

Elementals

May something, 2013

End Of Game

You may not pass through here.

Please do not remove this until December 2nd, 2012.

— The MIT Assassins' Guild —

Elementals

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This is a sign being used by the MIT
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Please do not throw this away.

Elementals

May something, 2013

Machine Display

487

Please do not remove this until December 2nd, 2012.

— The MIT Assassins' Guild —

Elementals

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A Possible Location of Closest Contact.

It is possible that the conduit can be opened from this location. **You must have an item capable of determining the “Point of Closest Contact” in order to find out.**

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— The MIT Assassins' Guild —

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A Possible Location of Closest Contact

To determine if this is the current location of closest contact, search the chart below for the number associated with the current time. The number associated with the current time is the **only** active number. Numbers associated with previous or future time slots are not active **and cannot be checked**.

Time:	Active Number
2:00-2:30	2922
2:30-3:00	7726
3:00-3:30	9826
3:30-4:00	1820
4:00-4:30	9291
4:30-5:00	1276
5:00-5:30	7865
5:30-6:00	9844

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A Possible Location of Closest Contact

To determine if this is the current location of closest contact, search the chart below for the number associated with the current time. The number associated with the current time is the **only** active number. Numbers associated with previous or future time slots are not active **and cannot be checked**.

Time:	Active Number
2:00-2:30	8766
2:30-3:00	1542
3:00-3:30	4098
3:30-4:00	1052
4:00-4:30	2242
4:30-5:00	3391
5:00-5:30	9994
5:30-6:00	9213

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Katherine Strauss' lab space

This is a laboratory filled with a wide array of complex and only semi-portable machinery and equipment. It has evidently been setup in considerable haste. You cannot interact with this sign unless you know otherwise.

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Katherine Strauss' lab space

You scour through the lab's computers and experimental setups. You are fairly confident that Katherine is building a device that will try to send *all* the elementals through the Conduit. The core component of this device is an electromagnet, although it can apparently only function when hooked up to an open connection to the elemental planes. It also requires considerable amounts of power to function.

If Katherine is dead, you should contact a GM now.

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The Chair of Science.

A metal chair. This chair has numerous wires running from it to near-by monitors. There also wrist and ankle cuffs for securing the test subject.

The chair is crucial for certain experiments. It is bolted to the floor and cannot be moved or destroyed.

If a player is instructed to sit in the chair, the should role play accordingly.

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-002

Katherine Strauss's Lab Bench

This bench is littered with items relevant to doing scientific research.

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-002

A High Resolution Mass Spectrometer

This machine is great for doing scientific research that requires high resolution.

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Percy Bentz's lab space

Beakers, test tubes, and chemical samples clutter the area. You cannot interact with this sign unless you know otherwise.

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Percy Bentz's lab space

You scour the lab's computers and experimental setups. Percy keeps very meticulous notes and it is easy to follow his line of work. After discovering a strange white powder, Percy began investigating its properties. It appears to be tightly connected to the elemental biological process, and is possibly related to the steady loss of the elemental's energy levels. There does not appear to be much else that Percy has been working on lately, besides some recently published papers.

If Percy is dead, you should contact a GM now.

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-002

A Transmogrifier

An overly-complicated device that funnels a large set of lasers into a central vacuum chamber.

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Percy Bentz's Lab Bench

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-002

Ther Periodic Table of Elements

There is a periodic table of the elements here. Hydrogen... Helium... Lithium...
Beryllium....

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Sofia Alexandrov's lab space

Throughout this room are hastily setup computers and mechanical apparatus in various stages of assembly. You cannot interact with this sign unless you know otherwise.

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Sofia Alexandrov's lab space

You scour the lab's computers and experimental setups. There is quite a lot of highly encrypted or hastily erased data here, but you can still manage to recover some of the projects. Sofia is primarily researching the process by which elementals enslave humans or elementals, and is trying to replicate it. So far as you can tell, the focus is only on enslaving elementals and not humans. So far, she has managed to create a prototype device in the form of a long rod that can control very weak elementals, but there is also considerable work into Azi tape. Sofia has apparently created a new type of tape that can train Azi to enslave much more powerful elementals, although in its current form such tape is very dangerous (and illegal) to use. There is some evidence suggesting that a prototype version of this tape has already been experimented with several years ago.

If Sofia is dead, you should contact a GM now.

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-015

A Steel Reinforced, Locked Door

This steel door is locked.

There are two ways to pass this door:

1. Possess the appropriate key (item number:).
2. Hit the door with a **CR of 10** or greater. If you choose to do so, you must write "Broken" on this sign indicating that the door is now unlocked. Anyone may now freely pass into the room since the door has been broken down. **Further**, elementals that participate in breaking the door down must write their elemental type on the back of sheet since this action leaves elemental residue on the door. Anyone possessing a Tricorder with "Detect Elemental Residue" functionality may look under the sheet to learn the type(s) of elementals that participated in breaking the door down.

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-015

A Coffee Machine

This is an automatic coffee maker.

If you would like to see if there is a full coffee mug for you, place 1 hand on this sign for 30 seconds. You may then take 1 coffee mug if there are any available.

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-002

Sofia Alexandrov's Lab Bench

This bench is littered with items relevant to doing scientific research.

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200-002

A Chemical Stock Room

This chemical stock room has sulfuric acid in it. You can build a battery here. To do so, take 2 minutes and consume 1 copper (item number:), and 1 zinc (item number:) (tear them up), then take a battery (item number:). If this location has no batteries available, all of the sulfuric acid has been consumed and you must find another source.

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-013

A Caretaker's Cottage

There is a Caretaker's cottage tucked away at the edge of the gardens. An estate this big ought to have a caretaker to maintain the grounds, but it is clear that no one has lived here for years. Luckily much of the caretaker equipment is still in working order.

If you would like to take something from the cottage, place 1 hand on this sign for 30 seconds, then take the item of your choice.

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-004

A Vein of Malachite

There is a vein of malachite in the rock here. Malachite is a naturally occurring form of copper.

If you would like to take a piece of malachite, place 1 hand on this sign for 30 seconds.

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-004

A Pile of Rocks

These rocks are worn smooth. They must have spent a lot of time in a river-bed.
Ancient riverbeds are a great place to find geodes.

If you would like to take a rock, place 1 hand on this sign for 30 seconds.

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-004

A Wine Rack

There is a floor to ceiling wine rack. There are several dozen bottles of red wine here.

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— The MIT Assassins' Guild —

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-004

A Huge Oak Barrel

There is an old oak barrel sitting on a stand here. It is covered in dust, but there appears to still be something inside.

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— The MIT Assassins' Guild —

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-004

A Rock Slide

A recent rock slide has taken out this part of the cellar. there are rocks scattered all over the floor. Watch your step!

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-032

A Still Pond of Water

There is a pond of water here. You can't tell how deep it is in the middle, but here at the edge, it is shallow enough. The water is murky and full of algae; clearly no one has been taking care of it and there probably aren't any fish.

The pond can be used as a source of water.

If you draw water from the pond for any reason, the item in which you put the water acquires an α score of "2".

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-032

A Small Stream

A little stream trickles into the pond here. It is so overgrown with weeds and grasses that you almost didn't notice it.

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-032

A Willow Tree

A willow tree hangs over the pond here, offering shade and a nice resting spot. What a great place to lay back and watch the clouds go by.

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Elementals

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-030

The Kitchen Sink

This is a stainless steel kitchen sink.

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— The MIT Assassins' Guild —

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-030

An Industrial Sized Refrigerator

This is a stainless steel refrigerator. It is used for storing food.

If you would like to take an item from the refrigerator or put one into it, place 1 hand on this sign for 30 seconds, then take an item of your choice out, or place 1 item inside.

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-030

An Industrial Sized Freezer

This is a stainless steel freezer. It is used for storing food and keeping things cold.

If you would like to take an item from the freezer or put one into it, place 1 hand on this sign for 1 minute, then take an item of your choice out, or place 1 item inside.

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-030

A Lava Pool

There is a lava pool sitting in the corner of the kitchen. It is unclear how it does not light the entire house on fire. It probably has something to do with the fire elementals.

If you would like to try to take an item from the Lava pool, place 1 hand on the sign for 30 seconds.

This lava pool can also be used as a heat source, **but if you remain within 1 ZoC of the lava for more than 1 minute, you suffer from heat fatigue** (you can only walk heel to toe for the next 3 minutes).

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-030

A Kitchen Cabinet

There is a kitchen cabinet against the wall here.

If you would like to take an item from the cabinet or put one into it, place 1 hand on this sign for 30 seconds, then take an item of your choice out, or place 1 item inside.

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-030

A Fruit Bowl

There is a bowl of fruit here.

If you would like to take a fruit, place 1 hand on this sign for 30 seconds, then take a fruit of your choice.

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-030

A Bay Window

You can look out over the grounds of the mansion from here.

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-002

A glassware cabinet

This is a glass front cabinet for storing glassware. You can see many tiny vials inside the cabinet. I wonder why there are so many?

If you would like to take a vial from the cabinet place 1 hand on this sign for 15 seconds, then take a vial.

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Hallway off of -002

A pile of scrap metal and other shiny objects

There is a huge pile of scrap metal here. Air elementals must collect them for some reason. Maybe it is because they reflect the light of the sun?

If you would like to search the pile for something useful, **place 1 hand on this sign for 30 seconds then take an item of your choice.**

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Hallway off of -002

A Windy Lookout

You can see the entire grounds from up here, but it is very windy!

It is so windy that unless you are an air elemental, you cannot spend more than 5 minutes here without going back to the main house for at least 3 minutes to warm up again.

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Hallway off of -002

A Blown Out Section of Wall

The air elementals must have blown this wall out to make it easier for them to get in and out of the tower.

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Across from -004

A Pile of Discarded Tools

There is a pile of broken and discarded tools here. They must be left over from the original lab. Maybe some of them are still functional?

If you would like to search the pile for something useful, **place 1 hand on this sign for 30 seconds then take an item of your choice.**

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Across from -004

A Hard Plastic Box

There is a hard plastic box here. It is easily recognizable as an organizer for small electronics. It is miraculous that nothing fell on it and broke the box.

If you would like to search the box for something useful, **place 1 hand on this sign for 30 seconds then take an item of your choice.**

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Across from -004

A Pile of Rubble

There is a pile of rubble here. You can't even tell what it used to be.

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Across from -004

A Delapidated Door

There is a doorway here, blocked by a fallen beam. The room beyond is filled with trashed furniture.

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