

Item Card

Freely Transferable

**A large electromagnet****145**

A bulky torus made of tightly-coiled wire.

**1-Hand Bulky UNSTASHABLE**

Elementals

May something, 2013

Item Card

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**A piece of Copper**

A strip of copper. It has a few teeth marks on it. Has an earth elemental been chewing on it?

Elementals

May something, 2013

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**A mysterious white powder****543**

You do not know what this substance is.

**UNSTASHABLE**

Elementals

May something, 2013

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**A small, jury rigged battery**

This battery can provide power to a machine for only a few minutes. Hopefully it will be enough.

Elementals

May something, 2013

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**A stone tablet****101**This is a heavy stone tablet, with writing inscribed into it. It reads:  
To Dr. Sofia Alexandrov:

While you may not recall meeting me, I certainly remember encountering you and a friend of yours a few years ago. Your friend was fantastically persuasive. I think that kind of talent could be very useful.

Now, while my initial involvement in your experiment was involuntary, and my big brother kind of interrupted you, I'm really interested in related technology that you're developing. I'd love to help. I might even keep quiet if you teach me about how to use it. Thanks!  
Skarn**1-Hand Bulky**

Elementals

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**Tricorder**

A small, hand-held machine. This machine is designed to collect data on elementals in various ways. Refer to the associated research notebook for current functionality, and ways to research additional functionality.

Elementals

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**Prototype Anti-Enslavement Shield**

This is a prototype of a machine to allow Cits to resist elemental enslavement. Once every 30 minutes, this machine can be activated to resist elemental enslavement for 2 minutes. During the cool-down period, the machine must also be reset before it can be used again. To reset the shield, a scientist must devote 1 minute to fixing it (role-play accordingly).

Elementals

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**A piece of Zinc**

A strip of Zinc. It burns very brightly if lit on fire.

Elementals

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**A key to the locked door**

This key allows you to pass freely in and out of room -015.

Elementals

May something, 2013

**Elementals**  
**May something, 2013**  
**item card**  
(turn to other side)

**Elementals**  
**May something, 2013**  
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(turn to other side)

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### **A small glass vial**

This vial is perfect for putting small volumes of liquids in.

Elementals

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### **A Syringe**

This syringe is sufficient for drawing blood from a human or elemental.

Elementals

May something, 2013

**Elementals**  
**May something, 2013**  
**item card**  
(turn to other side)

**Elementals**  
**May something, 2013**  
**item card**  
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