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## Scientific Ethics

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## How To Use Enslavement Ability

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If you successfully enslave your target, they are compelled to do as you ask for 5 minutes. You can compel your target to perform any action that is not a suicide. You can compel ask your target to discuss a given topic. You may **not** compel your target to reveal specific information. (“Tell me about this machine” is a valid command, “Tell me exactly what you plan to do with this machine” is not.)

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### How to Seal a Conduit Location

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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. Empty the contents of both vials over the location you wish to seal (tear up the item cards)
4. Spend 2 minutes mixing the blood and essence 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.
6. Wash your hands at the kitchen sink or in the pond. (spend 30 seconds with both hands on the sign). Until you do so, your hands are covered in a dark, sticky substance that smells strongly. You must hold your hands out in front of yourself (you wouldn’t want to get this stuff on you!) and explain to anyone who asks what they see.

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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