5-7-6-3-1-2
RY	Vestigium Ostendere	Uncovers an animal track.	7-4-1-4-2-4-3-4
RG	Apage	Deciphers ancient Cartinese scripts.	3-1-2-5-7-6
RB	Aenigma Insulsus	Catches a fish.	5-4-3-6-7
RP	Fortis Facini	Gives the recipient the effects of the Adventure Game potion.	7-4-1-4-1
YR	Id Isea	Steals the recipient's pronouns.	5-4-1-3-6-4
YY	Arierae Factura	Squeezes numbers into one digit.	1-3-6-7-5-2-1-4
YG	Fulices Terreat	Shoos pelicans, placates ducks.	7-5-4-6-7
YB	Abrogo	Titrates acid.	2-1-3-4-7
YP	Pomi Ambrosia	Flavors an ice-based dessert.	2-4-3-6-7-5-4-1
GR	Urbs Cruminis	Constructs a settlement using basic materials.	1-4-5-7-6-4
GY	Pincerna	Brews an alcoholic beverage.	1-4-7-6-3
GG	Mortuous Defendisse	Identifies any plant.	7-4-5-4-6-4
GB	Incurrere Machinationes	Hacks a computer.	2-5-4-7-4-3-6
GP	Elutorium	Cleans clothes.	2-4-3-4-7

Colors:	Name:	Intended Use:	Motions:
BR	Pluviarum Versicolorium	Invokes rain with drops of many colors.	4-5-7-6-4-1
BY	Tessellam Adcessio	Increments the dimension count of any n-cube.	2-5-7-6-3-1-4
BG	Refocillatrix	Shocks a stopped heart back into motion.	2-4-6-4-2-4-6
BB	Sicut Pater	Create a simple organism out of basic elements.	2-1-3-4-5-7-6
BP	Vendicare Compositum	Places a curse on a Double-Oh module.	2-5-4-6-3
PR	Speculi Expiatio	Banishes ghosts that live in mirrors.	1-3-4-2-4-6
PY	Praestigiator Fabarum	Flips, clips, or dips a triangle.	1-4-3-1-4-3
PG	Silentium Coeli	Lets out a mighty "m" (cannot be heard in space).	5-2-4-7-4-3-6
PB	Daedalae Orbitae	Threads a needle.	5-4-3-4-5-4-3
PP	Vastator Metallis Tesquorum	Breaks netherite.	7-4-1-2-1-3