

Elementals/May something, 2013

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### Elemental Enslavement

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You have plenty of psionic data feeds from observing the elemental enslavement process first-hand, but for some reason the elemental biochemistry seems to have shifted now that they are so close to the Conduit. You will need to gather some more up-to-date experimental data. Find your trusty *tricorder*, a *photodiode*, and a *coffee mug*. With these in your hands (remember two of these items are 1-hand bulky), you need to watch two different factions of elementals attempt to enslave a human. In each case, the victim must be successfully enslaved, and cannot be yourself.

Once you have data on two humans being enslaved by elementals from different factions, turn to **2**.

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Your blasted rod is having thermal problems again; you should never have tested it on a fire elemental, it melts the circuitry. Find a large body of water and dunk the rod in it for two minutes.

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Finally...now the rod is ready for another test. Unfortunately, the rod is very weak – even if you can find a willing participant, it will have no effect on them unless their psionic capabilities are below the rod's capabilities. Use your tricorder to examine the TODO-ELEMENTAL-POWER-STAT stat for elementals; the rod can only work on elementals with a TODO-ELEMENTAL-POWER-STAT value less than or equal to 3.

Once you find an appropriate victim (willing or not) have them strapped into one of the chairs in your laboratory and activate the rod as an Enslave B ability TODO-ENSLAVE-MECHANIC.

When you complete this step, you may turn to **4**.

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*You may now use the rod to enslave elementals with Enslave B, but the rod takes a while to recharge and may only be activated every 20 minutes.*

The rod is working well, but despite your best efforts it has never been able to work beyond the weakest elementals. Fortunately you have the special tape you designed to train Azi, although you will need to update it in light of the elemental's mutating biology in the presence of the Conduit. Towards this end, use your tricorder while you observe two different elementals attempt to enslave an Azi.

When you complete this step, you may turn to **5**.

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There is something eerily incomplete about the data you've been gathering. It appears as if there is already some control mechanism built into all elementals – someone has carefully designed a mechanism that allows them to establish an overriding connection straight to their psionic core. You have never seen this control pathway used on Earth, so you can only assume it comes from the elemental planes, but studying it is not going to be easy.

First, you will need *elemental essence*, a core component of all elementals. You might be able to find it naturally, but you also know how to extract it directly from an elemental. Sit an elemental in one of the chairs in your lab, then spend one minute poking them with whatever you have at hand. At the end of this period, they must give you an elemental essence, if they have any left. When you have an elemental essence, you may turn to **6**.

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Now comes the tricky part. To study this mysterious “master race” that constructed the elemental's control pathway, you will need to participate in a *momentary opening* of the Conduit. You must put your *elemental essence* on the cart, then study the Conduit and the essence throughout the momentary opening. This experiment will destroy the essence.

When the opening is completed, you may turn to **7**.

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Excellent...you are severely impressed by the subtlety and thoroughness by which the elementals are effectively enslaved on a global scale. The elementals on Earth are very fortunate that none of these mysterious slave-masters are about, as they are apparently quite common on the elemental planes.

You now know exactly how to modify your tape to exploit this new pathway – and with these modifications, you think there is a chance you will be able to control even the most powerful of elementals, with enough Azi. Spend five minutes in your lab to complete your *Azi education tape*. Now it is again ready to re-train Azi to enslave elementals.

Once you have working tape, you need to actually find Azi to retape. Ideally, you would like to convince the political leadership (probably with the help of Jason) to support this retaping as clearly necessary for human survival, but you will do it without any support if need be. To retape an Azi, they must first sit in one of the chairs in your lab, and do not have to be willing, as long as they are restrained. Then expose them to the tape for five minutes (you can train multiple at once). After this period, tell them to open their “Z packet”. You are now their supervisor and for the most part, they should obey your orders.

When you have successfully retrained an Azi, you may turn to **8**.

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*You may continue to retape Azi.*

Now you just need to test out your newly-empowered Azi on real elementals. Use your Azi minions as you see fit. You are confident that possibly with two, definitely with three Azi working together, they could control even Caldera or Mistral, and all other elementals should be controllable with only a single Azi.

It's about time someone took charge of this chaotic situation.

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**The Mysterious Powder**

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This white powder you've found is very interesting, you need to do considerably more analysis. This would be so much easier if you were at a real lab instead of this hodge-podge of a "mobile lab", but you'll make do. Your portable spectrometer is okay, but you remember that Katherine has brought a high-resolution mass spectrometer. Ask her if you can borrow it, and spend one minute getting her to helping you use it on your sample.

When you complete this step, you may turn to **2**.

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Hmm...you still don't know what this substance does, but it definitely contains particles involved in some very complicated parts of the elemental biological cycles. Use your tricorder to examine elementals from two different factions, spending at least one minute examining each.

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This powder is definitely integral to their biochemistry, but there are so many elementals here it's hard to get a great signal. To get a good baseline, ask Katherine if you can borrow her Chair of Science, then spend 30 seconds using your tricorder to examining two random humans.

When you complete this step, you may turn to **4**.

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You've learned all you can from the sample passively; time for some active testing. Convince an elemental to taste the powder while you examine them with your tricorder. Once they do so, hand them your "W packet" and tell them to open it.

When you complete this step, you may turn to **5**.

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Amazing...the elemental's energy levels jumped dramatically upon consuming the powder, although there is so little of the substance that it is rapidly decaying back to its original level. You don't have a concrete hypothesis yet, but you believe this substance to be a necessary part of the elemental "diet" that is likely present on the elemental planes, but missing here on Earth. For ease of reference and because you are enamored with the name, you've started to refer to the substance as "Elementium".

To continue your experiments you will need to find a more stable sample of Elementium. Based on your research thus far, you believe you could make a device that would let you extract **elemental essence** from an elemental. To do so, you will need to find an aluminum rod and a 900-mV battery, then use these items on an elemental seated in the Chair of Science. There may be other ways to find elemental essence.

Once you have elemental essence (from any faction of elementals) you can spend one minute using your transmogrifier to turn it into Elementium. *Destroy the essence and take one Elementium item from the transmogrifier.*

When you have any Elementium, you may turn to **6**.

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*From now on, you now may continue to use the Chair of Science to extract essence from elementals or transmogrify elemental essence into Elementium.*

Excellent – you now realize that your original sample of the substance had been decaying for many years, but this new sample of Elementium is both fresh and much larger. Unfortunately, for some reason it seems to be inert. Find another scientist and collaborate with them for three minutes while you discuss your experiences with Elementium to see if they have any insights into the problem.

When you have finished collaborating, you may turn to **7**.

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Ouch! Distracted by the discussion, as you were dividing the substance up you accidentally cut yourself on the scalpel. A few drops of your blood touched the sample. Initially, you were upset about the obvious contamination this caused, but you were soon shocked to see that the Elementium is no longer inert and is in fact now radiating vibrantly across the spectrum, emitting a soothing white glow. Time to gather more data!

Convince elementals from two different factions to try eating the now-activated Elementium while you scan them. Once they do so, hand them one of your “X packets” and tell them to open it.

*Eating Elementium consumes the item, so you will need to get another sample from somewhere. An elemental cannot eat Elementium you have transmogrified from its own essence.*

When you have examined elementals from two different factions eating Elementium, you may turn to **8**.

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You are very close to understanding the mysterious chemistry of Elementium, but you need one more thing: to test exposing the substance directly to the elemental planes. To accomplish this, you will need to participate in a **momentary opening** of the Conduit, no easy feat.

During an opening of the Conduit, you may put a sample of Elementium on the cart. The Elementium must be on the cart for the entire duration of the opening, while you periodically scan it and the surrounding area with your tricorder. Once the Conduit opening is completed, take the Elementium sample back to Katherine’s mass spectrometer for analysis then turn to **9**.

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Based on your analysis, you have come up with a very self-consistent theory regarding Elementium. It is a compound created by a fifth type of elemental who presumably live on the elemental planes. Without it, the elementals will die once their internal supply is deleted – your rapid estimate suggests the elementals on Earth have about 50 years before they will all die out unless they find a source of Elementium. It also seems as if elementals who consume this substance will eventually become dependent on whoever is supplying it to them: on the elemental planes, that would be this unknown fifth faction of elementals, but in your experiments today, that would be you.

You have not yet worked through all the political consequences, but Elementium is extremely abundant on the elemental planes. You think it might be possible to extract a \*huge\* quantity of Elementium through Conduit. However, you believe this Elementium will be inert, and are not sure there is any way to “activate” the substance without human blood. Your preliminary analysis shows the effects are similar to drug addiction in humans, and the effect will likely become more pronounced with time.

Inform Benedetta at once and discuss the ethical and political ramifications of this discovery. You also feel the need to discuss this with a few of the elementals you have been interacting with to see where they stand. If you want to try transporting large quantities of the substance through the Conduit, turn to **10**.

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*Find a GM to gain the “Conduit modifier: Channel Elementium” ability.*

All that remains is to calibrate the Conduit equipment so that the opening allows for the transportation of Elementium in addition to normal matter. To initiate the transfer, you will need to participate in a **terminal opening** of the Conduit. Place your “Channel Elementium” ability on the cart at the start of the opening. You must remain nearby to modulate the transfer until the opening is completed. You are not certain what form the substance will take once it comes through, but you expect it to be extremely dense.

If things go as planned, you should be able to transfer enough Elementium to sustain the elementals for several hundred years or more, although you are still not certain what the long-term consequences will be.

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**The elemental barrier belt**

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Before you headed out on this mission, you received an experimental and fairly bulky belt from a scientist named Galina Schwartz. Galina is the supervisor for Percy Bentz, one of the Azi scientists attending the meeting with you. You briefly experimented with the belt and it seems very effective at deflecting certain types of energy. Unfortunately, Galina warned you that it is not yet ready for field use and is very likely to break down. However, she thought you might find it useful anyways; in return, she hopes to gather experimental data and has asked that you look after Percy.

Unfortunately, upon arriving at the Conduit site, as Galina warned you the belt does not seem to be functioning correctly. However, she left you with detailed notes on how to repair it. Once the game starts, you may turn to **2**.

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The instructions say you need a *Heisenberg compensator* and either a *crystal geode* or a *lava ember* to serve as a power source.  
When you have these items, turn to **3**.

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You are trying your best to follow these instructions, but it's just technobabble to you. Luckily, there are a bunch of people here who speak the same language. You need to take these items to a scientist, then briefly describe the belt and show them this page. If they spend two minutes incorporating these items into the belt, destroy both items and turn to **4**.

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Now you need to calibrate the belt by having an elemental attack you while wearing it. The belt will not be active, so it is definitely advised to find an elemental willing to reduce the strength of their blow. You are free to resist the blow (if your CR is sufficient).

Once an elemental has attacked you while you are wearing the belt, turn to **5**.

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The belt is now beeping with a bunch of green lights happily blinking, but the instructions say it requires one more step before it is fully functioning. Find a scientist to direct you to one of their experimental chairs, then have them point a *holographic laser* at you for 30 seconds while you are seated in the chair to activate the device.

Once you have done this, remove the "broken" tag from the "Elemental barrier belt" item card. It is now operational and grants +3CR against elementals who attack you. The item can be used by any human, although it provides no defense against elemental enslavement.

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The Electromagnet

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Blast these coils, always coming loose. And none of your tools are where they should be! Find a spool of tungsten wire, a wire tightener, and a wire stripper, then spend four minutes in your lab repairing the electromagnet's coils (spend two minutes if you can get someone else to help you).

When you complete this step, you may turn to **2**.

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This sorry excuse for a convection reflow oven was broken by the earth elementals and can barely go up to 200 Celsius! You'll have to improvise. Find a silicone oven mitt and a fire elemental. Hold the electromagnet out and clearly visible within 2 ZOC of the fire elemental for at least ten seconds.

When you complete this step, you may turn to **3**.

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Well that was a bit toasty, but the damage the magnet suffered in transit seem to be mostly repaired. You were confident that it should be ready now, but unfortunately it seems like the proximity to the Conduit has altered the elemental's biochemistry in ways you weren't expecting. You don't have time to do all the research to account for this yourself, that would take days – you will have to track down one of the other scientists here instead and convince them to help you. Find another scientist and discuss elemental biology for two minutes while showing them your electromagnet.

When you complete this step, hand them your “C packet” and tell them to open it. You may then turn to **4**.

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Oh, it was just a simple matter of modulating the phase transducers so they could be properly coupled to the mesionic sensor grid. In hindsight that should have been obvious, but what's done is done. You must ring the phase transducer several times whenever you use the electromagnet.

Now for the dangerous part – you need to gather real experimental data by testing your electromagnet on elementals. Convince elementals from two different factions to sit in your Chair of Science. Spend one minute strapping them in, then turn on your electromagnet by loudly ringing your phase transducer. You are not certain exactly what the effects will be, but they might get a bit lightheaded, so you should try to find elementals who are quite friendly, if you can. Once an elemental sits in your chair, hand them one of your “E packets” and tell them to open it.

You may turn to **5** once you have gathered data on elementals from two different factions.

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That worked better than expected! You have excellent experimental results and are now ready to test the final component – the connection to the Conduit itself. You don't have a good power source yet, so this should not have any significant impact on elementals, unless they stand too close to the electromagnet.

Of course, opening the conduit, even for a moment, is no easy feat. You need to participate in a *momentary opening* of the Conduit. Once you and your allies are ready, put the electromagnet on the cart and place your “Conduit modifier: Electromagnet” ability on the sheet. Periodically ring the phase transducer.

While the Conduit is being opened, the electromagnet is on and attracting elementals. Warn any elementals working with you that they will need to stay at least 1ZOC away from you or the electromagnet or risk being sucked in. Whenever an elemental comes within 2 ZOC of either you or your electromagnet, you must inform them that feel like they are being pulled toward the electromagnet. If an elemental attacks you or touches the cart or the electromagnet, and a GM is not present, call a *game halt*.

You may turn to **6** once you have participated in a *momentary opening* of the Conduit.

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Amazing! The power-response curve is impossibly favorable...you were expecting something linear or ideally quadratic, but it looks to be exponential or even hyper-exponential! With this kind of response, you might just be able to create a field that covers a sizable fraction of the planet. And for all the trouble it's caused, the Conduit is still a wondrous thing; while it was opening, you could feel the alien strangeness of elemental planes as if you were standing there.

The remaining hurdle before you can hook your electromagnet up to a terminal opening of the Conduit is obtaining a large enough power source. While the magnet draws power from the elemental planes, it needs a sizable initial power surge to make the connection – the more powerful the better. Elementals are partially made up of an extremely dense form of energy called *elemental essence*. If you put an elemental in the Chair of Science and spend one minute using your electromagnet and the phase transducer, they must transfer a part of their essence to you, if they have any.

You may turn to **7** once you have any elemental essence, although the electromagnet will be stronger the more essence you acquire.

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You are finally ready. Your electromagnet is completed, calibrated, and tested. You have elemental essence you can use as a power source.

Attach your electromagnet on a *terminal opening* of the Conduit by putting the electromagnet, the essence, and your "Conduit modifier: Electromagnet" ability on the cart. As with the momentary opening, elementals that come within 2 ZOC should be warned that they feel a very strong force pulling them toward the electromagnet, and if they attack you or touch the electromagnet you must find a GM or call a game halt.

Remember to periodically ring the phase transducer. If this thing works, it should create a *large* field effect that will pull in elementals and send them back to the elemental plane – but you aren't yet certain just how large the radius will be.

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**Functionality of the Tricorder**

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In the years since elementals were introduced to this plane, humans have spent a lot of time and energy developing technologies to address this threat. This Tricorder has the same basic functionality as all Tricorder - namely detecting elemental strength. This feature is often used to determine whether humans choose to engage an elemental or retreat.

If you wish to detect the strength of an elemental, spend 30 seconds investigating with the Tricorder. The player must then reveal their  $\beta$  score to you.  $\beta$  scores mean:

1. "0" Not an elemental.
2. "1" Highest ranking elemental known to humans.
3. "2" Elemental of middling rank.
4. "3" Elemental of low rank.
5. "4" Elemental strength is off the chart.

If you would like to program the Tricorder to detect if there is elemental residue on something or someone, turn to page **2**.

If you would like to program the Tricorder to detect the location of closest contact, turn to page **4**.

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Detecting the type of elemental residue on something can be crucial in certain circumstances, particularly in criminal investigations. Unfortunately it is not a standard issue functionality. If you would like to program the Tricorder to do this, persuade 3 different elementals to recite the alphabet.

When you complete this step, you may turn to page **3**.

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The Tricorder can now detect elemental residue.

If you wish to detect what type of elemental residue is present on a person, item or location, spend 30 seconds investigating with the Tricorder, then read the

1. a "0", then there is no elemental residue.
2. a "1", then there is fire elemental residue.
3. a "2", then there is water elemental residue.
4. a "3", then there is earth elemental residue.
5. a "4", then there is air elemental residue.
6. a "5", then there is elemental residue of some kind, but it doesn't match any known elemental type.

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The Tricorder was never meant to locate the point of closest contact, but you think that you can jury-rig it to do so.

In order to program the Tricorder, **First**, spend 1 minute discussing how to locate the conduit with someone who has successfully done so. **Second**, spend 1 minute discussing with an elemental who has been to the elemental plane what it is like. **Third**, spend 1 minute discussing with a scientist (Katherine, Percy, or Sofia) how to reprogram machines. (If you are a scientist, you may simply spend 1 minute in meditation on the question.)

When you complete these 3 steps, you may turn to page 5.

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The Tricorder can now locate where the conduit can be opened from. 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 evening as the planes approach each other.

The display on the Tricorder now reads: **487**

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. Hold the Tricorder in front of "A Possible Location of Closest Contact" Sign for 30 seconds.
2. **Only once step 1 has been completed**, lift the first page of the "possible location" sign up to read the chart on the second page. Locate the number associated with the current time. This is the active number.
3. Check whether the number displayed on the machine is a factor of the active number on the Tricorder display. If the number on the Tricorder 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.*

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Extending the Suppressor Field

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