

**Caldera**

- *CR*: 6
- *blues*: Elemental History and Nature    The Quintessence
- *abils*: Enslavement (Fire)    Conduit Modifier: Fire's Song Conflagration
- *mems*: Open if you give away or lose an Elemental Essence. ,Open if you see item number 543 and the first letter of the item is "E"
- *items*: Fire Elemental Essence (999)    Fire Elemental Essence (999)    Fire Elemental Essence (999)    Fire Elemental Essence (999)
- *stats*: *CR*: 6

**Pyro**

- *CR*: 5
- *blues*: Elemental History and Nature
- *abils*: Enslavement (Fire)    Conduit Modifier: Fire's Song
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Fire Elemental Essence (999)    Fire Elemental Essence (999)    Fire Elemental Essence (999)
- *stats*: *CR*: 5

**Ember**

- *CR*: 4
- *blues*: Elemental History and Nature
- *abils*: Enslavement (Fire)    Conduit Modifier: Fire's Song
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Fire Elemental Essence (999)    Fire Elemental Essence (999)
- *stats*: *CR*: 4

**Shale**

- *CR*: 5
- *blues*: Elemental History and Nature    The Quintessence
- *abils*: Enslavement (Earth)    Conduit Modifier: Quintessence Lure    Conduit Modifier: Earth's Song    Granite Vault Living Earth
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Earth Elemental Essence (999)    Earth Elemental Essence (999)    Earth Elemental Essence (999)
- *stats*: *CR*: 5

**Quake**

- *CR*: 5
- *blues*: Elemental History and Nature    The Quintessence
- *abils*: Enslavement (Earth)    Conduit Modifier: Quintessence Lure    Conduit Modifier: Earth's Song    Living Earth
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Earth Elemental Essence (999)    Earth Elemental Essence (999)    Earth Elemental Essence (999)    A Wire Tightener (999)
- *stats*: *CR*: 5

**Skarn (000)**

- *desc*: A smallish masculine earth elemental
- *CR*: 4
- *blues*: Elemental History and Nature    The Quintessence
- *abils*: Enslavement (Earth)    Conduit Modifier: Quintessence Lure    Conduit Modifier: Earth's Song    Living Earth
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Earth Elemental Essence (999)    Earth Elemental Essence (999)
- *stats*: *CR*: 4

**Tempest**

- *CR*: 6
- *blues*: Elemental History and Nature    The Quintessence
- *greens*: How to Seal a Conduit Location
- *abils*: Enslavement (Air)    Draw Blood    Conduit Modifier: Air's Song    Tempest
- *mems*: Open if you receive item number 543 from a human. Open if you give away or lose an Elemental Essence.
- *items*: Air Elemental Essence (999)    Air Elemental Essence (999)    Air Elemental Essence (999)
- *whites*: 10× This Possible Conduit Location Has Been Sealed
- *stats*: *CR*: 6

**Zephyr**

- *CR*: 5
- *blues*: Elemental History and Nature
- *greens*: Learn about Humans
- *abils*: Enslavement (Air)    Collaborate    Remove seal (*greens*: How to Remove a Seal)    Conduit Modifier: Air's Song    First Aid
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Air Elemental Essence (999)    Air Elemental Essence (999)    Air Elemental Essence (999)
- *stats*: *CR*: 5

**Katherine Strauss**

- *CR*: 2
- *blues*: Human History
- *greens*: The Electromagnet    Scientific Ethics
- *abils*: Work the Conduit Machine    Remove seal (*greens*: How to Remove a Seal)    Conduit Modifier: Electromagnet
- *mems*: C Packet    E Packet    E Packet    Q packet
- *items*: A Large Electromagnet (145)    Tricorder (999)    Functionality of the Tricorder
- *stats*: *CR*: 2

**Patrick McClellan**

- *desc*: A stern man with graying red hair
- *CR*: 5
- *blues*: Elemental History and Nature    Human History    The Quintessence
- *greens*: How to Formalize a Human/Elemental Treaty
- *abils*: Enslavement (Quintessence)    Resist Enslavement    Conduit Modifier: Quintessence Lure    Glow in the Dark
- *mems*: Open if you lose an Elemental Essence.    Open if you see item number 543 and the first letter of the item is "E"    Open if you hear a bell    Open if you get Vitality "unstuck"    Open if you are within 4 ZoC of the Conduit when it is opened
- *items*: Quintessence Elemental Essence (999)
- *stats*: *CR*: 5

**Jason Garrett**

- *desc*: A passionate young man in a fashionable suit
- *CR*: 2
- *blues*: Human History
- *greens*: Scientific Ethics    How to Formalize a Human/Elemental Treaty
- *abils*: First Aid
- *items*: A Key (999)
- *stats*: *CR*: 2

**Brandon Kollins**

- *CR*: 2
- *blues*: Human History
- *greens*: Scientific Ethics    How to Formalize a Human/Elemental Treaty
- *items*: Prototype Anti-Enslavement Shield (999)
- *stats*: *CR*: 2

**Sofia Alexandrov (000)**

- *CR*: 2
- *blues*: Human History
- *greens*: Elemental Enslavement    Scientific Ethics
- *abils*: Work the Conduit Machine    Psychlim: Maniacal Planner
- *items*: A Stone Tablet (101)    Tricorder (999)    A Key (999)    Flash Drive with Azi Tape (999)    Functionality of the Tricorder
- *stats*: *CR*: 2

**Tris Remington**

- *CR*: 3
- *blues*: Human History
- *greens*: The Elemental Barrier Belt
- *abils*: Resist Enslavement    First Aid
- *mems*: Z Packet
- *stats*: *CR*: 3

**Percy Bentz**

- *CR*: 2
- *blues*: Human History
- *greens*: The Mysterious Powder    Scientific Ethics
- *abils*: Work the Conduit Machine    Resist Enslavement    First Aid
- *mems*: W Packet    Z Packet    Open if you see item number 543 and the first letter of the item is "A"
- *items*: A Mysterious White Powder (543)
- *stats*: *CR*: 2

**Benedetta DeLuca**

- *desc*: An energetic woman with brown hair
- *CR*: 2
- *blues*: Human History
- *greens*: How to Formalize a Human/Elemental Treaty
- *abils*: Resist Enslavement
- *mems*: Stress (*mems*: Open two hours into game    , Open when you interact with badge number 000 for at least three minutes    , Open if you interact with badge number 000 a second time, for at least three minutes    , Open if you interact with badge number 000    , Open if you hear anyone suggest forceful or dangerously fast retaping    , Open if you are knocked out or wounded    , Open if you have had a flashback and also have experienced at least two events described in this membook as "stressful"    , Open if someone succeeds in retaping you )    Z Packet
- *stats*: *CR*: 2

**Young Quintessence**

- *CR*: 4
- *stats*: *CR*: 4

**Stasis**

- *CR*: 16
- *stats*: *CR*: 16

**Young Elemental**

- *CR*: 4
- *stats*: *CR*: 4

**Gehenna**

- *CR*: 15
- *stats*: *CR*: 15

**We are the game masters.**

- *CR*: 77777
- *abils*: Conduit Modifier: Channel Elementium Dominate  
Elemental Enslavement (Azi) Enslavement (Azi)  
Enslavement (Azi) Enslavement (Quintessence)  
Enslavement (Fire) Enslavement (Earth) Enslavement  
(Air)
- *stats*: *CR*: 77777

Owned by GMs

- *signs:* An Unsealed Possible Location of Conduit Contact    A Sealed Location    A Possible Location of Conduit Contact

Room -004

- *signs:* A Vein of Malachite **(-004)** (*items:* multi10A piece of Malachite (999))    A Pile of Rocks **(-004)** (*items:* multi3A Grey Rock (999)    multi3A Grey Rock (999))    A Wine Rack **(-004)** (*items:* 3×A Bottle of Wine (999))    A Wine Rack **(-004)** (*items:* 3×A Bottle of Wine (999))    A Huge Oak Barrel **(-004)** (*items:* 3×A Flagon of Mead (999))    A Rock Slide **(-004)** (*items:* multi1A Grey Rock (999)    multi3A Grey Rock (999))  
A Large Metal Storage Locker **(-004)**    A Long Shelf **(-004)** (*items:* A Piece of Zinc (999)    A Syringe (999)    A Spool of Tungsten Wire (999)    A Pair of Wire Strippers (999)    A Photodiode (999)    A Can Of Beans (999))

Room -002

- *items:* Holographic Laser (999)
- *signs:* A Chemical Stock Room **(200-002)** (*items:* 3×A Small, Jury Rigged Battery (999))    Katherine Strauss' Lab Space  
Katherine Strauss' Lab Space    The Chair of Science!  
Katherine Strauss's Lab Bench **(-002)** (*items:* A Phase Transducer (999)    Heisenberg Compensator (999))    A High Resolution Mass Spectrometer **(-002)**    A Scale **(-002)**

Room -002

- *signs:* A Chemical Stock Room **(200-002)** (*items:* 3×A Small, Jury Rigged Battery (999))    Percy Bentz's Lab Space  
Percy Bentz's Lab Space    Percy Bentz's Lab Bench **(-002)** (*items:* Heisenberg Compensator (999)    Airplane Fragment (999))    The Periodic Table of Elements **(-002)**    A Large Distilling Apparatus **(-002)**

Room -002

- *signs:* A Glassware Cabinet **(-002)** (*items:* 10×A Small Glass Vial (999))    A Glassware Cabinet **(-002)** (*items:* 10×A Small Glass Vial (999))    A Glassware Cabinet **(-002)** (*items:* 10×A Small Glass Vial (999))    A Map of the World **(-002)**

Hall off of -002

- *signs:* A Pile of Scrap Metal and Other Shiny Objects  
**(Hallway off -002)** (*items:* 10×A Piece of Zinc (999)    A Spool of Tungsten Wire (999)    A Spool of Tungsten Wire (999)    An Aluminum Rod (999)    An Aluminum Rod (999))  
A Windy Lookout **(Hallway off -002)**    A Blown-Out Section of Wall **(Hallway off -002)**

across from -004

- *items:* A Van de Graaff generator (999)
- *signs:* A Pile of Discarded Tools **(Across from -004)** (*items:* 4×A Syringe (999)    A Pair of Wire Strippers (999))    A Hard Plastic Box For Organizing Electronics **(Across from -004)** (*items:* A Photodiode (999)    A Photodiode (999))    A Pile of Rubble **(Across from -004)**    A Crumbling Wall **(Across from -004)**

-015

- *signs:* A Chemical Stock Room **(200-002)** (*items:* 3×A Small, Jury Rigged Battery (999))    A Steel Reinforced, Locked Door **(-015)**    Sofia Alexandrov's Lab Space    Sofia Alexandrov's Lab Space    A Coffee Machine **(-015)** (*items:* A Coffee Mug (999)    A Coffee Mug (999)    A Coffee Mug (999))    Sofia Alexandrov's Lab Bench **(-002)** (*items:* Prototype Control Rod (999))

-030

- *signs:* The Kitchen Sink **(-030)**    An Industrial Sized Refrigerator **(-030)**    An Industrial Sized Freezer **(-030)** (*items:* Mint Chocolate-Chip Ice Cream (999))    A Kitchen Cabinet **(-030)** (*items:* 3×A Large Bowl (999))    A Fruit Bowl **(-030)** (*items:* A Red Apple (999)    A Yellow Banana (999)    An Orange Tangerine (999)    A Green Pear (999))    A Bay Window **(-030)**    A Lava Pool **(-030)** (*items:* Lava Ember (999) )    The Charred Remains of a Table **(-030)**

-032

- *signs:* A Still Pond of Water **(-032)**    A Small Stream **(-032)**    A Willow Tree **(-032)**    An Empty Horse Stable **(-032)**

-013

- *signs:* A Caretaker's Cottage **(-013)** (*items:* 3×A Bottle of Lye (999)    A Wire Tightener (999))    A Rose Bush **(-013)**    A Stone Fountain **(-013)**    Ω Packet **(-013)** (*abils:* 10×Work the Conduit Machine)

Conduit

- *signs:* 2×How to Use This Machine    , How to Open the Conduit    , Modifications to Conduit Opening    , Machine Display