**--Note which weapon you have chose--**

“Fine choice,” Faye praises as she hands over your weapon. “You may enter one of the rooms and stay there until supper is ready. We will start training you tomorrow.” Getting up you nod to Faye and the other thieves before entering your room. When you close the door, you let a sigh and lie down on the carpeted floor. *Life was going to change greatly*, you mused. “Yes it will,” Narrator’s voice pops out

“Whether it is good change or not good change, time will tell,” you say.

“I will be looking forward to your future and whether it’ll be entertaining or not,” Narrator says excitedly, “You could be impaled on a stake, or slashed into pieces, or captured and tortured to death.”

You shudder at her comment and try to shrug it off. Stretching your body you relax and feel your consciousness slipping to dreamland……

**--A year later—**

“This is your first mission, are you ready?”

“I am.”

“Go forth young thief,” Faye says.

You silently run out of the hideout, and climb the building. You take out a map and point out the red circle. Nodding to yourself, you pocket the map and jump from roof to roof. You reach a mansion’s roof and stop. You recall the conversation you had with Faye earlier….

“Your first mission is to steal from the aristocrat Bentley,” Faye orders, “He is a selfish good-for-nothing that takes advantage of many of the townsfolk. Steal his most prized possession, the Ambassador’s Ring. The Ambassador’s Ring is what the council must always have in order to be part of the king’s circle. If you steal it away from him, he will be stripped of his status. Today, he is in his mansion so he usually leaves the ring in his room. Bentley’s mansion is noted on here,” she hands you a map. “We will be nearby to support, but you must be the one to go in. Good luck.”

“Stop daydreaming and get a move on!” Narrator’s voice rings out.

“I’m not, I was just getting ready.” You clench your fist tightly and release, resolving yourself to start the mission.

*Now which way should I go,* you think.

**--Choose to go through the window or the door leading to the cellar to get into the Mansion--**