

Item Card

Freely Transferable

**A mysterious white powder****543**

You do not know what this substance is.

**UNSTASHABLE**

Elementals

May something, 2013

Item Card

Freely Transferable

**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

May something, 2013

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

Item Card

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**Fire Elemental Essence**

**—BOUND—** 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 (in all cases, owner should cross out "BOUND").

Elementals

May something, 2013

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**Earth Elemental Essence**

**—BOUND—** This is a piece of earth 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 (in all cases, owner should cross out "BOUND").

Elementals

May something, 2013

Item Card

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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

May something, 2013

Item Card

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**Air Elemental Essence**

**—BOUND—** This is a piece of air 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 (in all cases, owner should cross out "BOUND").

Elementals

May something, 2013

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

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

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**May something, 2013**  
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**Elementals**  
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Item Card

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**Quintessence Elemental Essence**

—BOUND— This is a piece of quintessence 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 (in all cases, owner should cross out “BOUND”).

Elementals

May something, 2013

Item Card

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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 piece of Zinc**

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

Elementals

May something, 2013

Item Card

Freely Transferable

**A bottle of Lye**

1-Hand Bulky

Elementals

May something, 2013

Item Card

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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

May something, 2013

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**A Wire Tightener**

This is a wire tightener.

Elementals

May something, 2013

Item Card

Freely Transferable

**A small glass vial**

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

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

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**A Syringe**

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

Elementals

May something, 2013

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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.

Elementals

May something, 2013

**Elementals**  
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(turn to other side)

**Elementals**  
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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 Van de Graaff generator

This generator is old but looks like it should still work.

**2-Hand Bulky**

Elementals

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## An Aluminum Rod

A light-weight aluminum rod.

Elementals

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