



FESTIVAL OF PROWESS

CHRYSALEA PRIME

The characters arrive at the long-awaited *Festival of Prowess*. After several days of preparation, the festival begins in the *Eiven Quarter*. Underneath the colorful banners and festive events is an unsettling tension waiting to boil over. Every fifty years, the *Endeavor Mansions* are rearranged in terms of inheritance to the throne, and the *Champion of Prowess* can unseat an Endeavor family and overtake their dome. This year presents such an opportunity. Though the Endeavor families have never lost a seat, aspiring inventors from across *Chrysalea Prime* compete to upset the oppressive power structure. The characters join the five-day festival as judges who will help determine the Champion of Prowess winner alongside **Queen Lillius** (see appendix A) and a panel of previous winners.

Within the first few days, the characters learn of a plot to sabotage *Origin*. Some leads indicate that the Endeavor mansion owners have bonded together against *Origin*, while others point toward the *Stridency* and their anti-aether agenda. After thwarting attempts to harm the scientists and digging deeper into the clues, the characters are able to deduce that it is, in fact, the Endeavor Mansion owners sabotaging *Origin*. One owner in particular is brought to justice, while the rest escape blame. The flagrant abuse of power is quickly dismissed as the new Champion of Prowess is named, and the festival ends with Queen Lillius announcing the ignition of the *New Peerless Arc*.

Can the characters enjoy the Festival of Prowess while thwarting attempts of sabotage against Origin?





ABSTRACT

Fun at the Festival. The characters arrive on the first day of the festival and enjoy the various offerings as the city desperately comes together to exemplify excellence, even on the verge of ruin.

A Harrowing Plot. The characters discover a plot to discredit Origin and prevent them from having a fair chance as a Festival Monarch. They are implored to investigate and put a stop to it.

PREPARING FOR THIS SCENE

This scene provides the characters an opportunity to experience all Chrysllea has to offer during the Festival of the Prowess. Make sure to read the entire scene before running the adventure to weave the following story elements together.

FUN AT THE FESTIVAL

LEADING UP TO THE EVENT

The festival takes place in Eiven Quarter. In the days leading up to the festival, the characters might notice a line out the door of the local tailor shops, less foot traffic at night as scientists put the finishing touches on their inventions, or baskets of food or decorations being ferried to and fro. Each quarter celebrates the festival differently, and the characters have the opportunity to explore different cultures. They might be asked to assist preparation in small ways that yield festive boons and provide general insight into the coming celebration.

EXAMPLE NPC INTERACTION

REWARD

Fetching a short list of ingredients for a local baker.

A ticket to redeem a baked good at their festival stall.

Helping a vendor transport their heavy wares to Eiven Quarter.

A free item.

Decorating a storefront in festive colors.

A painted festival mask.

LOCAL CELEBRATIONS

OURRO QUARTER

The law enforcement hub is on high alert. Queen Lilius has impressed upon them the importance of this event, so they might be seen running drills with prominent members of the Queensguard overseeing them. The levity and festive mood come from the merchants in the area. At night, locals and their families sit by the dock and tell stories. Some stories are about previous

celebrations; others revolve around their travels or local folktales. On the first and last night of the festival, the locals launch handmade lantern boats into the waters of the Blue Vault for good luck and to honor the first merchants who sailed to Chrysalea.

OPENDA QUARTER

The common people who live and work in the industrial center look forward to the festival as much as the other quarters, but they approach it differently. Many rely on the profits made at the festival to keep their businesses and families afloat. The festival is the busiest time of the year for those with a trade or service, but goodwill is as abundant as work. On the last night of the festival, this quarter explodes in color and sound as the hardworking denizens let loose. Music floats freely from soloists and rowdy bands play from rooftops. Masks are worn by party-goers who wish to escape public derision, and bites of free food and drinks are served on doorsteps.

PROSPER QUARTER

The festivities in Prosper Quarter center on celebrating the mind and the Mother Tree. During the festival, educators and scholars gather early in the day. Commoners and aristocrats alike sit on blankets or chairs to listen to renowned thinkers freely offer lectures. A budding scientist might finally bend the ear of an esteemed colleague, and a bitter rivalry might finally be settled with a spirited debate. At the base of the Mother Tree, members of the Temple of the Mother share her teachings and sacred literature. Under the guidance of a priestess, attendees are offered the chance to commune with the Mother Tree, a calm and quiet meditation that leaves them energized. The festivities end midday and do not take place on the last day of the festival.

STARTING THE ADVENTURE

ADVENTURE HOOK

The adventure begins shortly after the characters arrive at the festival. The characters are free to gravitate to what they enjoy, and rumors and overheard discussions might push the characters toward investigation. Otherwise, they are asked for help by **Eletha Dowdi** (see appendix A).

EIVEN QUARTER

Eiven Quarter is a prestigious area where the rich live in low-density residences. A few buildings are used for governmental purposes, but most of the area contains communal spaces and parks.

FEATURES

Location: The festival takes place in Eiven Square, a communal area connected by four small parks. The center of the square is where the main festival activities occur.

Plaque: Toward the entrance of Eiven Square is a plaque dedicated to the architect Pontius Fyff. It reads: "To my greatest architectural achievement, a perfectly erected square, equal on all sides. Divinely inspired by symmetry." -Pontius

Distance: The circumference of Eiven Square is roughly a mile.

Light: During the day, characters have maximum visibility in every direction. At night, the characters can see 20 feet around them without additional light sources.



ATTENDING THE FESTIVAL

When the characters enter the festival for the first time, read or paraphrase the following:

The joyous sound of laughter and music can be heard throughout Eiven Square. Colorful banners and decorations hang from every surface, and children weave through large crowds, squeezing sticky treats in tiny fists. Attendees don their finest, from immaculately tailored suits to foam-inspired gowns—everyone is here to present and receive the best that Chrysalea has to offer. The festival is a feast for the senses everywhere you look.

TIME

The festival takes place for 12 total hours each day for five days. Daytime activities are 8 hours, beginning at dawn and ending at dusk. Nighttime activities begin after dusk and take place for 4 hours. You may track time or allow roleplaying to dictate time progression.

SECURITY

The event is patrolled by the Queenguard and local law enforcement. If combat breaks out in the Eiven Quarter, two **queensguard knights** (see appendix A) arrive at the start of the next round. After every round, an additional 1d4 queensguard knights arrive. The Queensguard continues to arrive until peace is restored.

FESTIVAL TOKENS

Festival tokens can be won by performing well during a festival activity and can be used as entry into a festival contest or as a lucky memento. A character may not use a token to enter a contest they have not qualified for. The value of the token is 50 gp.

FESTIVAL TOKEN

Wondrous item, common

This gold coin is engraved with a picture of the Mother Tree on each side. As owner of the token, you may use this coin as an entry to a contest or sell it.

As a lucky memento, when making an ability check, you may choose to roll an additional d20. You can choose to do so after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the ability check. Once this property is used, it can't be used again until you finish a long rest. This coin is no longer magical when the festival concludes.

If stolen, the token magically appears in the owner's possession after 1 minute. To transfer ownership, the owner must say aloud, "I relinquish this token," and hand it to the new owner.

FESTIVAL ACTIVITIES

Festival activities take place in Eiven Quarter unless otherwise specified. On the final day of the festival, the challenge for the Champion of Prowess occurs.

PRIME WALTZING NIGHT, 8TH-12TH HOUR

A relatively "simple" dance intended to get even the stuffiest of attendees in a festive mood.

The dance takes place in a large, brightly lit gazebo. The floor is a grid of quartz pressure plates that turn an array of colors when pressed. Two smartly dressed line coordinators work on either side of the platform to bring dancers to the floor and form a randomized pair. A rotation of musicians performs beside the dance floor.

RULES

The prime waltz is performed with a series of steps, followed by spinning out twice from one's partner. The steps are then repeated, and the number of spins is increased to the next prime number. The sequence is repeated until the number of spins is equal to the number of years the festival has occurred, which this year will be eleven. The result is a precise but beautiful dance with a colorful, coordinated light show.

HOW TO PARTICIPATE (WAIT: 30 MINS)

The dance takes roughly 5 minutes (one song) to complete. Players perform this dance by succeeding on a DC 10 Charisma (Performance) check. If the character succeeds the check by more than 5, they win a *festival token* to compete in the Fleetfoot dance competition (see "Festival Competitions" below). If they fail the check by more than 5, the line coordinators politely prevent them from participating again.



THE PRIME FOOD MARKET

DAY/NIGHT, 1ST-10TH HOUR

The smell of the food market is both unusual and appetizing, as familiar fare and the newest in food science sit side by side. Some vendors have longer lines than others, and while many attendees seem to be enjoying the food, others are bent over; a clear indication their selections did not agree with them.

The best produce, confections, and fare are offered for sale or sample here. Each year there is a finite number of booths from each food category, determined by the closest prime number of the current year. With this being the eleventh festival, there are eleven vendors this year. The prices are reasonable and the smells enticing, but for the thrifty, there are free samples.

HEARTY MEALS (WAIT: 40-60 MINS)

These meals are filling and simple, reminding characters of dishes they might have eaten at home or in beloved taverns—common food items such as stews, pies, or meat. Costs are low (1 cp-2 sp).

Bonus: Consumption of a hearty meal serves as a short rest.

EXPERIMENTAL MEALS (WAIT: 5-10 MINS)

These meals push the boundary of the definition of “food.” Is that blue viscous gel delicious? Only one way to find out. Consumption of an experimental meal leads to unusual results. Even the vendors aren’t sure what will happen. Costs are median (1 gp-2 gp).

Bonus: Roll a 1d4 and consult the Meal Effects table to determine the results of each dish.

FANCY MEALS (WAIT: 20-30 MINS)

These meals are perfectly plated and look mouthwatering. Are the servings smaller? Certainly, but the ingredients are top-notch and prepared with skill. Each bite is a decadent experience and likely took a while to procure. Food items common in fancy meals are artisanal and complex, such as a rare trout cooked in gold leaf or a dry-rubbed steak paired with truffles shaped like coins. Costs are expensive (2 gp-5 gp).

Bonus: Until the end of your next short rest, you may roll Charisma checks with advantage.

SMALL BITES (WAIT: 1-5 MINS)

These meals aren’t meals at all. Sometimes a sugar-crusted apple or a tasty skewer of meat is all you need to sate your appetite. Small Bites can be any price and have no bonus.

MEAL EFFECTS TABLE

D4 MEAL EFFECT

- 1 You feel lethargic and nauseous. You are poisoned for 10 minutes.
- 2 You have more energy than you know what to do with. Your base walking speed is increased by 10 feet for 1 hour.
- 3 You become weightless. You find yourself levitating (as if affected by the *levitate* spell) for 1 minute.
- 4 You are filled with vigor and vitality. You gain 5 temporary hit points.

THE MARKET

DAY/NIGHT

THE GIZMO MARKET (DAY)

Inventors, tinkers, and merchants of every kind gather here to hock their wares. From fanciful wooden fish that can swim up and down a tube to rare items that can enhance one’s abilities, the market is a treasure trove for those with a watchful eye.

D6 GIZMO MARKET ITEM

- 1 A silver brooch in the shape of a shell worth 750 gp.
- 2 A series of paintings from renowned artist Meeba worth 10 gp.
- 3 +1 armor (any variant).
- 4 Boots of elvenkind.
- 5 A beautiful set of traditional robes worn by the founders of the first Festival of Prowess.
- 6 A complete collection of all the precious gems found in Chrysalea worth 250 gp.



NIGHT MARKET (NIGHT)

While not an officially sanctioned event, it is well known that those who cannot afford a booth at the Gizmo market show off their wares when the official market is closed. The night market peddles the wares of the talented but powerless. While some vendors use this unofficial market to showcase stifled genius, others are charlatans looking for an easy score.

D6 NIGHT MARKET ITEM

- 1 McNasty's Basic Set: a curated selection of rigged games, loaded dice, and counterfeit festival tokens for the entrepreneurial go-getter (80 gp).
- 2 A cursed talisman that attunes to the user and cannot be removed without a *remove curse* spell. It gives the wearer disadvantage on all ability checks.
- 3 A medallion of thoughts.
- 4 Robe of useful items.
- 5 A spell scroll containing the *bestow curse* spell.
- 6 A potion that gives you +10 to your Intelligence modifier for 1 hour, but then you lose -1 to your Intelligence score permanently.

FESTIVAL COMPETITIONS

For a society thriving on propriety and appearance, these events bring out the best and worst in people. The Participant Table provides options for these background NPCs.

THE FLEETFOOT

TIMED EVENT: DAY 3, 4TH HOUR

The Fleetfoot is a dance competition that takes place on the third festival day. One token provides entry for one pair. Characters can choose another party member or an NPC as their partner (see the Participant Table). To win the competition, each participant must make a Charisma (Performance) check to determine the success of each sequence (DC 3, 5, 8, 11, 18) and combine their successful result with their partner.

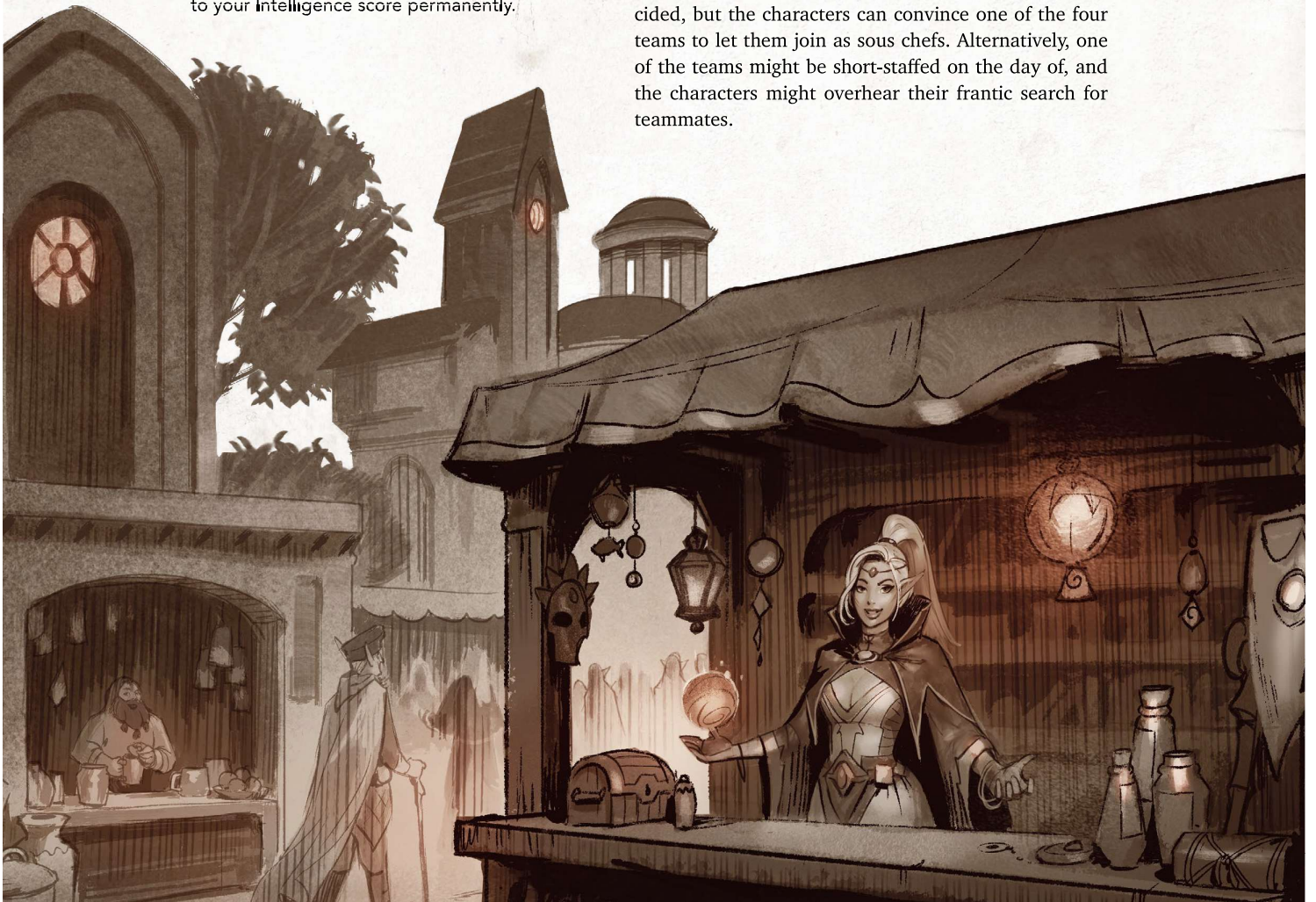
Scoring is as follows: 1st place: above 9 successes; 2nd place: above 7; 3rd place: above 5.

First-place winners are awarded the title of Fleetfoot and a commemorative sash with the year of the festival on it. While wearing the sash, the wearer can cut any line in the festival, eliminating any wait time.

FOOD SCIENCE COMPETITION

TIMED EVENT: DAY 1, 4TH HOUR

The Food Science Competition takes place on the first festival day. The participants have already been decided, but the characters can convince one of the four teams to let them join as sous chefs. Alternatively, one of the teams might be short-staffed on the day of, and the characters might overhear their frantic search for teammates.



Characters may compete using any culinary traits or tricks they have to fanatically support another person or faction. Doing so requires three successful DC 15 Intelligence or Charisma checks in four or fewer attempts to win the contest. Characters may use their proficiency with cook's utensils or persuasion as part of these checks.

The winning team will be given the honor of catering a private meal for Queen Lillius and the Council of High Advisors. It is a well-known fact that all of Queen Lillius' personal chefs have been previous winners. The event is highly anticipated and generates a considerable amount of necessary funds for Provis, who sponsors it.

CHAMPION OF PROWESS

DAY 4, 1ST-8TH HOUR

For an event as momentous as the Festival of Prowess, a grand stage has been built in the largest communal space in Eiven Quarter. The competition is open to anyone who wishes to compete and occurs on the festival's main stage. The winner will unseat the Endeavor Mansion owner who has occupied the title the longest, taking the residence and the council position that comes with it. The Endeavor Mansion owners have never lost.

The fair ends with a parade through the four quadrants with the winning team as guests of honor. Attendees typically follow the parade until they reach their homes, so the parade naturally disperses.

Rules: The theme of this year is "an invention that can alleviate the current aether energy crisis." There is always at least an hour between rounds to allow the teams to prepare for the next round of judging. The judging is closed to the public until Round 3, with four **Queensguard Knights** patrolling the perimeter of the stage. They are here to protect the judges, not to dissuade cheating.

Round 1, begins at 2nd HOUR. A pre-selected jury visits each team to complete a series of checks.

A HARROWING PLOT

There are three notable factions involved in this part of the adventure: Origin, Stridency, and the Endeavor Mansion owners.

ENDEAVOR

It is no coincidence that no other faction has come close to winning the Champion of Prowess. Chrysalea's aristocratic elite simply have the resources and power that most do not. While many pride themselves on their own intellectual dominance, some are willing to resort to surer methods. Many Endeavor teams consist of scientists who are paid handsomely to invent entries year-round. While the number of competitors has lessened,

If the jury determines the theme has been adequately met, the team may advance to Round 2.

Round 2, begins at 4th HOUR. The invention is tested to see if it delivers on the brief. Last-minute malfunctions are a fatal mistake in this stage, and sabotage attempts are common. Teams that cannot demonstrate their invention or have their invention fail to function as described are dismissed, while all others advance to Round 3.

Round 3, begins at 7th HOUR. The surviving five teams (one Origin, one Arcurean, and three Endeavor) are given the chance to present to the judging panel consisting of the characters, Queen Lillius, and four previous Champion of Prowess winners. Each team presents a demonstration of their invention in front of everyone in attendance. Inability to do this results in immediate disqualification. Failure in front of Queen Lillius and the entire populace is considered social self-destruction. Once all the groups have presented, the judges deliberate, and Queen Lillius presents the winners with the key to the Endeavor Mansion, should it change hands.

RESULTS

The Endeavor Mansion owners intend to vote for their faction and cannot be swayed. Queen Lillius favors the Arcurean team but, to everyone's surprise, chooses to support whoever the characters choose. Whoever the characters vote for wins the competition.

ADDITIONAL ACTIVITIES & COMPETITIONS

The Festival of Prowess comprises stalls, activities, and events across the Eiven Quarter. Feel free to add additional festival attractions to give the characters a more tailored experience. Don't be shy!

the ones remaining have only gotten better. After a near loss at the last festival, the mansion owners call on their secret weapon, **Griefmaker** (see appendix A). Griefmaker is employed by all of the Endeavor owners, but she reports to Erabella Skyff, the descendant of the first Champion of Prowess. If Endeavor's plot is traced back to them, the blame is entirely placed on Erabella, who is arrested and punished severely by Queen Lillius.

ENDEAVOR'S PLOT

Endeavor has gotten word that there is a threat among Origin and tasks Griefmaker with breaking Origin's spirit for good. Inventions are most vulnerable while being transported, and expensive equipment carried by large groups



tends to draw attention. When the Origin scientists arrive in the wee hours of the first day, Griefmaker ambushes them, slashing at their invention with her sword and damaging a crucial component before disappearing. Fortunately, Eletha has a backup part, and the crisis is averted, but this puts her on edge, fearing potential sabotage attempts.

ORIGIN SCIENTISTS

Proud even in the face of centuries of injustice, many Origin scientists are prepared to enter the competition. One team in particular—consisting of **Eletha Dowdi**, **Klam Dowdi**, Metis Wavecrest (**commoner**), and two **aether golem** (see appendix A) protectors—seeks to turn the tide for these long-suffering underdogs. After narrowly escaping the Griefmaker, Eletha and her team finish moving their invention to the festival without further complications. In the days leading up to the contest, her team desperately tries to uncover the saboteur.

ELETHA DOWDI

Eletha's father experienced the explosion of the last Peerless Arc firsthand, and as a result, lost his life. As an only child, Eletha was raised by her brilliant mother, Siansi, taking to science and inventing like a drop-let to water. Years later, she has the chance to shape the future for her people by gaining the coveted Champion of Prowess title. In doing so, she will not only unseat an Endeavor Mansion but claim a chance at changing things for the people she cares for.

KLAM DOWDI

If Eletha is nearby, Klam is sure to be as well. One of her most dedicated “scientists,” Klam is Eletha's older cousin who came to live with her family after his uncle died. His parents are merchants who are often away and working to keep food on the table. Since he was little, Klam has been close to Eletha and assured his aunt that he would do “science” to anyone who crossed her. Since he too would enjoy moving into the Endeavor Mansions, he plans to do his best. During the adventure, Klam accompanies Eletha and follows her lead. If Eletha is attacked, Klam and the golems enter combat to protect her. The golems are of Klam's design and have unusually meaty fists.

METIS WAVECREST

Initially an urchin, Metis managed to scrape by for a long time and eventually rose to the challenge of becoming a successful scientist in Chrysalea. As someone of average intelligence, Metis is a bit of an outcast but incredibly loyal to those who treat him well. He now regards Origin as his home and considers Eletha and Klam his dear friends.

The Invention: Eletha's invention, the aether cell, converts aether light radiation into power. Aether light is a new form of energy that has never been used, so she has been very careful and secretive. Eletha has gone a step further and created a second invention to emphasize its usefulness. After testing the technology in the most impoverished areas around Origin, Eletha's aether cells have been added to a device she calls a tower, which, when placed on top of a home, can power most of its functions.

GRIEFMAKER

CHRYSALEAN ELF, ASSASSIN, SHE/HER

Personality Pensive, graceful, determined.

Physical An average frame, flat brown hair, and features that blend quietly into the crowd.

Longings To own an Endeavor Mansion instead of serving one.

Factions Endeavor

“I tackle obstacles with a bit of creativity.”

ELETHA DOWDI

CHRYSALEAN ELF, ORIGIN SCIENTIST, SHE/HER

Personality Intelligent, strict, resilient.

Physical Athletic frame, voluminous afro, youthful face.

Longings To change things for the better for all of Chrysalea Prime.

Factions Origin

“You can't buy intelligence.”

KLAM DOWDI

CHRYSALEAN ELF, ORIGIN FIGHTER, HE/HIM

Personality Charismatic, temperamental, brash.

Physical Muscular brawny frame, buzzed hair, strong eyebrows.

Longings To live in a plush mansion, get married, and have three kids.

Factions Origin

“What'd you say to me?”

METIS WAVECREST

CHRYSALEAN ELF, SCAMP, HE/HIM

Personality Cheerful, optimistic, brave.

Physical Short lithe frame, ringlet curls, green eyes.

Longings To find his home.

Factions Scientist

“Look at the bright side.”

MASTER PLAN

After the failed attempt at destroying the aether cell, **Griefmaker** (see appendix A) plans on sabotaging Origin in the following ways:

- *Attempt #1 (Trail of Masks)*: Every trusted Endeavor vendor and attendee has been given a description of **Eletha Dowdi** (see appendix A). When spotted, they give Griefmaker a signal by putting on their festival mask and trailing her. If done successfully, Griefmaker is able to follow the trail of masked individuals to Eletha. The characters are tipped off that something is amiss with a successful DC 12 Perception (Wisdom) check and may follow the masked individuals to Eletha. Attempts to confront the spies result in a show of indignation and threats to call the Queensguard for the character's harassment. If the characters persist, two patrolling **Queensguard Knights** appear and request the group move on.
- *Attempt #2 (Off with a Bang)*: On the day of the competition, Griefmaker has bribed a staff member to place a trap under Eletha and a few other participants' tables in round 2. The trap is triggered by a thin, gossamer trip wire attached to the starting mechanism. If Eletha triggers the trap, a small explosive blows up the machine, giving the impression the machine failed.

Disarming: Characters notice the trap if they are looking for anything suspicious and succeed on a DC 14 Intelligence (Investigation) or Wisdom (Perception) check. A character with thieves' tools or tinker's tool can attempt to disarm the trap, doing so with a successful DC 15 Dexterity check. If they use tinker's tools, they make this check with advantage. On a failure, the trap activates, but Klam Dowdi saves the invention by pushing it off the table, severely burning his hands. The invention survives, but Klam is taken to receive medical care and is indisposed for the remainder of the adventure.

- *Attempt #3 (Grief)*: Griefmaker sends a missive to Metis (**commoner**), telling him she has information on who is behind the attacks. She also sends word to the suspected members of the Stridency in the form of a letter, claiming she has information about an invention that would hasten the activation of the New Peerless Arc. Both parties are instructed to meet her at the Leaky Roof Lounge within Chrysalea Prime. She has already killed the barkeep. When Metis arrives, Griefmaker attempts to kill him and succeeds if the characters do not intercede. If the characters head to the Leaky Roof directly after Metis goes missing, they arrive just before her finishing blow. Otherwise, they arrive to

see Stridency members standing over Metis' body. The Stridency members plead their innocence and share the letter with the characters. Unwilling to be framed for murder, they comply with all investigation and law enforcement. Characters with a passive Perception of 12 or more notice the barkeep dead behind the bar.

- *Attempt #4 (Assassinate)*: If all else fails, when Eletha returns to the competition from the Leaky Roof, Griefmaker attempts to assassinate her, but will disengage if her life is in danger.

ROLEPLAYING AS ELETHA

Eletha is a thinker, not a fighter, but one doesn't survive life in Origin without a bit of moxie.

Surviving Attempt # 1: Eletha attempts to keep a low profile the first two days of the festival, feeling that someone is watching her. When the characters first encounter Eletha, she is noticeably distressed and looking at the crowd with suspicion. If approached by the characters, she recognizes them as heroes and asks to be escorted to a safe location. Once safe, Eletha proceeds to tell the characters of the sabotage attempts and asks for their help uncovering the source. So far, her only leads are Endeavor and the Stridency, for they have the most to gain from her failure.

Each day she (or others close to her) provide the characters with a new piece of information. The characters know the following information before the fifth and final day of the festival:

- The majority of the masked figures following her have a connection to Endeavor in some way. Some are staff members in their employ; others are relatives.
- Two teams claim to have been harassed by Stridency members who attempted to damage their inventions while bringing them to the festival. Those members escaped arrest.
- The Endeavor Mansion owner whose compound and key are being offered up is Erabella Skyff. She has been seen enjoying the festival while attended by her masked entourage.
- A Stridency member matching the description of the person trailing Eletha was seen lurking around the main stage.
- After running tests on the damaged device, she deduces that the weapon used to attack her was a poisoned shortsword. The poison itself was synthesized from a genetically altered version of belladonna, a flower that only the elite can afford to keep alive.



Surviving Attempt # 2: When the competition begins, Eletha and her team are on edge. She automatically fails to notice the trap and successfully triggers it if Klam or the characters do not intervene. Upon investigating the trap, she realizes it was designed to mimic an explosion due to malfunction. The trap leaves behind a gray-staining residue which can be tracked to the guilty staff member's clothing (stained by the same residue as they were setting the trap earlier in the day). The Queensguard are too busy calming the mob of sabotaged but disqualified competitors and their furious factions, so Queen Lillius asks the party to look for the guilty staff member. At the same time, Eletha makes a request for the character to find Metis.

Surviving Attempt # 3: With her attention solely focused on repairs, Eletha fails to notice Metis slip away after placing Griefmaker's note in her pocket. Upon finding it, she asks the characters to go to the Leaky Roof while she remains to guard her invention (see "Attempt #3" above).

Proof: If the characters provide proof of the involvement of a faction, Eletha bravely accuses them in front of Queen Lillius at the start of Round 3. If Griefmaker is alive, she attempts to kill Eletha with her crossbow before she finishes her accusation. The assassination attempt is thwarted by **Klam**, if present, or the two **aether golems**. Onlookers react accordingly.

Win or Lose: Eletha presents the following speech during her presentation. You may read or paraphrase the following:

"Citizens of Chrysalea Prime, I come as one of you, hardworking and striving for growth and advancement. But such dedication is tiring enough without having to worry if you have enough energy in your home to prepare a meal. While a standard of living is enforced, comfort is not a requirement, and without comfort, how can one truly enjoy the fruits of life? I learned long ago that struggle and progress go hand in hand, but I refuse to believe that is all that will ever be. My invention is a new form of harnessed aether energy that can be utilized with zero waste and could triple our power output. My invention is not just a device. It is a way of living that brings dignity to the impoverished and hope to the tired. And where there is hope, there is light."

Eletha demonstrates her experiment, which receives the best crowd response.

- If Eletha wins, everyone—save the Endeavor owners—erupts into cheers and shouts at the historic event. Origin members openly weep, as does Eletha, who swears a life debt to the characters for helping her make her father's dream come true.
- If she loses, she holds her head high and defiantly tells the remaining Endeavor owners, "I'll see you, same place and time, in fifty years."

IF IT ALL GOES WRONG

If Eletha dies: Should the party fail to protect Eletha, her cousin Klam will give the presentation in her stead. To everyone's surprise, Klam knows enough about Eletha's invention to present it well, but his hands are severely burnt (see "Attempt #2").

If Party dies: If the characters fall unconscious before knowing the truth, they wake up in the care of Queen Lillius, who personally sent her Queensguard to escort them to safety. They learn that the Arcurean faction won, taking a spot from the Endeavor mansion owners for the first time ever and that Eletha is safe. If they fell unconscious after the truth was revealed, the Origin faction won, and Erabella was arrested. They are also informed about the impending ignition of the Arc.

AFTERMATH

If **Griefmaker** (see appendix A) is ever in danger of losing her life, she surrenders to the characters and tells them she was ordered to sabotage Origin by Endeavor, though she won't give any names. If Griefmaker is killed or detained, searching her reveals the crumpled missive addressed to Metis in her pocket. The handwriting matches that of the Stridency letter. The stationary of the letter is a particular shade of blue that only one Endeavor member is known to use: Erabella Skyff. If Queen Lillius is shown the letters, she recognizes the material, and the **Queensguard Captain** Calyn "The Buff" Elpy (see appendix A) arrests Erabella, who is dismissively condemned by her fellow Endeavor members. It is obvious she is being used as a scapegoat, but with no evidence pointing to the others, nothing can be done. Acting as if nothing happened, Queen Lillius announces the exciting news: the New Peerless Arc is complete and will be ignited soon.

- **Faction Prominence:** The characters gain maximum Faction Prominence with the faction whose Champion they voted for. Characters who had friendly interactions with other factions receive 1–3 Faction Prominence points based on their exchanges.

TRANSITION

After Queen Lillius announces the ignition of the New Peerless Arc, immediately proceed to **The Devouring**.

LEVELING MILESTONE

The characters reach their fifth leveling milestone, advancing to level 10.