**--You chose to make a break for the exit--**

Getting to your feet, you run swiftly for the exit but keep your head low. *Creeeeak*! The floorboards creak under your feet.

“Hey you, stop!”

Looking sideways, you see the sharp edge of the spear and jump back before it hits you. Pulling out your dagger, you take a look at the person who stopped you from leaving. A scrawny young man in his teens. Young, brash, and naïve, trembling from his first mission.

“I-I got you cornered now,” he says, “HEY, I’VE GOT THE THIEF CORNERED, COME TO THE CELLAR NOW!”

You hear the echoes of stamping feet. You know that they are coming and your only chance of escaping is now

“S-surrender now.”

**--Choose to kill him or surrender--**