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## Scientific Ethics

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Given the elemental incident 100 years ago, relatively tight protocols have been devised to prevent a similar disaster from occurring again. Much of what constitutes “ethical” science obeys extensions of the basic procedures established in the late 20th century in the aftermath of the Stanford Prison Experiment and the Milgram Experiment. While what constitutes “acceptable” is continuously debated from first principles in light of the elemental threat, relatively strong precedents have been established:

1. All participants in scientific experiments should be willing and offered the right to refuse at any time during the procedure.
2. Experiments should never cause permanent psychological or physical changes to the participant (except in the very rare case where the participant fully understands and accepts this). Almost all re-taping of Azi falls under this category, unless it is performed over a very long period of time requiring, at a minimum, several months.
3. All new procedures should be well documented so that others can understand them if something goes wrong. Destroying, falsifying, or encrypting the experimental procedure or resulting data is unacceptable.

When there is reasonable suspicion that a scientist is going beyond the bounds of what is considered safe research, the official response is to conduct a detailed investigation of their lab work. As always, what exactly constitutes reasonable suspicion is subjective. Typically, if this investigation shows that dangerous research is being performed, the guilty scientist’s person is searched, their license is revoked, and they are publicly denounced and imprisoned.

A lab raid must be performed by a scientist and at least one other person (typically, a politician approving the search). The two investigators must search around the entire lab space for four minutes. This action is very obvious and can be interrupted. At the end of this time, you may interact with the appropriate sign for that lab, to get a summary of the research the scientist is conducting.



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## How to Formalize a Human/Elemental Treaty

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Formalizing a human/elemental treaty is a big step toward eventual peace between humans and elementals. Like all such political documents, there is a formal process for formalizing a treaty.

If you would like to formalize a treaty between humans and an elemental faction, you must follow these steps:

1. Obtain verbal confirmation from the current leader of the humans, and the current leader of the elemental faction in question that they agree to a treaty.
2. Compose an introductory paragraph expressing your desires for the treaty. Write it down.
3. Obtain a *written* paragraph from the leader of the humans enumerating the commitments that humans offer. (If necessary, transfer it to the same page with your introduction.)
4. Obtain a *written* paragraph from the leader of the elemental faction enumerating the commitments that the elementals offer. (If necessary, transfer it to the same page with your introduction.)
5. Once both leaders agree to the terms of the treaty, have both of them sign the treaty at a public ceremony. The audience should include at least 3 humans, all surviving members of the elemental faction committing to the treaty, and one elemental from a different faction. At the ceremony someone must make a brief speech summarizing the key points of the treaty. No one present can object!
6. Sign it yourself and obtain the signature of 1 other witness. (There should be 4 signatures on the treaty at this point.)
7. Make a public announcement of the treaty by telling at least 2 people who were not at the ceremony. Then post the treaty in a public location.

Once the treaty has been signed by the leaders at the ceremony, both parties are expected to abide by the terms. Make sure everyone understands this before he or she signs.



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## The Elemental Enslavement Mechanic

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Enslavement is a CR driven ability. The mechanic works like this:

1. The user points at their target and states “Enslave” and their CR (do **not** count assists or item modifiers. Any CR *penalties* **do** affect CR for this ability). You may “pull your punch” with this ability.

For example, if I have a base CR of 4 and the ability “Enslavement (x),” but am currently suffering from a CR -1 penalty, I would point at my target and say “Enslave 3”.

2. The target player may resist this ability with their CR if they are able to do so (do **not** count item modifiers. Any CR *penalties* **do** affect CR for resisting this ability). This is comparable to resisting any other darkwater CR based attack. If the target player does so, the ability fails.

For example, if my target has a CR of 3, they can simply say “Resist”, and my ability fails. However, if my target is suffering from a CR -1 penalty, they *cannot* resist because their effective CR is only 2.

3. If the target player does **not** immediately resist, the user of the ability must now incant “Enslaving 1,” “Enslaving 2,” etc, up to a 10-count (“Enslaving 10”). **The target player is completely mesmerized and can take NO action during the count except to “resist” if they are able to and choose to do so.**
4. Any **other** player can interrupt the action during the count by saying “I stop you” from within 1 ZoC, or attacking the person using the ability.
5. Once the 10-count has finished, the ability has been successfully used, so the target cannot resist, and no one can interrupt the action.

If you are enslaved, you are compelled to do as your enslaver says for 5 minutes. You **can** be compelled to perform any action that is not suicide. You **can** be compelled to discuss a given topic. You **cannot** be compelled to reveal specific information unless you know otherwise. For example: “Tell me about this machine” is a valid command, but “Tell me what you plan to do with this machine” is not. Your enslaver may release you before the five minutes elapse by pointing at you and saying “I release you”.

**If you are successfully enslaved, you may freely resist further attempts at enslavement for 30 minutes following your release from enslavement. (Regardless of CR.)**

