

**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    Fire Elemental Essence  
Fire Elemental Essence    Fire Elemental Essence
- *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    Fire Elemental Essence  
Fire Elemental Essence
- *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    Fire Elemental Essence
- *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    Earth Elemental Essence  
Earth Elemental Essence
- *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    Earth Elemental Essence  
Earth Elemental Essence    A Wire Tightener
- *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    Earth Elemental Essence
- *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    Air Elemental Essence    Air Elemental Essence    Air Elemental Essence
- *whites*: 10×This Possible Conduit Location has been Sealed
- *stats*: *CR*: 6

**Zephyr**

- *CR*: 5
- *blues*: Elemental History and Nature
- *greens*: Extending the Suppressor Field
- *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    Air Elemental Essence    Air Elemental Essence
- *stats*: *CR*: 5

**Katherine Strauss**

- *CR*: 2
- *blues*: Human History
- *greens*: The Electromagnet    Scientific Ethics    Functionality of the Tricorder
- *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
- *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
- *mems*: Open if you lose an Elemental Essence.    Open if you see item number: 543 (*abils*: Synthesize Elementium)    , Open if you see item number 543
- *items*: Quintessence Elemental Essence
- *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
- *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
- *stats*: *CR*: 2

**Sofia Alexandrov (000)**

- *CR*: 2
- *blues*: Human History
- *greens*: Elemental Enslavement    Scientific Ethics    Functionality of the Tricorder
- *abils*: Work the Conduit Machine    Psychlim: Maniacal Planner
- *items*: A Stone Tablet (101)    Tricorder    A Key    Flash Drive with Azi Tape
- *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 see badge number 000    , Open if you talk to badge number 000 for at least three minutes    , Open when you see an earth elemental    , Open if you interact with badge number 000    , Open if you interact with badge number 000 for a total of at least ten minutes    , Open if you hear anyone suggest forceful or dangerously fast retaping    , Open if you have had a flashback and also have experienced at least two stressful events    , 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)    A Pile of Rocks **(-004)** (*items*: multi3A Grey Rock multi3A Grey Rock)    A Wine Rack **(-004)** (*items*: 3×A Bottle of Wine)    A Wine Rack **(-004)** (*items*: 3×A Bottle of Wine)    A Huge Oak Barrel **(-004)** (*items*: 3×A Flagon of Mead)    A Rock Slide **(-004)** (*items*: multi1A Grey Rock    multi3A Grey Rock)    A Large Metal Storage Locker **(-004)**    A Long Shelf **(-004)** (*items*: A Piece of Zinc    A Syringe    A Spool of Tungsten Wire    A Pair of Wire Strippers    A Photodiode    A Can Of Beans)

**Room -002**

- *items*: Holographic Laser
- *signs*: A Chemical Stock Room **(200-002)** (*items*: 3×A Small, Jury Rigged Battery)    Katherine Strauss' Lab Space    Katherine Strauss' Lab Space    The Chair of Science!    Katherine Strauss's Lab Bench **(-002)** (*items*: A Phase Transducer    Heisenberg Compensator)    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)    Percy Bentz's Lab Space    Percy Bentz's Lab Space    Percy Bentz's Lab Bench **(-002)** (*items*: Heisenberg Compensator    Airplane Fragment)    The Periodic Table of Elements **(-002)**    A Large Distilling Apparatus **(-002)**

**Room -002**

- *signs*: A Glassware Cabinet **(-002)** (*items*: 10×A Small Glass Vial)    A Glassware Cabinet **(-002)** (*items*: 10×A Small Glass Vial)    A Glassware Cabinet **(-002)** (*items*: 10×A Small Glass Vial)    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    A Spool of Tungsten Wire    A Spool of Tungsten Wire    An Aluminum Rod    An Aluminum Rod)    A Windy Lookout **(Hallway off -002)**    A Blown-Out Section of Wall **(Hallway off -002)**

**across from -004**

- *items*: A Van de Graaff generator
- *signs*: A Pile of Discarded Tools **(Across from -004)** (*items*: 4×A Syringe    A Pair of Wire Strippers)    A Hard Plastic Box For Organizing Electronics **(Across from -004)** (*items*: A Photodiode    A Photodiode)    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)    A Steel Reinforced, Locked Door **(-015)**    Sofia Alexandrov's Lab Space    Sofia Alexandrov's Lab Space    A Coffee Machine **(-015)** (*items*: A Coffee Mug    A Coffee Mug    A Coffee Mug)    Sofia Alexandrov's Lab Bench **(-002)** (*items*: Prototype Control Rod)

**-030**

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