

Expanded Dialogue Crossroads

Expanded Dialogue Crossroads are optional story moments in which the Heroes can interact with Aetona in two ways:

- ◆ **Pursuing Dialogue Paths:** Dialogue Paths are topics of conversation the Heroes can ask Aetona about in exchange for information and, once they have gained her trust, lore secrets and useful Items. The Heroes unlock Dialogue Paths as the Campaign goes on. See (p. ii) for the list of Dialogue Paths.
- ◆ **Giving Campaign Items:** Campaign Items have no combat function, but can be given to Aetona in Expanded Dialogue Crossroads for bonus Trust or the chance to pursue additional Dialogue Paths. See (p. iii) for the list of Campaign items and their benefits.

Pursuing a Dialogue Path

In each Extended Dialogue Crossroad, the Heroes can ask about a number of Dialogue Paths listed on p. ii.

They select Dialogue Paths with a Standard Vote and may give up any unused questions and leave the Crossroad at any time.

The response Aetona gives when asked about each Dialogue Path is based on her level of Trust in the party.

TIP: Heroes can ask about the same Dialogue Path multiple times at different Trust levels to receive different answers.

At the highest level of Trust for each Dialogue Path, Aetona will give the Heroes an Item and reveal a lore secret.

Tracking Trust

The Party will have many chances to gain and lose Trust throughout the Campaign, and should keep track of Aetona's Trust on the Party Tracker Card. Trust cannot fall below 0.

Narrator Rules for Expanded Dialogue Crossroads

If you are playing without a Storyteller, one player should take the role of Narrator for all Expanded Dialogue Crossroads.

The Narrator reveals the available Dialogue Paths and the number of Dialogue Paths the Heroes may pursue in the current Expanded Dialogue Crossroad (p. ii).

When the Heroes choose a Dialogue Path, the Narrator reveals only the information relevant to Aetona's response at the party's current level of Trust.

Storyteller Rules for Expanded Dialogue Crossroads

Storytellers are free to navigate Expanded Dialogue Crossroads as they see fit. The Storyteller may choose not to limit which Dialogue Paths the party can pursue in each scene.

TIP: The Dialogue Paths "The Nullsong Tapestry" and "How the mission is going" should still be restricted until after the party reaches "The Grove, Part I" and "The Droneworks," respectively.

The Storyteller may also allow one Hero to attempt an Insight Skill Check on Aetona once per Expanded Dialogue Crossroad. If the Hero succeeds, the Storyteller identifies one Dialogue Path that the party has already selected that will now yield a different response due to Trust they have earned.

An experienced Storyteller may also allow the Heroes to enter an Extended Dialogue Crossroad at any suitable time during the Campaign.

Questions to Ask Aetona

The Dialogue Paths available to the Heroes in each Extended Dialogue Crossroad, and the number of Paths the Heroes may pursue, are listed in the table below.

Encounter	Available Dialogue Paths	The Heroes May Ask About
“The Wound” (p. 58) or “Cloudbreak” (p. 64)	<ul style="list-style-type: none"> • Her cart and donkey (p. iv) • The Riftkeepers (p. v) • The artifact (p. vi) 	2 Dialogue Paths
“The Grove, Part I” (p. 76)	<ul style="list-style-type: none"> • All topics listed above • Hamara (p. vii) • Her patron (p. viii) • Pavina’s death (p. ix) 	1 Dialogue Path
“The Sparkstone Steps” (p. 85)	<ul style="list-style-type: none"> • All topics listed above • Sciontics (p. x) • The Festival of Sparks (p. xi) • The Nullsong Tapestry (p. xii) 	2 Dialogue Paths
“The Droneworks” (p. 99)	<ul style="list-style-type: none"> • All topics listed above • How the mission is going (p. xiii) • The Grey Legion (p. xiv) 	1 Dialogue Path

TIP: You will have many chances to ask Aetona questions as the story progresses, but some questions may be too sensitive to get a good answer until she trusts you more.

Giving Aetona Campaign items

SPOILER ALERT: Do not read this section unless you are the Narrator or Storyteller.

At many points during the Campaign, the Heroes may find Campaign Items of interest to Aetona. You may give them to her during any Expanded Dialogue Crossroad. If you do, read the corresponding narration to the right to learn about each Item and the bonus it provides.

Outcomes for Giving Aetona Campaign Items

Campaign Item	Information and Bonus
Flashlamp Mk II	<p>“Oh, thank you,” Aetona says. “Warren was helping me test this device out. They need light in the mines, but open flame can ignite underground gas deposits and cause horrible accidents. Crystals don’t work this high up, but I found that if you take an inert crystal and run an external power source through it, it will glow and resonate. The sound helps them signal for help if needed, and the light helps them see. Cool, huh?”</p> <ul style="list-style-type: none">• 1 Dialogue Path to ask about before end of Expanded Dialogue Crossroad
Encrypted Diary	<p>“You rescued it from the fire!” Aetona says, her eyes opening wide as she thumbs through the pages. “It was my aunt’s. She wrote in cypher so it couldn’t be used as evidence against her. She went through a notebook a month sometimes, sketching diagrams, formulas, and invention ideas. She hid the rest of her notes and wouldn’t tell me where, but this book she kept in the cottage so I could find it if anything happened to her or the artifact. The designs in here are for... well, it’s a kind of countermeasure. I tore those pages out and have been keeping them on me.” She produces a sheaf of papers from her satchel and tucks them into the notebook, then stows it. “Thank you, truly.”</p> <ul style="list-style-type: none">• +1 Trust with Aetona

Campaign Item	Information and Bonus
Brass Key	<p>“Oh, the key to my aunt’s puzzlebox?” Aetona says. “She would have had a conniption if she knew anyone got their hands on that. The box used to hold her most sensitive research before she restocked it with emergency supplies. I don’t know where she hides the research nowadays.”</p> <ul style="list-style-type: none">• +1 Dialogue Path to ask about before end of Expanded Dialogue Crossroad
Mountain Sigil	<p>Aetona looks at the wax sigil, then back to you. “You’re not with Dendron, but if he trusted you with this... well, maybe I can trust you too.”</p> <ul style="list-style-type: none">• 1 Trust with Aetona

Dialogue Path: Her cart and donkey

- ◆ If any Hero has the “Clockwork” or “Animal Handling” Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0	“I have no idea what you’re talking about. It’s just an ordinary cart being pulled by an ordinary donkey, so I don’t know why you’d need to ask. Don’t you know how a cart works?”
1	“Oh, Buster. Buster has been with us for almost seven years now. I don’t know if there’s a happier animal on the mountain, given how my aunt grew an entire cucumber patch essentially just for him. Hasn’t had to do a hard day’s work in his life—at least not since he entered our home.”
2	“It’s a little contraption my aunt and I put together. Buster is getting on in years, and we didn’t want keep making him take the trip up the mountain—at least not if he had to pull the cart. So we thought, ‘What if the cart could carry itself, the way drive crystals lift airships up in the sky?’ That was how we designed the Mark One. This model is Mark Three.”
3	“We designed it so Buster wouldn’t have to carry heavy loads as he got older. First, we lined the wheels and undercarriage with metal to make the cart sturdier. Then we added gears. We got the idea from stuff my aunt bought off some explorers who visited the city beneath the mountain. It’s really no different than a clock. The gears turn, the wheels turn with it, and the cart moves. The first version had a crank that we had to turn ourselves, but that was exhausting.”

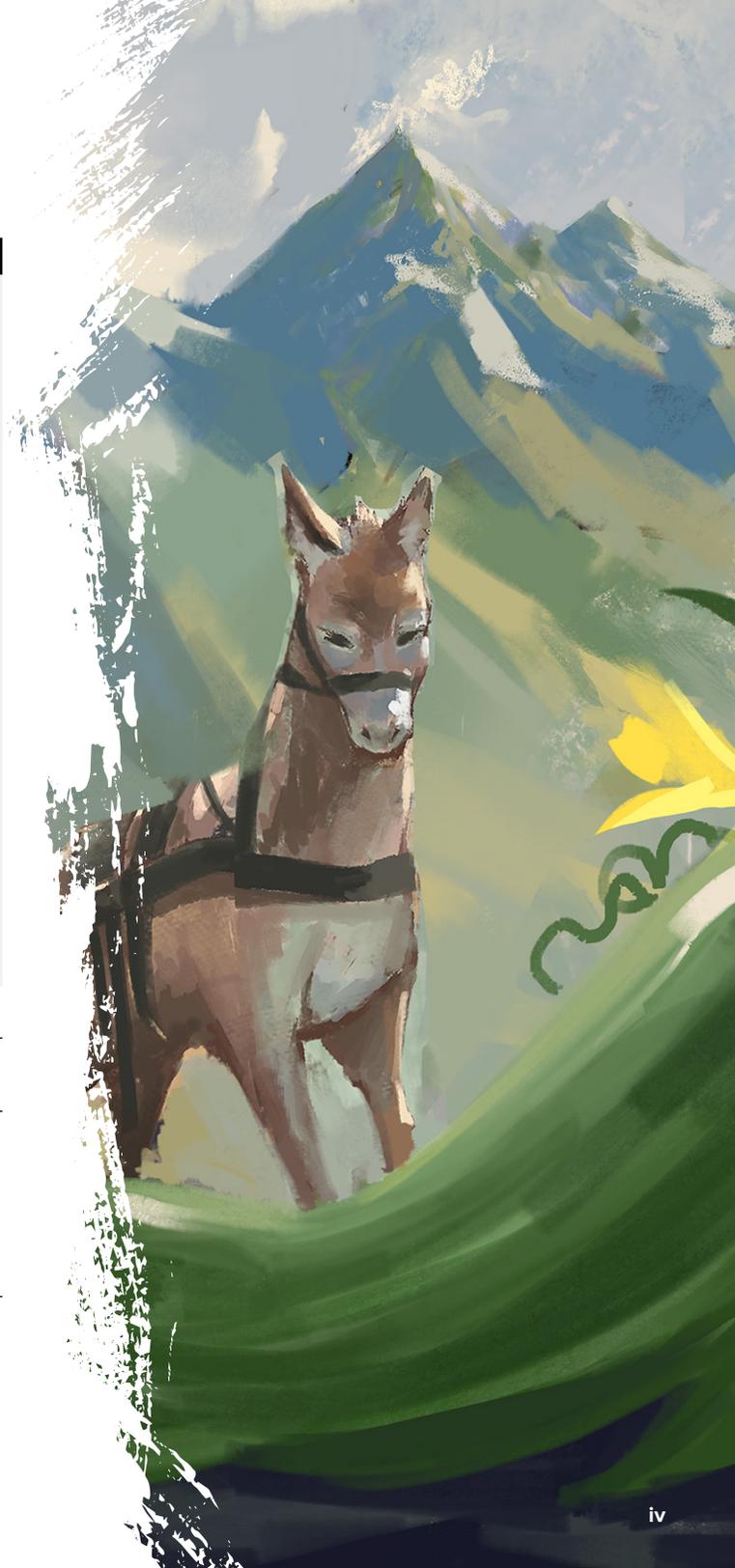
Trust	Answer
4+	<p>“The gears and everything we designed ourselves, but it’s fueled by a special substance that’s totally non-magical. We found the recipe in one of the ancient texts. It’s hard to explain, but if you use this black liquid we found in some volcanic rock and dilute it with some water, you get a solution that you can burn at a predictable rate. The heat turns the gears and propels the cart. The lever at my feet controls the rate of burn, and also stops the cart if we have to. We keep Buster here around so people don’t ask as many questions, but he’s not really doing any work. He’s nice to have around. I talk to him a lot, especially now that my aunt’s gone. I could swear looking into eyes sometimes that he hears every word and understands what I’m saying. He’s a smart donkey, and I’ll bet that if he could talk, he’d stun us with the stories he’d tell.”</p> <ul style="list-style-type: none"> • Add 1 “<i>Volcanic Vial</i>” to 1 Hero’s Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read “Buster’s Big Day” in the <i>EMBERWIND™</i> Lore Archive to learn more about the secrets this donkey knows

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Volcanic Vial

Effect: *AUTO-HIT* (Skip **CAP**). 1 Foe within 5 Squares of you suffers 2 Stacks of **BURNING**.

Action: Fast **Use:** 1



Dialogue Path: Ask about the Riftkeepers

- ◆ If any Hero has a “Riftkeepers’ Guild” Deadweight, Aetona responds as if she has +1 Trust

Trust	Answer
0-1	“Everyone knows the Riftkeepers. A bunch of purple hoods, big egos, and small imaginations. You know, the guys who can leap through holes in space and summon googly creatures from the trembling Riftdeep? Those guys. The only reason you could be asking about them is if you wanted me to say something incriminating.”
2-3	“They’re mages who draw power from the rift—a dimension of unstable energy. Back around the time my aunt and I moved to Toehold, one of their monsters got loose in town, and it took them too long to come clean up their mess. They don’t care who they hurt. As long as rift magic is the prominent power in Summit, in Axia, they’re happy on top. They’re not much interested in alternative ways of governing the world. It threatens their authority. Well now their enforcer lapdogs in the Grey Legion have walked out on them, and people are starting to question that authority. I hope it all comes tumbling down on their swelled heads.”
4-5	“The Riftkeepers are the reason the study of scientics was banned over a thousand years ago. They’re obsessed with containing any knowledge that could possibly threaten their grip on the Circle of Guilds, and they’ve had a stranglehold on the College of Inventors for so long I don’t think those wrinkled academics remember what real research feels like. That’s why my aunt left. If the guilds would stand up, stand together, they could fix this. Until then, I’ll take what allies I can find, even if I don’t fully trust them. I can’t remember the last time I could work without locking myself in a bunker and keeping one ear open for Riftkeeper jackboots. Our patron warned us they have a secret way of descending the mountain quickly and stealthily. Something called the Torn Path. We’ve never been able to locate it.”

Trust	Answer
6+	<p>“The Riftkeepers represent humanity’s worst impulses. No, actually, that’s not quite right. They represent our impulses in our worst moments. The fear that grips us when we see something we don’t understand. If I’m being honest, that fear is healthy in the right doses. It’s possible that the ancient Scions didn’t have enough of it. Actually, I’ve been studying some of the old, old records—the kind that are hard to verify—I’m starting to think the Riftkeepers began as an upstart faction of Scions who just wanted more control over who could study what topics. But we can’t just draw boundaries around knowledge, or we’ll never be able to put this broken world back together again. Until that happens, I’ll fight the Riftkeepers with everything I’ve got. Speaking of which, I’ve been saving this, but I’d like you to have it.”</p> <ul style="list-style-type: none"> • Add 1 “<i>Miasma Grenade</i>” to 1 Hero’s Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read “Bestiary Series: Ichorspine” in the <i>EMBERWIND™</i> Lore Archive to learn more about the founding of the Riftkeepers

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Miasma Grenade

Effect: Choose 1 Square within 5 Range. That square and all adjacent Squares are affected by *Concentrated Miasma (Local Field Effect)* until End of Encounter.

Concentrated Miasma (Local Field Effect): When a Combatant enters this Square they take 2d8 **PIERCING** Damage and suffer 2 Stacks of **POISON**.

Action: Fast **Use:** 1

Dialogue Path: The artifact

Trust	Answer
0-1	"I appreciate your interest, but right now, you're hired help. And I didn't even hire you."
2	"It's safer if you don't know. If the Riftkeepers catch us, they might let you go if they think you don't know anything. Or they might offer you enough so that you say something you shouldn't. Right now I need bodyguards—not accomplices."
3	"It goes against my better instincts to talk about it, but you've certainly proven yourselves so far. If you're willing to put your lives at risk, I guess you deserve to know. It's an instrument of sorts, woven from wires and crystals. When you pass energy through it, the wires and crystals produce a resonance. It's quite beautiful, really."
4-6	"We've been calling it the Songweave Tapestry because the weave of wires and crystals within it play a sort of song when wired into a generator. The machines of the old city under the mountain decode the song as a sort of command, and obey what it tells them to do. It's spectacular."
7-9	"The Songweave Tapestry? My aunt and I wired it to produce the 'worksong.' It's a resonance sequence that was once used to command the golems that built Sparkstone. The Grey Legion Vaultguard destroyed or confiscated most of the golems centuries ago, but there are still a few left. I think the College of Inventors convinced them that they're essential for maintaining the structural integrity of the towers that house the top of the mountain's pillars."

Trust	Answer
10+	<p>"It was Greyhand who came to us with the blueprints and materials for the Songweave Tapestry, but my aunt had read mention of it in a number of ancient sources. It's a very complex machine that can produce all kinds of songs, and even just rerouting a few circuits can totally change the way the automata of the old city respond to the encoded commands. That's why it's so dangerous. It could be rerouted to make them attack, or detonate, or shut down forever. In the wrong hands, it could destroy the city. I think that's why Greyhand turned against scionics back in the day. This technology of running energy through wires to produce command songs is what the Scions were experimenting with around the time of Unravelling. I think... I think they were trying to teach one of the automata to compose its own songs. But that level of complexity... I can't even imagine. Still, I've been having fun finding other ways to apply the Songweave Tapestry's power source. Check this out."</p> <ul style="list-style-type: none"> • Add 1 "<i>Tactically Astounding Sciontic Electrifying Resonator (T. A. S. E. R.)</i>" to 1 Hero's Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read "Warp, Weft, and Wire" in the <i>EMBERWIND™</i> Lore Archive to learn more about the automata Aetona spoke of

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Tactically Astounding Sciontic Electrifying Resonator (T. A. S. E. R.)

Effect: *AUTO-HIT* (Skip *CAP*). 1 Adjacent Foe suffers *PARALYSIS*.

Action: Slow **Use:** 1

Ask about Hamara

- ◆ If any Hero has the “Hamara Groveguard” Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0-3	“She’ll have told you anything you need to know about her.”
4-5	“Everyone knows her as an innkeeper. She’s so much more than that. She runs an information network. She has spies everywhere on this mountain. Her reach extends as far as Adriel, maybe even farther. There’s very little that goes on here that she doesn’t know about.”
6-7	“With my aunt gone, she’s the closest thing I have to family still living. Anyone who’s only seen her business side wouldn’t believe me saying that she was always a bit of a mother to me. Now that I think about, she may be the only person left who knew my mum and dad.”
8-9	“She’s a good woman. I spent half my childhood in her orchard. My aunt could be a bit sharp-tongued and impatient, but when she was around Hamara, a softness in her came out. They were good friends. Possibly even lovers. My aunt was always very private about what she did behind closed doors. Apparently Hamara knew my mum and dad too, although she never seems to leave her inn, and I don’t think my parents ever left Gelspar. I always meant to ask her about that.”

Trust	Answer
10+	<p>“I know she looks like a sweet old lady, but never, ever test her patience. My aunt once told me Hamara studied with the Deathbrokers’ Guild when she was young. ‘There are bodies in that orchard,’ she said. ‘Her birds have tasted human flesh. They even think like humans.’ I did see her carrying something bulky out to the orchard one night when we were visiting for the summer. She came back with dirt on her shoes, hands and apron. I never asked her about it.”</p> <ul style="list-style-type: none"> • Add 1 “<i>Grove Cider</i>” to 1 Hero’s Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read “A Red Harvest” in the <i>EMBERWIND™</i> Lore Archive to learn more about Hamara’s background

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Grove “Special Reserve” Cider

Effect: Heal 2 HP at the start of each of your Turns until the end of the Encounter.

Action: Fast **Use:** 1

Dialogue Path: Her patron

- ◆ If any Hero has the “Grey Legion” Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0-1	“That’s for me to know and you to stop talking about.”
2-3	“He supported us under the condition of anonymity. He stands to lose a lot if he’s discovered. A lot is riding on this, and I’m not supposed to talk about it.”
4-5	“My aunt told me not to talk about him. We promised we wouldn’t tell anyone his name, as he’s a bit of a divisive figure. If it comes out he’s been supporting Scions under the nose of the Riftkeepers, a great many plans could come down on our heads. Best we all held out tongues about it.”
6-7	“We shouldn’t be talking about him. It would just take one Riftkeeper sympathizer overhearing to spill the beans. He was an old colleague of hers, but he turned from sciontics over a decade ago—around the time we moved down to Toehold. He thought my aunt’s research was dangerous, and required more regulation. He didn’t stay in touch, but he, well... let’s just say he looked out for us.”
8-9	“I trust you’ll keep this in confidence. We can’t exactly go around telling people that our patron is the leader of the Grey Legion and the only person on Summit that the Riftkeepers hate as much as they hated my aunt. He was a Scion before he went to go work for the Riftkeepers, you know. I think he was studying some of the records the Scions kept from around the time of the Great Unravelling, and he found something about what caused it. He saw that sciontics were dangerous, and thought he might convince the Riftkeepers to find some middle ground for regulating its study. I think they saw him as a knowledgeable turncoat who might sell my aunt out. The fact that he never did is the main reason I’ve trusted him so far. He protected us for too long to betray us now.”

Trust	Answer
10+	<p>“I wish I knew what he stood to gain. If he just wanted the artifact, well... he already had it. Why go to such lengths to bring me up the mountain? Maybe he still does believe in the value of sciontics. You know, it was my aunt who sponsored his admission into the College Inventors all those years ago. She said he had basically forged his entire application because of his chequered past. He came up from nothing. He used to work in some mine that was basically a forced labour camp and he was the only person to get out of there alive. And despite all that, she saw something in him—something she was willing to stake her reputation on. Whatever’s going on in his head, he’s our only ally. The dice have been cast and our fates are entwined, one way or another. He gave me this for emergencies, but you’re probably better off hanging onto it.”</p> <ul style="list-style-type: none"> • Add 1 “<i>Grey Legion Striker Rune</i>” to 1 Hero’s Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read “Something Out of Nothing” in the <i>EMBERWIND™</i> Lore Archive to learn more about Greyhand’s background

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Grey Legion Striker Rune

Effect: +1 **A** or +2 **P**.

Action: N/A **Use:** N/A

Dialogue Path: Pavina's death

Trust	Answer
0-3	"I... I don't want to talk about it."
4-6	"I went to pick up some things in town. When I got back, I found her in a pool of blood on the floor, throat cut, already cold. We knew the Riftkeepers were after her, although I still can't be sure it was them. I can't bear to think I left her there alone."
7-8	"I had no one I could turn to when I came back from the market and found her. I had to... no one should have to face that alone. I laid her to rest by the workshop. She was happy there. She could spend days experimenting with a new design or mechanism. I don't know how she'd feel about us using a fake funeral as a cover story. Respect it, probably. She was pragmatic like that. She was so brilliant. I can only hope to be as smart as her one day."
9-10	"I still feel a little crummy about using her funeral as a cover story for heading up the mountain, but Pavina Brightling was a pragmatist. I think she would have understood. Not that she wasn't a loving person—she just showed love in other ways. In taking me in when no one else would, even though she wasn't equipped to raise a child. In treating my curiosity as a garden to tend rather than a distraction from her work. She gave her time and her mind generously. I hope I can carry on her legacy. It broke my heart to lay her to rest, with only Buster there to hear me say goodbye."

Trust	Answer
11+	<p>"I never should have gone on that supply run to Toehold. I was gone maybe an hour. I came home and found her dead in the workshop. It makes me sick thinking about it. I was buying a part—I don't know why I'm still carrying it, it just reminds me of how I found her. The first sign something was wrong was that the workshop door was open. We keep it hidden, so whoever did it was already there when I headed out. They watched me leave. They waited until I was too far down the path to hear if she screamed. And then they went in and cut her throat. Imagine me, placing orders with the blacksmith and choosing the biggest eggs from the farmer while she lay on the floor, bleeding out. I haven't slept right in a month. It haunts me at night. It helped some to lay her to rest, and I used some of the leftover wire from the artifact to design her a special grave marker in the shape of a harp. It was her favourite instrument, I think because it reminded her of Bones of the Mountain—you know those seven ancient pillars you can see glinting in the Wound like silver strings? I like to believe she would've appreciated the symbolism."</p> <ul style="list-style-type: none"> • Add 1 "<i>Ardwinnow Hammer</i>" to 1 Hero's Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, look at the Storyteller Section for "A Path of Cinders" (p. 179) to learn more about how Aetona designed Pavina's gravemarker

HIDDEN: RECEIVED ITEM

Ardwinnow Hammer

Effect: *AUTO-HIT* (Skip **CAP**). All Adjacent Foes take 5 *PIERCING* Damage.

Action: Free **Use:** 1

Dialogue Path: Scientics

- ◆ If any Hero has the “College of Inventors” Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0-4	“The Riftkeepers made the practice illegal so many years ago that history has forgotten why. They punish anyone caught discussing scientics, so be careful when you mention it. Ask them, and the Scions were dangerous meddlers who tampered with powerful forces they didn’t understand. I have my own opinions, but unless I’m in the privacy of my cottage, I keep them to myself.”
5-6	“That’s a dangerous question. Obviously my aunt was involved in scientics. I’m sure the Riftkeepers would love to have me on record saying I’m interested as well. If you ask anyone dressed in purple, scientics is the discredited branch of magic that’s too dangerous to so much as speak aloud. But they’ve been afraid of it so long they’ve forgotten what it actually is. That’s going to come back to bite them.”
7-8	“Scientics is an ancient field of study that tries to harness natural forces to accomplish specific tasks. For instance, you could try catching lightning with a metal rod and then use it to power a machine, or mix two liquids together to see how they combine. The key distinction is that scientics isn’t really magic. A good Scion simply tries to understand the world as it is, and then uses that knowledge with purpose. Tempering iron to make steel is a form of scientics. The necessity of building a wagon with round wheels instead of square ones is an observation based on scientic principles. So in a way, scientics is just a way of looking at the world, not to strip it of its mysteries, but see the beauty in their explanations.”

Trust	Answer
9-10	“It’s a tricky thing. Being a Scion often means being a teacher. I want people to be open to its possibilities, which is a challenge, because so few generally are. I have to emphasize the good and downplay the bad if I want anyone to listen. But even I have to admit that the Riftkeepers have a point when they shriek about scientics being dangerous. Scientics are dangerous, in the same way that a reefspine rumbler or a storm is dangerous if you don’t understand it. The natural world is filled with powerful things beyond our control. Accidents happen when people tamper with elements they don’t yet understand.”
11+	<p>“A good Scion takes responsibility for their experiments. That’s why I’m so nervous about unveiling the artifact. We had barely tested it before it got stolen. Now it’s been missing for a month, and it could have been tampered with. It’s especially dangerous because, well... some of the ancient records suggest that the Scions were experimenting with this specific kind of technology when the Unravelling occurred. Not just using wires to transfer energy, but also information. What if you could send a thought along a wire? Or even more important, what if you could build a network of wires that could make their own thoughts? I know, I know, it sounds impossible, but this what they were working on when the world fell to pieces. I’ve tried tinkering with some of those ideas in my own experiments, but this is the most functional thing I was able to make.”</p> <ul style="list-style-type: none"> • Add 1 “<i>Livewire Waker</i>” to 1 Hero’s Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, look for the forthcoming campaign <i>EMBERWIND™: The Clockwork City</i> to learn more about the Scions’ experiments

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Livewire Waker

Effect: Adjacent Hero recovers from **FALLEN**. That Hero heals 10 HP.

Action: Fast **Use:** 1

Ask about the Festival of Sparks

Trust	Answer
0-3	“You’ve never been? You’ll love it! Everyone does. The Festival is a celebration of magical invention. Mages from across the skies come to Summit to share their greatest achievements and enchantments. But you don’t need to know a thing about magic to enjoy the Festival. There’s music, dancing, and more than enough food and drink to go around. Everyone goes up the mountain to enjoy themselves, and the spectacle is unlike anything you’ve ever seen.”
4-5	“It’s a tradition that dates back to before the Unravelling! Inventors come from across Axia to showcase the latest innovations. Even if you haven’t made a name for yourself, they’ll give you a spot in Inventor’s Alley. The main stage is reserved for the most notable projects and inventors, and it’s always juried by the Circle of Guilds, which means the Riftkeepers have final say in what goes up. My aunt used to enter some of her inventions, back when she kept a lower profile.”
6-7	“The Festival dates back to the days before the Unravelling, over a thousand years ago. Back then it was run by the Scions’ Guild, and the Riftkeepers didn’t even exist. It must have been incredible to behold. Then the world shattered, and the Riftkeepers rose from the cracks. They banned the Scions for reasons they can no longer explain, and the College of Inventors was born—a watered-down version of Scions’ Guild that survives at the pleasure of the Riftkeepers. Summit loves the Festival too much for them to ban it, but they keep a tight grip on who gets stage time. When they realized my aunt was disguising her inventions as magic, when really they were based on sciontics, we had to start going in disguise.”

Trust	Answer
8+	<p>“The Festival of Sparks is my favourite time of year. It makes me feel like a kid again. My aunt used to take me every year and sit at the booth to tell guests about her inventions. Then the Riftkeepers started to catch on to the fact she was using sciontics, and we stopped getting time on the main stage. For a while we came up with fake enchantments to hide the sciontics powering our inventions, but even that was dangerous. Finally she was just too high-profile to go as an inventor, so we’d just be faces in the crowd. But we’d always, always go. She’d get me a crispy-fried potato airship and I’d sit on her shoulders and eat it during the displays on the main stage. I invented a blade machine to replicate how they cut the potatoes later, but there’s still something special about the ones at the festival. I didn’t fully understand it at the time, but that’s where I learned how to think like an inventor. I loved seeing the wonderful things people would dream up. I wanted to have grand ideas of my own. My Aunt taught me how to channel that passion into sciontics, but the Festival gave me a love for innovation.”</p> <ul style="list-style-type: none"> • Add 1 “<i>Crispy-Fried Potato Airship</i>” to 1 Hero’s Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read Greyhand’s thoughts on Aetona in the Storyteller’s Section for “The Sparkstone Steps” (p. 195-196) to learn more about her blade machine for cutting airship potatoes

HIDDEN: RECEIVED ITEM

Crispy-Fried Potato Airship

Effect: Heal 1 HP.

Action: Free **Use:** 1

Dialogue Path: The Nullsong Tapestry

Trust	Answer
0-4	“Look, I’ve told you everything you need to know. The rest would be lost on you.”
5-6	“If I’ve done my math right, the Nullsong Tapestry should dampen, or maybe even override the signal the artifact gives off. I haven’t tested it with the artifact itself, but I think that when the Nullsong Tapestry gets powered up, it’ll act as another layer on top of the artifact’s song, producing a more neutral response. It’s very technical. And it’s kind of experimental. But most importantly, it’s all we’ve got right now.”
7-8	“The Nullsong Tapestry isn’t the best plan B, but it’s better than nothing. At the very least, if the artifact starts misbehaving, this should give off a tonal signal that will keep it in check and reduce the fallout. Hopefully we won’t even need it. Honestly, it kind of worried me how intense my aunt was about it. The way she told me to build it if anything ever happened to her, or to the artifact—it freaks me out. It’s like she knew she was going to die and I would be stuck with dealing with this mess all alone.”

Trust	Answer
9+	<p>“To understand the Nullsong Tapestry, you have to understand the artifact first. Think of the artifact as being kind of like the control console of an airship, except instead of controlling a vessel it’s attached to, it controls the city’s ancient automata—even without being connected to them.. When it’s powered up, it gives signals to accelerate, or slow down, or veer right, or fire weapons—things like that. The Nullsong Tapestry is like an inhibitor placed on those commands. When played overtop of the artifact’s song, it should replace the more dangerous commands with different behaviours. It was one of my aunt’s many contingency plans, from her hidden weapons caches to her encrypted diaries to her experimental devices. I think she was always expecting someone to come kill her. That’s why she was so hard on me when I was growing up. She never knew how much time she’d get to get me ready to face the world on my own. Imagine living like that? This is the device she was working on in the days before... you know. It makes me feel weird hanging on to it. I’d rather you take it.”</p> <ul style="list-style-type: none"> • Add 1 “Claptrap Cuff” to 1 Hero’s Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read Storyteller Section on “The Wound” to learn more about Pavina’s paranoia and contingency plans

HIDDEN: RECEIVED ITEM

Claptrap Cuff

Effect: *AUTO-HIT* (Skip **CAP**). 1 Adjacent Foe skips their first Action next Turn.

Action: Fast **Use:** 1

Dialogue Path: How the mission is going

Trust	Answer
0-1	"We're following a wanted fugitive through sewers and abandoned tunnels that even the city's law enforcement don't want to delve into. I'd say things are going pretty great."
2-3	"Considering how things were going yesterday, I'd say we're doing pretty well. Today there have been no wholesale massacres of all my allies. Just attempted massacres. And to be honest, we're more-or-less on schedule. As long as I get to test the artifact, we should be looking good heading into the unveiling at the Festival of Sparks."
4-5	"I mean, we're alive and we should have time enough to inspect the artifact before we unveil it to the world, but... I have this uneasy feeling. Like there are other forces at play. Like I'm putting together a jigsaw without all the pieces or any idea what the finished thing should look like. Actually, that sounds like a fun game. This... this is fun too, but... I don't know. A more stressful kind of fun."

Trust	Answer
6+	<p>"We've had a couple close calls, but we're on schedule and safe for the moment. Still, I can't help but feel like something's wrong. Or about to go wrong. I just don't think we have the full picture. I don't think Hamara has the full picture. I don't even think Greyhand has the full picture, and he seems to know everything. I want to keep forging onward, but there are so many unknowns. For now we proceed with caution and keep an eye on the exits. If things go off the rails, this might come in handy."</p> <ul style="list-style-type: none">• Add 1 "<i>Brightburst Grenade</i>" to 1 Hero's Inventory• The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it

HIDDEN: RECEIVED ITEM

Brightburst Grenade

Effect: (**AUTO-HIT** (Skip **CAP**). Target Foe within 3 Squares of you suffers **DAZE**. All Foes adjacent to your Target also suffers **DAZE**.)

Action: Fast **Use:** 1

Dialogue Path: The Grey Legion

- ◆ If any Hero has the “Grey Legion” Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0-1	“The Grey Legion and the Riftkeepers had a falling out, and no one knows why. The Legion used to be the Riftkeepers’ thugs, and now they’re Greyhand’s thugs, which means their kind of our thugs.”
2-4	“For the longest time, I couldn’t understand why my aunt wasn’t more worried about getting a visit from them. After all, back then the Grey Legion was supposed to be the Riftkeepers’ bulldogs, and the Riftkeepers always had her in their sights. But we have nothing to worry about. They hate the Riftkeepers more than they distrust Scions.”
5-8	“Greyhand is their leader, but they call him ‘the Greyhand’ like it’s a title or something. He plays his cards close to his chest, and very little is known about him by the general population. A few see him as a bogeyman, but just as many paint him a folk hero now that he’s broken off from the Riftkeepers. The Grey Legion serve the purple, doing all the dirty jobs so the Riftkeepers could play at being diplomats and politicians with clean hands and clean consciences. A lot is about to change on this mountain.”

Trust	Answer
9+	<p>“As far as I know, Greyhand built himself an almost cult-like following in the Grey Legion. I don’t think the Riftkeepers realized the monster they’d created in him. When they finally tried to strip him of his power, it was too late. He walked out with their whole army—even the Vaultguard. I think he knew he could leverage the long history of malcontent in the Grey Legion to his advantage. The Riftkeepers have always treated them like second-class citizens. If I remember my history right, the Grey Legion used to be the Riftkeepers’ conscript army made up of disavowed soldiers desperate for work. Desperate enough to abandon friends and family for the shadow life of a Grey Legionary and kept in line by the promise of maybe one day being promoted to the Riftkeeper ranks. The Riftkeepers exploited this for centuries. Greyhand’s just the latest to take advantage. And now somehow I’ve got myself wrapped up in his schemes, and it terrifies me. All I want to do is honour my aunt’s legacy, and I think Greyhand knows that. I just hope I’m not walking into a trap. Here, take one of these. Greyhand’s right-hand man gave me some in case of emergency. If something goes wrong, maybe it will help.”</p> <ul style="list-style-type: none"> • Add 1 “<i>Grey Legion Shadow Rune</i>” to 1 Hero’s Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read “Whispers of the Forgotten” in the <i>EMBERWIND™</i> Lore Archive to learn more about the early days of the Grey Legion

HIDDEN: RECEIVED ITEM

Grey Legion Shadow Rune

Effect: +2 

Action: N/A **Use:** N/A
