

Conflux

May 18th, 2013

An Unsealed Possible Location of Conduit Contact

It is possible that the conduit can be opened from this location. **You must have an item capable of determining the “Point of Conduit Contact” in order to find out.**

Please do not remove this until May 18th, 2012.

— The Stanford Gaming Society —

Conflux

May 18th, 2013

This is a sign being used by the Stanford
Gaming Society.

Please do not throw this away.

Conflux

May 18th, 2013

A Sealed Location

You cannot interact with this location until it is unsealed. (**You cannot interact with this location unless you know otherwise.**)

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A Possible Location of Conduit Contact

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Time:	Active Number
2:00-2:30	2922
2:30-3:00	7726
3:00-3:30	9826
3:30-4:00	1820
4:00-4:30	9291
4:30-5:00	1276
5:00-5:30	7865
5:30-6:00	9844

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Time:	Active Number
2:00-2:30	9130
2:30-3:00	6818
3:00-3:30	4380
3:30-4:00	4898
4:00-4:30	8786
4:30-5:00	6670
5:00-5:30	3814
5:30-6:00	7109

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Time:	Active Number
2:00-2:30	8766
2:30-3:00	1542
3:00-3:30	4098
3:30-4:00	1052
4:00-4:30	2242
4:30-5:00	3391
5:00-5:30	9994
5:30-6:00	9213

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Time:	Active Number
2:00-2:30	6874
2:30-3:00	1948
3:00-3:30	3493
3:30-4:00	7420
4:00-4:30	3259
4:30-5:00	2757
5:00-5:30	3303
5:30-6:00	6724

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Time:	Active Number
2:00-2:30	9297
2:30-3:00	7034
3:00-3:30	5357
3:30-4:00	6598
4:00-4:30	5520
4:30-5:00	2218
5:00-5:30	3539
5:30-6:00	1833

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Time:	Active Number
2:00-2:30	5709
2:30-3:00	4656
3:00-3:30	4114
3:30-4:00	9253
4:00-4:30	8538
4:30-5:00	1140
5:00-5:30	3916
5:30-6:00	5426

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Time:	Active Number
2:00-2:30	4819
2:30-3:00	8117
3:00-3:30	8279
3:30-4:00	2376
4:00-4:30	5570
4:30-5:00	6964
5:00-5:30	2923
5:30-6:00	4835

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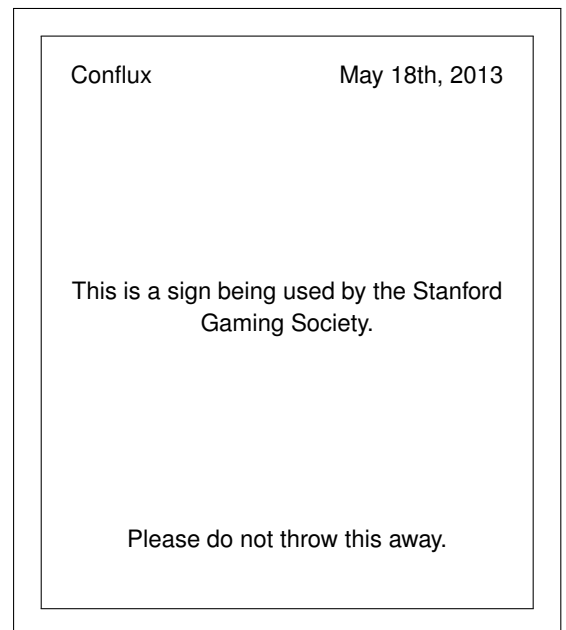
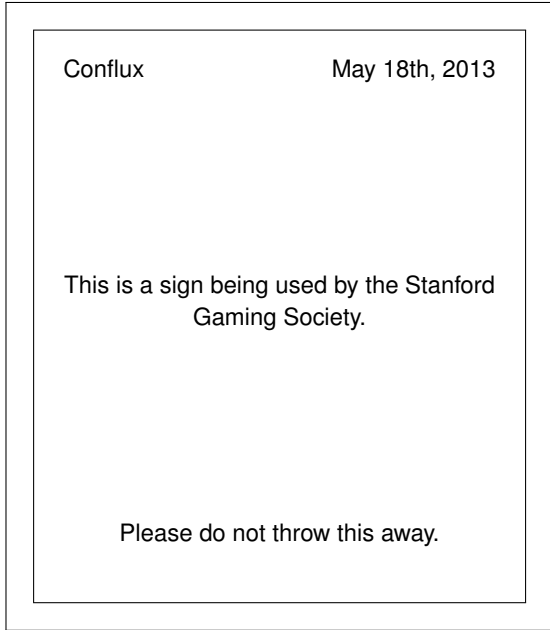
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Time:	Active Number
2:00-2:30	2321
2:30-3:00	5399
3:00-3:30	5331
3:30-4:00	2453
4:00-4:30	4305
4:30-5:00	9863
5:00-5:30	8981
5:30-6:00	7745

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2:00-2:30	4042
2:30-3:00	7870
3:00-3:30	7982
3:30-4:00	2767
4:00-4:30	4383
4:30-5:00	6900
5:00-5:30	8732
5:30-6:00	3413

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Time:	Active Number
2:00-2:30	8961
2:30-3:00	7920
3:00-3:30	5283
3:30-4:00	4591
4:00-4:30	9124
4:30-5:00	1461
5:00-5:30	9322
5:30-6:00	8739

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Time:	Active Number
2:00-2:30	7048
2:30-3:00	6015
3:00-3:30	4511
3:30-4:00	7884
4:00-4:30	7792
4:30-5:00	7423
5:00-5:30	9098
5:30-6:00	9824

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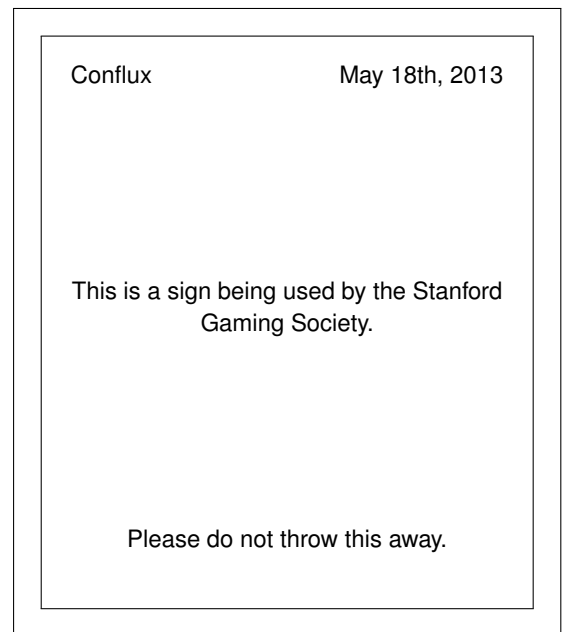
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Time:	Active Number
2:00-2:30	5789
2:30-3:00	9135
3:00-3:30	6844
3:30-4:00	3873
4:00-4:30	1449
4:30-5:00	6331
5:00-5:30	2444
5:30-6:00	5561

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Time:	Active Number
2:00-2:30	3769
2:30-3:00	5375
3:00-3:30	4719
3:30-4:00	4818
4:00-4:30	8457
4:30-5:00	4944
5:00-5:30	7305
5:30-6:00	5488

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2:00-2:30	6840
2:30-3:00	7955
3:00-3:30	2796
3:30-4:00	3711
4:00-4:30	1716
4:30-5:00	9637
5:00-5:30	4621
5:30-6:00	3409

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Time:	Active Number
2:00-2:30	4359
2:30-3:00	9344
3:00-3:30	8695
3:30-4:00	3368
4:00-4:30	1819
4:30-5:00	5281
5:00-5:30	3896
5:30-6:00	2744

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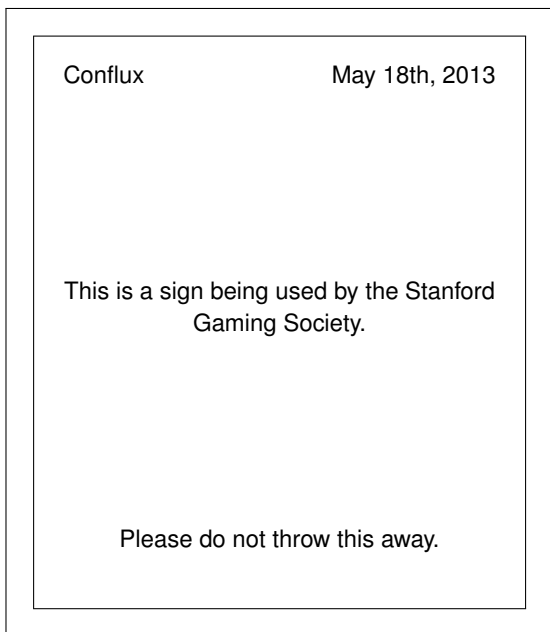
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2:00-2:30	5931
2:30-3:00	6762
3:00-3:30	7524
3:30-4:00	9055
4:00-4:30	5842
4:30-5:00	7790
5:00-5:30	4730
5:30-6:00	9740

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2:00-2:30	8691
2:30-3:00	7803
3:00-3:30	5059
3:30-4:00	9688
4:00-4:30	6520
4:30-5:00	8374
5:00-5:30	6365
5:30-6:00	3215

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2:00-2:30	1955
2:30-3:00	9108
3:00-3:30	9065
3:30-4:00	1361
4:00-4:30	4939
4:30-5:00	9179
5:00-5:30	6386
5:30-6:00	8829

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-004

A Large Metal Storage Locker

There is a large metal storage locker here. Inside is an old set of chipped china, a box of paperback books (they must be ancient!), a broken microscope, and a pair of galoshes with a hole in the left boot.

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-004

A Vein of Malachite

There is a vein of malachite in the rock here. Malachite is a naturally occurring form of copper.

If you would like to take a piece of malachite, place 1 hand on this sign for 30 seconds.

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-004

A Pile of Rocks

These rocks are worn smooth. They must have spent a lot of time in a river bed.
Ancient river beds are a great place to find geodes.

If you would like to take a rock, place 1 hand on this sign for 30 seconds.

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-004

A Wine Rack

There is a floor-to-ceiling wine rack. There are several dozen bottles of red wine here.

If you would like to take A Bottle of Wine (999), place 1 hand on this sign for 30 seconds, then take A Bottle of Wine (999).

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-004

A Huge Oak Barrel

There is an old oak barrel sitting on a stand here. It is covered in dust, but there appears to still be something inside.

If you would like to take A Flagon of Mead (999), place 1 hand on this sign for 30 seconds, then take A Flagon of Mead (999).

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-004

A Rock Slide

A recent rock slide has taken out this part of the cellar. There are rocks scattered all over the floor, but none of them look very interesting.

If you want a rock anyway, place 1 hand on this sign for 30 seconds, then take A Grey Rock (999).

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-004

A Long Shelf

This shelf is covered in old tools. Some are so old that their uses are lost in time.

If you would like to take an item from the shelf, place 1 hand on this sign for 30 seconds then take an item of your choice.

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Katherine Strauss' Lab Space

This is a laboratory filled with a wide array of complex and only semi-portable machinery and equipment. It has evidently been set up in considerable haste. You cannot interact with this sign unless you know otherwise.

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Katherine Strauss' Lab Space

You scour through the lab's computers and experimental setups. You are fairly confident that Katherine is building a device that will try to send **all** the elementals through the Conduit. The core component of this device is an electromagnet, although it can apparently only function when hooked up to an open connection to the elemental planes. It also requires considerable amounts of power to function.

If Katherine is dead, you should contact a GM now.

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The Chair of Science!

A metal chair. Numerous wires run from it to near-by monitors. There are also wrist and ankle cuffs for securing the test subject.

The chair is crucial for certain experiments. It is bolted to the floor and cannot be moved or destroyed.

If a player is instructed to sit in the chair, they should role play accordingly.

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-002

A High Resolution Mass Spectrometer

This machine is great for doing scientific research that requires high resolution.

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-002

A Scale

Used for weighing reagents.

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200-002

A Chemical Stock Room

This chemical stock room has sulfuric acid in it. You can build a battery here. To do so, take 2 minutes and consume 1 Copper (item number: 999), and 1 Zinc (item number: 999) (tear them up), then take A Small, Jury Rigged Battery (999) (item number:999). If this location has no batteries available, all of the sulfuric acid has been consumed and you must find another source.

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-002

Katherine Strauss's Lab Bench

This bench is littered with items relevant to doing scientific research.

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Percy Bentz's Lab Space

Beakers, test tubes, and chemical samples clutter the area. You cannot interact with this sign unless you know otherwise.

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Percy Bentz's Lab Space

You scour the lab's computers and experimental setups. Percy keeps very meticulous notes and it is easy to follow his line of work. After discovering a strange white powder, Percy began investigating its properties. It appears to be tightly connected to the elemental biological process, and is possibly related to the steady loss of elemental energy levels. There does not appear to be much else that Percy has been working on lately, besides some recently published papers.

If Percy is dead, you should contact a GM now.

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-002

The Periodic Table of Elements

There is a periodic table of the elements here. Hydrogen... Helium... Lithium...
Beryllium....

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-002

A Large Distilling Apparatus

Crucial for ensuring that water used for experimenting is pure.

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-002

Percy Bentz's Lab Bench

This bench is littered with items relevant to doing scientific research.

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-002

A Map of the World

There is a map of the world on the wall. It shows the new boundaries of nations, and the areas decimated by elementals.

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-002

A Glassware Cabinet

This is a glass front cabinet for storing glassware. You can see many tiny vials inside the cabinet. I wonder why there are so many?

If you would like to take a vial from the cabinet place 1 hand on this sign for 15 seconds, then take a vial.

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Hallway off -002

A Windy Lookout

You can see the entire grounds from up here, but it is very windy!

It is so windy that unless you are an air elemental, you cannot spend more than 5 minutes here without going back to the main house for at least 3 minutes to warm up again.

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Hallway off -002

A Blown-Out Section of Wall

The air elementals must have blown this wall out to make it easier for them to get in and out of the tower.

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Hallway off -002

A Pile of Scrap Metal and Other Shiny Objects

There is a huge pile of scrap metal here. Air elementals must collect them for some reason. Maybe it is because they reflect the light of the sun?

If you would like to search the pile for something useful, **place 1 hand on this sign for 30 seconds then take an item of your choice.**

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Across from -004

A Pile of Rubble

There is a pile of rubble here. You can't even tell what it used to be.

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Conflux

May 18th, 2013

Across from -004

A Crumbling Wall

This section of wall is crumbling alarmingly. It looks like the ceiling could come down at any minute.

Please do not remove this until May 18th, 2012.

— The Stanford Gaming Society —

Conflux

May 18th, 2013

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Please do not throw this away.

Conflux

May 18th, 2013

Across from -004

A Pile of Discarded Tools

There is a pile of broken and discarded tools here. They must be left over from the original lab. Maybe some of them are still functional?

If you would like to search the pile for something useful, **place 1 hand on this sign for 30 seconds then take an item of your choice.**

Please do not remove this until May 18th, 2012.

— The Stanford Gaming Society —

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May 18th, 2013

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May 18th, 2013

Across from -004

A Hard Plastic Box For Organizing Electronics

There is a hard plastic box here. It is easily recognizable as an organizer for small electronics. It is miraculous that nothing fell on it when the lab was destroyed.

If you would like to search the box for something useful, **place 1 hand on this sign for 30 seconds then take an item of your choice.**

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May 18th, 2013

-015

A Steel Reinforced, Locked Door

This steel door is locked.

There are two ways to pass this door:

1. Possess the appropriate key (item number: 999).
2. Hit the door with a **CR of 10** or greater. If you choose to do so, you must write "Broken" on this sign indicating that the door is now unlocked. Anyone may now freely pass into the room since the door has been broken down. **Further**, elementals that participate in breaking the door down must write their elemental type on the back of sheet since this action leaves elemental residue on the door. Anyone possessing a Tricorder (999) with "Detect Elemental Residue" functionality may look under the sheet to learn the type(s) of elementals that participated in breaking the door down.

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May 18th, 2013

Sofia Alexandrov's Lab Space

Throughout this room are hastily set up computers and mechanical apparati in various stages of assembly. You cannot interact with this sign unless you know otherwise.

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May 18th, 2013

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May 18th, 2013

Sofia Alexandrov's Lab Space

You scour the lab's computers and experimental setups. There is quite a lot of highly encrypted or hastily erased data here, but you can still manage to recover some of the projects. Sofia is primarily researching the process by which elementals enslave humans or elementals, and is trying to replicate it. So far as you can tell, the focus is only on enslaving elementals and not humans. So far, she has managed to create a prototype device in the form of a long rod that can control very weak elementals, but there is also considerable work into Azi tape. Sofia has apparently created a new type of tape that can train Azi to enslave much more powerful elementals, although in its current form such tape is very dangerous (and illegal) to use. There is some evidence suggesting that a prototype version of this tape has already been experimented with several years ago.

If Sofia is dead, you should contact a GM now.

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May 18th, 2013

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May 18th, 2013

200-002

A Chemical Stock Room

This chemical stock room has sulfuric acid in it. You can build a battery here. To do so, take 2 minutes and consume 1 Copper (item number: 999), and 1 Zinc (item number: 999) (tear them up), then take A Small, Jury Rigged Battery (999) (item number:999). If this location has no batteries available, all of the sulfuric acid has been consumed and you must find another source.

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May 18th, 2013

-015

A Coffee Machine

This is an automatic coffee maker.

If you would like to brew a cup of coffee, place 1 hand on this sign for 30 seconds. You may then take 1 coffee mug if there are any available.

Please do not remove this until May 18th, 2012.

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May 18th, 2013

-002

Sofia Alexandrov's Lab Bench

This bench is littered with items relevant to doing scientific research.

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Conflux

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Gaming Society.

Please do not throw this away.

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May 18th, 2013

-030

The Kitchen Sink

This is a stainless steel kitchen sink.

The sink can be used as a source of water.

Please do not remove this until May 18th, 2012.

— The Stanford Gaming Society —

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Gaming Society.

Please do not throw this away.

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May 18th, 2013

-030

An Industrial Sized Refrigerator

This is a stainless steel refrigerator. It is used for storing food.

If you would like to take an item from the refrigerator or put one into it, place 1 hand on this sign for 30 seconds, then take an item of your choice out, or place 1 item inside.

Please do not remove this until May 18th, 2012.

— The Stanford Gaming Society —

Conflux

May 18th, 2013

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Please do not throw this away.

Conflux

May 18th, 2013

-030

A Bay Window

You can look out over the grounds of the mansion from here.

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— The Stanford Gaming Society —

Conflux

May 18th, 2013

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Gaming Society.

Please do not throw this away.

Conflux

May 18th, 2013

-030

The Charred Remains of a Table

The charred remains of a table are scattered across the floor. It must have been destroyed by a fire elemental.

Please do not remove this until May 18th, 2012.

— The Stanford Gaming Society —

Conflux

May 18th, 2013

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Gaming Society.

Please do not throw this away.

Conflux

May 18th, 2013

-030

An Industrial Sized Freezer

This is a stainless steel freezer. It is used for storing food and keeping things cold.

If you would like to take an item from the freezer or put one into it, place 1 hand on this sign for 1 minute, then take an item of your choice out, or place 1 item inside.

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— The Stanford Gaming Society —

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Gaming Society.

Please do not throw this away.

Conflux

May 18th, 2013

-030

A Kitchen Cabinet

There is a kitchen cabinet against the wall here.

If you would like to take an item from the cabinet or put one into it, place 1 hand on this sign for 30 seconds, then take an item of your choice out, or place 1 item inside.

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— The Stanford Gaming Society —

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Gaming Society.

Please do not throw this away.

Conflux

May 18th, 2013

-030

A Fruit Bowl

There is a bowl of fruit here.

If you would like to take a fruit, place 1 hand on this sign for 30 seconds, then take a fruit of your choice.

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Conflux

May 18th, 2013

-030

A Lava Pool

There is a lava pool sitting in the corner of the kitchen. It is unclear how it does not light the entire house on fire. It probably has something to do with the fire elementals.

If you would like to try to take an item from the Lava pool, place 1 hand on the sign for 30 seconds.

This lava pool can also be used as a heat source, **but if you remain within 1 ZoC of the lava for more than 1 minute, you suffer from heat fatigue. Only fire elementals are immune to this effect.** (you can only walk heel to toe for the next 3 minutes).

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May 18th, 2013

-032

A Still Pond of Water

There is a pond of water here. You can't tell how deep it is in the middle, but here at the edge, it is shallow enough. The water is murky and full of algae; clearly no one has been taking care of it and there probably aren't any fish.

The pond can be used as a source of water.

If you draw water from the pond for any reason, the item in which you put the water acquires an α score of "2". (Write " $\gamma = 2$ " on the item.)

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— The Stanford Gaming Society —

Conflux

May 18th, 2013

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May 18th, 2013

-032

A Small Stream

A little stream trickles into the pond here. It is so overgrown with weeds and grasses that you almost didn't notice it.

The stream can be used as a source of water.

Please do not remove this until May 18th, 2012.

— The Stanford Gaming Society —

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May 18th, 2013

-032

A Willow Tree

A willow tree hangs over the pond here, offering shade and a nice resting spot. What a great place to lie back and watch the clouds go by.

Please do not remove this until May 18th, 2012.

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May 18th, 2013

-032

An Empty Horse Stable

There is an empty horse stable here. The family who lived here must have been incredibly rich to keep horses in the 27th century.

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May 18th, 2013

-013

A Rose Bush

There is a ring of rose bushes here that have grown wild in the years without care. Even so, there are beautiful, large blooms all over the bushes. The air is gently perfumed by them.

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May 18th, 2013

-013

A Stone Fountain

A stone fountain sits here. It must have been lovely once, with a large bird bath, and a stone cherub. The cherub is cracked, and the fountain mechanism is clogged with leaves and is no longer functional.

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Conflux

May 18th, 2013

-013

A Caretaker's Cottage

There is a Caretaker's Cottage tucked away at the edge of the gardens. An estate this big ought to have a caretaker to maintain the grounds, but it is clear that no one has lived here for years. Luckily, much of the caretaker equipment is still in working order.

If you would like to take something from the cottage, place 1 hand on this sign for 30 seconds, then take the item of your choice.

Please do not remove this until May 18th, 2012.

— The Stanford Gaming Society —

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Conflux

May 18th, 2013

-013

Ω Packet

You may not interact with this sign unless you know otherwise.

Please do not remove this until May 18th, 2012.

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May 18th, 2013

Machine Display

487

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Please do not throw this away.

Conflux

May 18th, 2013

Machine Display

487

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May 18th, 2013

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