

Caldera

- *CR*: 6
- *blues*: Elemental History and Nature The Quintessence
- *abils*: Enslavement (Fire) Conduit Modifier: Fire's Song Conflagration
- *mems*: Open if you give away or lose an Elemental Essence. ,Open if you see item number 543
- *items*: Fire Elemental Essence (999) Fire Elemental Essence (999) Fire Elemental Essence (999) Fire Elemental Essence (999)
- *stats*: *CR*: 6

Pyro

- *CR*: 5
- *blues*: Elemental History and Nature
- *abils*: Enslavement (Fire) Conduit Modifier: Fire's Song
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Fire Elemental Essence (999) Fire Elemental Essence (999) Fire Elemental Essence (999)
- *stats*: *CR*: 5

Ember

- *CR*: 4
- *blues*: Elemental History and Nature
- *abils*: Enslavement (Fire) Conduit Modifier: Fire's Song
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Fire Elemental Essence (999) Fire Elemental Essence (999)
- *stats*: *CR*: 4

Shale

- *CR*: 5
- *blues*: Elemental History and Nature The Quintessence
- *abils*: Enslavement (Earth) Conduit Modifier: Quintessence Lure Conduit Modifier: Earth's Song Granite Vault Living Earth
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Earth Elemental Essence (999) Earth Elemental Essence (999) Earth Elemental Essence (999)
- *stats*: *CR*: 5

Quake

- *CR*: 5
- *blues*: Elemental History and Nature The Quintessence
- *abils*: Enslavement (Earth) Conduit Modifier: Quintessence Lure Conduit Modifier: Earth's Song Living Earth
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Earth Elemental Essence (999) Earth Elemental Essence (999) Earth Elemental Essence (999) A Wire Tightener (999)
- *stats*: *CR*: 5

Skarn (000)

- *desc*: A smallish masculine earth elemental
- *CR*: 4
- *blues*: Elemental History and Nature The Quintessence
- *abils*: Enslavement (Earth) Conduit Modifier: Quintessence Lure Conduit Modifier: Earth's Song Living Earth
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Earth Elemental Essence (999) Earth Elemental Essence (999)
- *stats*: *CR*: 4

Mistral

- *CR*: 6
- *blues*: Elemental History and Nature The Quintessence
- *greens*: How to Seal a Conduit Location
- *abils*: Enslavement (Air) Draw Blood Conduit Modifier: Air's Song Tempest
- *mems*: Open if you receive item number 543 from a human. Open if you give away or lose an Elemental Essence.
- *items*: Air Elemental Essence (999) Air Elemental Essence (999) Air Elemental Essence (999)
- *whites*: 10×This Possible Conduit Location Has Been Sealed
- *stats*: *CR*: 6

Zephyr

- *CR*: 5
- *blues*: Elemental History and Nature
- *greens*: Learn about Humans
- *abils*: Enslavement (Air) Collaborate Remove seal (*greens*: How to Remove a Seal) Conduit Modifier: Air's Song First Aid
- *mems*: Open if you give away or lose an Elemental Essence.
- *items*: Air Elemental Essence (999) Air Elemental Essence (999) Air Elemental Essence (999)
- *stats*: *CR*: 5

Katherine Strauss

- *CR*: 2
- *blues*: Human History
- *greens*: The Electromagnet Scientific Ethics
- *abils*: Work the Conduit Machine Remove seal (*greens*: How to Remove a Seal) Conduit Modifier: Electromagnet
- *mems*: C Packet E Packet E Packet
- *items*: A Large Electromagnet (145) Tricorder (999) Functionality of the Tricorder
- *stats*: *CR*: 2

Patrick McClellan

- *desc*: A stern man with graying red hair
- *CR*: 5
- *blues*: Elemental History and Nature Human History The Quintessence
- *greens*: How to Formalize a Human/Elemental Treaty
- *abils*: Enslavement (Quintessence) Resist Enslavement Conduit Modifier: Quintessence Lure Glow in the Dark
- *mems*: Open if you lose an Elemental Essence. Open if you see item number 543 Open if you hear a bell
- *items*: Quintessence Elemental Essence (999)
- *stats*: *CR*: 5

Jason Garrett

- *desc*: A passionate young man in a fashionable suit
- *CR*: 2
- *blues*: Human History
- *greens*: Scientific Ethics How to Formalize a Human/Elemental Treaty
- *abils*: First Aid
- *items*: A Key (999)
- *stats*: *CR*: 2

Brandon Kollins

- *CR*: 2
- *blues*: Human History
- *greens*: Scientific Ethics How to Formalize a Human/Elemental Treaty
- *items*: Prototype Anti-Enslavement Shield (999)
- *stats*: *CR*: 2

Sofia Alexandrov (000)

- *CR*: 2
- *blues*: Human History
- *greens*: Elemental Enslavement Scientific Ethics
- *abils*: Work the Conduit Machine Psychlim: Maniacal Planner
- *items*: A Stone Tablet (101) Tricorder (999) A Key (999) Flash Drive with Azi Tape (999) Functionality of the Tricorder
- *stats*: *CR*: 2

Tris Remington

- *CR*: 3
- *blues*: Human History
- *greens*: The Elemental Barrier Belt
- *abils*: Resist Enslavement First Aid
- *mems*: Z Packet
- *stats*: *CR*: 3

Percy Bentz

- *CR*: 2
- *blues*: Human History
- *greens*: The Mysterious Powder Scientific Ethics
- *abils*: Work the Conduit Machine Resist Enslavement First Aid
- *mems*: W Packet Z Packet
- *items*: A Mysterious White Powder (543)
- *stats*: *CR*: 2

Benedetta DeLuca

- *desc*: An energetic woman with brown hair
- *CR*: 2
- *blues*: Human History
- *greens*: How to Formalize a Human/Elemental Treaty
- *abils*: Resist Enslavement
- *mems*: Stress (*mems*: Open two hours into game , Open when you interact with badge number 000 for at least three minutes , Open if you interact with badge number 000 a second time, for at least three minutes , Open if you interact with badge number 000 , Open if you hear anyone suggest forceful or dangerously fast retaping , Open if you are knocked out or wounded , Open if you have had a flashback and also have experienced at least two events described in this membook as "stressful" , Open if someone succeeds in retaping you) Z Packet
- *stats*: *CR*: 2

Young Quintessence

- *CR*: 4
- *stats*: *CR*: 4

Young Elemental

- *CR*: 4
- *stats*: *CR*: 4

Gehenna

- *CR*: 15
- *stats*: *CR*: 15

We are the game masters.

- *CR*: 77777
- *abils*: Conduit Modifier: Channel Elementium Dominate
Elemental Enslavement (Azi) Enslavement (Azi)
Enslavement (Azi) Enslavement (Quintessence)
Enslavement (Fire) Enslavement (Earth) Enslavement
(Air)
- *stats*: *CR*: 77777

Owned by GMs

- *signs*: A Possible Location of Conduit Contact. A Possible Location of Conduit Contact

Room -004

- *signs*: A Vein of Malachite **(-004)** (*items*: multi10A piece of Malachite (999)) A Pile of Rocks **(-004)** (*items*: multi3A Grey Rock (999) multi3A Grey Rock (999)) A Wine Rack **(-004)** (*items*: 3×A Bottle of Wine (999)) A Wine Rack **(-004)** (*items*: 3×A Bottle of Wine (999)) A Huge Oak Barrel **(-004)** (*items*: 3×A Flagon of Mead (999)) A Rock Slide **(-004)** (*items*: multi1A Grey Rock (999) multi3A Grey Rock (999))
A Large Metal Storage Locker **(-004)** A Long Shelf **(-004)** (*items*: A Piece of Zinc (999) A Syringe (999) A Spool of Tungsten Wire (999) A Pair of Wire Strippers (999) A Photodiode (999) A Can Of Beans (999))

Room -002

- *items*: Holographic Laser (999)
- *signs*: A Chemical Stock Room **(200-002)** (*items*: 3×A Small, Jury Rigged Battery (999)) Katherine Strauss' Lab Space
Katherine Strauss' Lab Space The Chair of Science!
Katherine Strauss's Lab Bench **(-002)** (*items*: A Phase Transducer (999) Heisenberg Compensator (999)) A High Resolution Mass Spectrometer **(-002)** A Scale **(-002)**

Room -002

- *signs*: A Chemical Stock Room **(200-002)** (*items*: 3×A Small, Jury Rigged Battery (999)) Percy Bentz's Lab Space
Percy Bentz's Lab Space Percy Bentz's Lab Bench **(-002)** (*items*: Heisenberg Compensator (999) Airplane Fragment (999)) The Periodic Table of Elements **(-002)** A Large Distilling Apparatus **(-002)**

Room -002

- *signs*: A Glassware Cabinet **(-002)** (*items*: 10×A Small Glass Vial (999)) A Glassware Cabinet **(-002)** (*items*: 10×A Small Glass Vial (999)) A Glassware Cabinet **(-002)** (*items*: 10×A Small Glass Vial (999)) A Map of the World **(-002)**

Hall off of -002

- *signs*: A Pile of Scrap Metal and Other Shiny Objects **(Hallway off -002)** (*items*: 10×A Piece of Zinc (999) A Spool of Tungsten Wire (999) A Spool of Tungsten Wire (999) An Aluminum Rod (999) An Aluminum Rod (999))
A Windy Lookout **(Hallway off -002)** A Blown-Out Section of Wall **(Hallway off -002)**

across from -004

- *items*: A Van de Graaff generator (999)
- *signs*: A Pile of Discarded Tools **(Across from -004)** (*items*: 4×A Syringe (999) A Pair of Wire Strippers (999)) A Hard Plastic Box For Organizing Electronics **(Across from -004)** (*items*: A Photodiode (999) A Photodiode (999)) A Pile of Rubble **(Across from -004)** A Crumbling Wall **(Across from -004)**

-015

- *signs*: A Chemical Stock Room **(200-002)** (*items*: 3×A Small, Jury Rigged Battery (999)) A Steel Reinforced, Locked Door **(-015)** Sofia Alexandrov's Lab Space Sofia Alexandrov's Lab Space A Coffee Machine **(-015)** (*items*: A Coffee Mug (999) A Coffee Mug (999) A Coffee Mug (999)) Sofia Alexandrov's Lab Bench **(-002)** (*items*: Prototype Control Rod (999))

-030

- *signs*: The Kitchen Sink **(-030)** An Industrial Sized Refrigerator **(-030)** An Industrial Sized Freezer **(-030)** (*items*: Mint Chocolate-Chip Ice Cream (999)) A Kitchen Cabinet **(-030)** (*items*: 3×A Large Bowl (999)) A Fruit Bowl **(-030)** (*items*: A Red Apple (999) A Yellow Banana (999) An Orange Tangerine (999) A Green Pear (999)) A Bay Window **(-030)** A Lava Pool **(-030)** (*items*: Lava Ember (999)) The Charred Remains of a Table **(-030)**

-032

- *signs*: A Still Pond of Water **(-032)** A Small Stream **(-032)** A Willow Tree **(-032)** An Empty Horse Stable **(-032)**

-013

- *signs*: A Caretaker's Cottage **(-013)** (*items*: 3×A Bottle of Lye (999) A Wire Tightener (999)) A Rose Bush **(-013)** A Stone Fountain **(-013)** Ω Packet **(-013)** (*abils*: 10×Work the Conduit Machine)

Conduit

- *signs*: 2×How to Use This Machine , How to Open the Conduit , Modifications to Conduit Opening , Machine Display