

CHAPTER TWENTY

The chapter opens with Tris struggling to maintain composure during a simulation, haunted by lingering effects of previous experiences. Despite Four's reassurance that it's "just a simulation," Tris grapples with persistent nightmares and anxiety that blur the lines between simulation and reality. As she enters the new simulation, she finds herself trapped in a glass box filling rapidly with water, surrounded by passive initiates who ignore her desperate pleas for help. The scenario amplifies her fear of helplessness, pushing her to physical extremes as she fights to escape the rising water.

Tris's panic escalates as the water reaches dangerous levels, forcing her to float near the ceiling for air. In a moment of clarity, she remembers that the simulation exists in her mind and realizes she can control it. Through sheer willpower, she cracks and shatters the glass, escaping the watery trap. This act of defiance surprises Four, who observes her unusual ability to manipulate the simulation. The physical ordeal leaves Tris momentarily calm, but Four's reaction hints at deeper implications of her actions.

Four confronts Tris privately, revealing that her ability to break the simulation marks her as "Divergent." His urgent warning about the dangers of this identity—including potential death—shocks Tris. He deletes the footage to protect her but stresses the need to conceal her divergence during future simulations. Tris is left reeling, both frightened and curious about what being Divergent truly means and how Four recognizes it so easily.

Determined to understand her identity, Tris seeks out Tori, the tattoo artist who previously hinted at her divergence. The chapter ends with Tris entering the tattoo parlor, where Tori notices her immediately. This sets the stage for Tris to uncover more about her mysterious condition, driving the narrative toward further revelations about the dangerous world of the Divergent.