**-- You chose to go through the window--**

Spotting an open window near where you stood, you clamber down and silently enter the mansion. It was the master bedroom. No one was in sight. You scan your eyes around the room for the Ambassador’s Ring. Lucky! You see it placed on his night table.

You snatch the ring quickly. Before you could leave, you hear steps approaching the room. Not enough time to go out the window, you hide yourself underneath the bed. You see a pair of feet appear at the doorway to the bedroom.

“Hahaha! That fool will never know that the contract he accepted will backfire on him in the future.” A nasally voice says. It is Bentley.

He walks towards the bed and stops at the side. You feel the bed sag a little from the weight of him sitting on the bed. Abruptly he stands back up. “HEY, MY RING IS GONE!” he shouts. “GUARDS, BLOCK ALL ENTRANCES AND EXITS! WE MAY BE ABLE TO TRAP THE THIEF!” He closes the window and sits on his bed.

**--Choose to kill Bentley now and leave through the window**

**--Choose not to kill Bentley**