
Scientific Ethics

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The Elemental Enslavement Mechanic

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1. The user points at their target and states “Enslave” and their CR (do **not** count assists or item modifiers. Any CR *penalties* **do** affect CR for this ability).

For example, if I have a base CR of 4 and the ability, 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** resist, the user of the ability must now incant “I enslave you 1”, “I enslave you 2”, etc, up to “I enslave you 10”. **The target player is completely mesmerized and can take NO action during the count.**
4. Any **other** player can interrupt the action during the count by saying “I stop you” from within 1 Zoc.

If you are enslaved, you are compelled to do as your enslaver ask 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, “Tell me exactly what you plan to do with this machine” is not.

Someone who is successfully enslaved once is not vulnerable to being enslaved a second time for 30 minutes.

How to Formalize a Human/Elemental Treaty

Formalizing a human/elemental treaty is a big step toward eventual peace between humans and elementals. Like all such political documents, there is a formal process for formalizing a treaty.

If you would like to formalize a treaty between humans and an elemental faction, you must follow these steps:

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. No one present can object!
6. Sign it yourself and obtain the signature of 1 other witness. (There should be 4 signatures on the treaty at this point.)
7. 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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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 conduits, 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. 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).**
4. Spend 2 minutes mixing the human and elemental blood and shaping the rune of sealing. 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.
5. Place a “This Possible Conduit Location has been Sealed” whitesheet 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 Remove a Seal

You have spent entirely too much of your life cleaning up after elementals. You are therefore well versed in how to clean almost anything elemental-related off almost any surface. In particular, you are familiar with a method for removing compounds used to seal things.

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

1. Acquire a A Large Bowl (Item number:), and fill it with water from the pond, stream or sink. (This will take you 2 minutes).
2. Acquire a A Bottle of Lye (Item number: .). *These items will come to a total of 3 hands bulky, so you will either need help or you will need to walk heel to toe to your location.*
3. Then spend 3 minutes cleaning the seal off. Role play accordingly.

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