

Item Card

Freely Transferable

A large electromagnet**145**

A bulky torus made of tightly-coiled wire.

PHYSREPPED 1-Hand Bulky UNSTASHABLE

Elementals

May something, 2013

Item Card

Freely Transferable

A key to the locked door

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

Elementals

May something, 2013

Item Card

Freely Transferable

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

PHYSREPPED 1-Hand Bulky

Elementals

May something, 2013

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Fire Elemental Essence

This is a piece of fire elemental essence. It is not in-game transferable unless the owner choose to give it away, it is taken via a specific mechanic, or the owner dies - in which case the essence drops and becomes in-game transferable.

Elementals

May something, 2013

Item Card

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A piece of Zinc

A strip of Zinc. It is highly reflective. Zinc makes a great anode for batteries.

Elementals

May something, 2013

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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.

PHYSREPPED

Elementals

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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

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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 small glass vial

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

Elementals

May something, 2013

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

Elementals
May something, 2013
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A Syringe

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

Elementals

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A pair of Wire Strippers

These wire strippers can be used to strip insulation from a wire to facilitate connecting wires.

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A Large Bowl

This is a large bowl. It is 1 hand bulky when empty, but **2 hands bulky when full**.

1 or 2-Hand Bulky

Elementals

May something, 2013

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A Phase Transducer

This phase transducer is used to couple some technologies to the mesionic sensor grid. It must be rung whenever it is being used.

PHYSREPPED

Elementals

May something, 2013

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A bottle of Lye

1-Hand Bulky

Elementals

May something, 2013

Item Card

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A Wire Tightener

This is a wire tightener.

Elementals

May something, 2013

Item Card

Freely Transferable

A Spool of Tungsten Wire

This is a small spool of shiny Tungsten Wire. It is fairly conductive but gets very hot when electricity is run through it.

Elementals

May something, 2013

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

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