
Scientific Ethics

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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”.

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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.
6. Ask if there are any objections. If anyone objects, for any reason, the treaty cannot be formalized until their objection is met. Once any objections are addressed, you may proceed.
7. Sign the treaty yourself and obtain the signature of 1 other witness. (There should be 4 signatures on the treaty at this point.)
8. 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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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.

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GM Cheat Sheet of Which Locations Are Active When

Factor Number visible on carts and in tricorders: 487

Valid Multiples of Factor Number: 1461, 1948, 2453, 2922, 3409, 3896, 4383, 4870, 5357, 5844, 6331, 6818, 7305, 7792, 8279, 8766, 9253, 9740 (974 also has 487 as a factor, but I am leaving it out because it is only 3 digits.)

The charts at each location read as such: (Active numbers are bolded)

Time:	L1	L2	L3	L4	L5	L6	L7	L8	L9
2:00-2:30	2922	8766	9130	6874	9297	4819	5709	2321	4042
2:30-3:00	7726	1542	6818	1948	7034	8117	4656	5399	7870
3:00-3:30	9826	4098	4380	3493	5357	8279	4114	5331	7982
3:30-4:00	1820	1052	4898	7420	6598	2376	9253	2453	2767
4:00-4:30	9291	2242	8786	3259	5520	5570	8538	4305	4383
4:30-5:00	1276	3391	6670	2757	2218	6964	1140	9863	6900
5:00-5:30	7865	9994	3814	3303	3539	2923	3916	8981	8732
5:30-6:00	9844	9213	7109	6724	1833	4835	5426	7745	3413

Time:	L10	L11	L12	L13	L14	L15	L16	L17	L18
2:00-2:30	7048	8961	5789	3769	4359	6840	5931	8691	1955
2:30-3:00	6015	7920	9135	5375	9344	7955	6762	7803	9108
3:00-3:30	4511	5283	6844	4719	8695	2796	7524	5059	9065
3:30-4:00	7884	4591	3873	4818	3368	3711	9055	9688	1361
4:00-4:30	7792	9124	1449	8457	1819	1716	5842	6520	4939
4:30-5:00	7423	1461	6331	4944	5281	9637	7790	8374	9179
5:00-5:30	9098	9322	2444	7305	3896	4621	4730	6365	6386
5:30-6:00	9824	8739	5561	5488	2744	3409	9740	3215	8829

17 and 18 do not have any active numbers and so these locations are never valid. Not used valid active numbers: 4870, 5844

This greensheet will eventually also contain the physical locations of each sign.

There should be a 4 function calculator placed on each cart to facilitate the process of determining factors.

GM Cheat Sheet of Tricorder Stats and CR

Character Stats:

Character	CR	β	γ
Caldera	6	3	1
Pyro	5	2	1
Ember	4	1	1
Shale	5	2	3
Quake	5	2	3
Skarn	4	1	3
Pebble	3	1	1
Tempest	6	3	4
Zephyr	5	2	4
Wisp	3	1	4
Katherine	2	0	0
Patrick	5	2	5
Jason	2	0	1
Brandon	2	0	0
Sofia	2	0	0
Tris	3	0	1
Percy	2	0	0
Bernard	2	0	0
Tide	3	1	2

Tricorder Stats:

β	Meaning	γ	Meaning
0	Not an elemental.	0	no elemental residue
1	Elemental of low rank.	1	fire elemental residue
2	Elemental of middling rank.	2	water elemental residue
3	Tempest and Caldera	3	earth elemental residue
4+	Elder Ele (summoned)	4	air elemental residue
—	—	5	quintessence elemental residue

GM End of Game Scenarios

1 Elementals get sent home

If Katherine Strauss successfully hooks up the electromagnet to a terminal opening, some of the elementals get sent home. How many depends on how many elemental essence Katherine used. One essence will only get those in game space, which will have similar effects to the “an elemental leader dies” scenario. Three essence gets a much larger radius including the earth king, but the water queen persists and forms an agreement of sorts with the humans (balance is managed because now there’s only one serious faction left). Five or more essence sends all the elementals home (the number of essence needed may be adjusted depending on how things play out). The elementals who go back are reminded of their true place within the hierarchy, which (even for the leaders) is low indeed. The elementals born on Earth also learn what it means to be subjugated at the hand of the quintessence. The earth and quintessence elementals are content, but the other factions seethe.

2 One or more of the elemental leaders die

The loss of a leader is a serious problem. That elemental faction will rapidly implode and be crushed by the opposing faction. Regardless of alliances, a lot of strife will ensue as the competing faction (for example, water queen taking advantage of fire queen’s death) proceeds to wipe out the leaderless faction. Many humans and elementals will die on all sides.

3 Humanity sign a formal treaty with an elemental faction

This depends on the treaty wording (and whether their respective leaders decide to betray the alliance). In general, the alliance is respected (especially with earth) and the other factions keep their distance from humanity, acknowledging their place in the hierarchy. Things are considerably more peaceful and humans become more of an observe to the ongoing conflict of the elementals. Sometimes humans are even invited to arbitrate elemental disputes, taking on some of the roles of the quintessence back on the elemental planes. The humans are likely better positioned to deal with any of the scenarios below.

4 Elementals acquire a large source of Elementium

If Percy Bentz uses an ability on a terminal opening of the Conduit, a large quantity of Elementium will be brought over in the form of a blizzard of snowflakes that cover the area outside the Conduit. The humans collect this and build an “Elementium repository” nearby and dispense it to the elementals, who eventually become addicted to the substance and become diminished in power and aggression (Elementium is useless to elementals unless first processed by humans). For the most part, they retreat to their various domains and stop warring with each other or bothering humans. Small conflicts still persist, but communication between elementals and humans ultimately goes up considerably as humans and elementals find it much easier to get along and interact.

5 Stasis, the elder quintessence elemental, is summoned

Stasis alone is sufficient to maintain the balance between the elementals and provide Amaranth indefinitely (he is senior to the elemental leaders by two generations). Under his guidance, the elemental factions are brought to bear and are forced to leave humans alone or face the wrath of Stasis. Peace ensues but the elementals are severely diminished. Many faction leaders greatly resent what they perceive as their subjugation at the hands of Stasis.

6 Gehenna, the elder fire elemental, is summoned

Gehenna massively tips the balance of power in Fire's favor. She decides there is no point in maintaining the illusion of balance and kills Tempest and Olympus, and forces Maelstrom into hiding deep within the ocean. Fire rampages across all the continents and Gehenna lets the humans live, but occasionally reminds them of her vast power by toasting a city or three. The temperature of the Earth rises and in the ensuing years, Gehenna focuses on boiling Maelstrom out. If Percy acquired Elementium, Gehenna still destroys the air and earth factions but is eventually forced to take Elementium and is somewhat pacified, resulting in a tense agreement with humans. If there is no source of Elementium, Gehenna rages for the next fifty years and things are *bad*, but she eventually dies.

7 Gehenna AND Stasis

Assuming this is not resolved in-game, Gehenna flees far away but is eventually subjugated by Stasis, but not before Gehenna manages to kill both Tempest and Olympus. Without their leaders, the earth and air faction eventually diminish to the point of extinction, while Stasis oversees a barely-stable standoff between fire (who has taken over the continents) and water (who never come on shore). Stasis does his best to preserve humans but it does not always go well for them.

8 Stasis AND Elementium

With both Stasis and Elementium available, all the elemental factions except for Earth choose to accept Elementium as a comparatively liberating alternative to control by Stasis. Stasis is upset at his lack of control but is convinced by Patrick McClellan that the elementals can be peaceful without being directly enslaved.

9 No Elementium, no Stasis

Without a sufficient source of Elementium or Amaranth, the elementals will die out in 50 years. If there are some quintessence elementals left, like Vitality, they are enough to maintain only a handful of elementals each. The number of elementals reduces from thousands to only 5 or so of each faction, and even the great leaders are reduced to the power level of their children. Although the dying of the elementals is filled with dangerous moments, ultimately humanity weather's their demise. Afterwards, the leaders do survive (unless **all** the quintessence are dead), but elementals are reduced to an idle curiosity living on a large preserve. Some of the leaders beg to be returned to the elemental plane at the next large opening, while others plot in secret to bring more over.

10 Human Enslavement Technology

Led by Sofia Alexandrova, humanity in secret mass-produces the technology to enslave elementals. The elementals who were aware of the technology underestimate human ingenuity and capacity to spread the technology and are taken by surprise when humanity starts taking hostage any elementals who cause any trouble on their territory, and the elementals are forced to negotiate for the return of their own kind. If Brandon Kollins is in power, all the elemental factions quickly realize that humans are now a terrifying force and agree to a global alliance, keeping to their own territory on pain of enslavement. If Jason Garrett is in power, then a surprise attack is launched once the technology is mass-produced, taking all the leaders except Maelstrom. Humanity asserts its authority and all the factions are brought to bear, with Maelstrom wisely agreeing to retreat to the ocean depths rather than escalate a conflict she is not likely to win. Enslavement technology also greatly protects humans if the elementals die out for lack of Amaranth/Elementium, and even Gehenna can be subjugated.

11 Coup d'Etat

If Jason Garrett takes power, he convinces humanity to become dramatically more militant. Impressive anti-elemental technology is developed and a strong territorial divide is established. If Sofia Alexandrova is still alive, enslavement tech is developed, as above. Jason either waits for the elementals to die out, tries to enslave them, or assassinate their leaders.

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Scientific Ethics

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 someone with the “Raid a Laboratory” ability (typically, this would be 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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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.

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How to Remove a Seal

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If you would like to clean a seal off a possible conduit location, you must:

1. Acquire a A Large Bowl (827), and fill it with water from the pond, stream or sink. (This will take you 1 minute).
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3. Then spend 2 minutes cleaning the seal off. Role play accordingly.

How to Seal a Conduit Location

In the name of maintaining your advantage on this plane, you intend to prevent anyone from opening the Conduit tonight. To do this, you will have to seal the possible Conduit locations. This also leads to your ultimate goal of sealing the Conduit permanently. To seal the Conduit locations, you will need to draw a Rune of Sealing across the location in a mixture of human blood and elemental “blood.”

To seal a Conduit location:

1. Acquire a vial of human blood. To do this use your “Draw Blood” ability.
2. Acquire a vial of elemental “blood” from any elemental faction (you *may* acquire the blood from yourself). To do this use your “Draw Blood” ability.
3. Spend 2 minutes mixing the human and elemental blood and shaping the rune of sealing. Roleplay accordingly. If anyone asks you what you are doing (ie: “What do I see?”), explain to them that they see you spreading a dark, sticky substance over this location.
4. Make a tally mark on each vial when you use the vial to seal a location. **Each pair of vials (one of human blood and one of elemental blood) can be used to create up to 3 seals before they are empty (at which point, destroy the item cards).**
5. Swap the “ over the Conduit location to indicate that it has been sealed.

Unfortunately, this seal is not permanent until it sets and the mixture will not set for several days. Until then, someone could wash your seal off. You will have to keep an eye on it.

If 8 possible locations are sealed at the end of game, the Conduit will be sealed permanently and can never be opened again.

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How to Use This Machine

The machine is fairly complex and only one function is available without substantial study. If you have the ability “Work the Conduit Machine,” you may access the additional features on the greensheet below this one. **If you do not possess this ability, you may only interact with this machine via this greensheet. In other words, you may only use the machine to do the things indicated by this greensheet.**

NOTE: This machine is big, heavy and unwieldy. It is 3-hands bulky (one person may move it by walking heel to toe, two people may move it walking normally). If you move this machine, you must indicate that the machine is moving by saying “Beep beep” continuously. We wouldn’t want to run someone over with it.

How to Locate The Point of Closest Contact:

This machine can locate where the Conduit can be opened. While it is known that the point of closest contact is in this general vicinity, the exact location remains unknown. To further complicate matters, the point of closest contact may move throughout the day as the planes approach each other.

In order to establish the point of closest contact (and thus the place where the conduit can currently be opened) you must follow these steps:

1. Maneuver this machine to be directly in front of “A Possible Location of Conduit Contact” Sign. (**The sign may not read: “A Sealed Location”.**)
2. **Only after step 1 has been completed**, get the chart out of the envelope attached to the back of the “A Possible Location of Conduit Contact”.
3. Check whether the number displayed on the machine is a factor of the active number on the chart. The active number is associated with the current time. You may also check the next time slot. If the number on the machine is a factor of the number on the sign, then this location is currently the point of closest contact and the Conduit can be opened from this location - if you know how. (For example, if the machine display reads “5” and the active location number was “20,” then that location would be the point of closest contact and the conduit **could** be opened here. But if the active number was “23”, then the location would not be the point of closest contact and the conduit **could not** be opened here.) *You can’t check numbers that aren’t currently active.*
4. Replace the chart in the envelope when you are done checking the active number. You may also check the next time slot.

How to Open the Conduit

Read the entire sheet before beginning the process. A GM must be present before step 2 begins.

If you would like to open the conduit, you must follow these steps:

1. Locate the current point of closest contact.
2. Consume 1 “A Small, Jury Rigged Battery (717)” (tear up the item card).
3. Declare **loudly** (but don’t scare non-players) that you are opening the conduit. Someone around the corner should be able to hear you.
4. Place your ability card “Work the Conduit Machine” on the “Modifications to Conduit Opening” sheet.
5. **If anyone other than the person who is using “Work the Conduit Machine” wishes to modify the opening of the Conduit, their ability cards must be placed on the “Modifications to Conduit Opening” sheet at this time as well. ALL ABILITIES MUST BE VISIBLE. Otherwise nothing will happen when the conduit is opened. Further, each person may only submit one ability.**
6. All players with abilities on “Modifications to Conduit Opening” spend 5 minutes opening the conduit.
7. The GM will reveal what happens.

Important notes:

- Anyone who is not involved in opening the conduit or modifying the process in some way can walk up and observe the abilities being used. (*The actions you are performing are obvious*).
- Any action taken by players involved in opening or modifying the conduit, including attacking/defending, or talking to players not involved in opening the conduit constitutes **withdrawing** their own action.
- Noticing an attempt at waylay constitutes **withdrawing** your action as well.
- A person involved in opening or modifying the conduit may **withdraw** at any time by removing their ability card from the “Modifications to Conduit Opening” sheet. However, if they do so, any effects of the ability will not occur.
- Opening the conduit as well as all modifications are intimately linked and **interruptible**. This means that **interrupting** any of the abilities being used prevents *all* actions from occurring. **Withdrawing** an action does not interrupt other actions unless it is the “Work the Conduit Machine” ability; in which case, all modifications fail to occur, because the conduit is no longer being opened.

Modifications to Conduit Opening

All Conduit-modifying abilities should be placed on this sheet. They are publicly visible for everyone to read, even people not participating in opening the Conduit (the actions being performed are obvious). The “Work the Conduit Machine” ability must always be present. Each player can have only one ability present.

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