Take them down quietly.

Dante nods once.

€ You move.

SILENT TAKEDOWN - TARGET 1

The **first tech** is focused on his console, unaware of the danger behind him.

You close the distance in two steps.

Your arm snaps around his throat—tight, controlled.

He struggles, but you're stronger.

Prive seconds. His body goes limp. Unconscious.

You **lower him gently** onto the ground.

SILENT TAKEDOWN - TARGET 2

Dante strikes at the same time.

- A knife-hand strike to the side of the second tech's neck.
- **THUD.** The body slumps over the console, out cold.
- **Both down. No alarms.**

Naomi hurries in, already analyzing the stabilizer.

Naomi: "Okay. The mana feed is complex, but I can shut it down. I just need a minute."

A minute might be too long.

STEP 2 - COVERING NAOMI WHILE SHE WORKS

□Lock Down the Room – Block entrances, slow down reinforcements.

ZTake Cover & Watch for Guards – Stay hidden, ambush anyone who enters. **ESpeed Up the Shutdown Process Yourself** – Work with Naomi to make it faster. Nour move, Joel? You said: ChatGPT said: **Action Chosen: Take Cover & Watch for Guards** Naomi needs time. Your job is to make sure she gets it. You **scan the room quickly**, noting two possible entrances: A stairwell leading back to the surface. A side corridor—dark, but open. You **signal to Dante.** He nods and moves to the stairwell, positioning himself in the shadows. You take the side corridor, bow ready. Silent. Focused. Waiting. Behind you, Naomi works fast, muttering under her breath as she unravels the mana stabilizer's controls. ▼ Time Remaining: 60 Seconds. THREAT INCOMING - WHAT DO YOU DO? Footsteps. Getting closer. Two guards. Tactical gear. Armed. They're coming from your corridor.

YOUR OPTIONS:

h If they see you, it's over.

□Ambush Before They Enter – Take them out before they see the room.

ZLet Them Pass, Then Strike From Behind – Less risky, but you'll need perfect timing.

ESignal Dante for Backup – He's close, but it might expose both of you.

Make the call, Joel!

You said:

3

ChatGPT said:

Action Chosen: Signal Dante for Backup

h Two guards. Armed. If you take them alone and slip up, it's over.

You glance toward the stairwell, catching Dante's silhouette in the shadows.

! You flash a quick hand signal—two fingers, then a downward slash.

Dante understands immediately.

€ He moves.

SILENT TAKEDOWN - COORDINATED STRIKE

The guards step into the corridor.

One of them reaches for his radio—too late.

- **Dante** is behind them in an instant.
- A blade flashes—one clean, silent cut.

The first guard **drops without a sound.**

★ The second guard turns—right into your elbow.

He staggers, stunned—just long enough for you to slam his head into the wall.

Both down. No alarms. No witnesses.

NAOMI COMPLETES THE SHUTDOWN

A final keystroke.

rebuild.

▼ Mana stabilizer—OFFLINE.▼ Dungeon release—CANCELED.
♦ You did it.
The swirling gate flickers, destabilizing—before vanishing completely.
Naomi exhales , shaking her head .
Naomi: "Okay. That was stressful."
Dante grins, wiping his blade clean.
Dante: "Yeah? I kinda liked it."
1 You stopped the break. Their experiment is ruined.
But Kain and Graves will know someone sabotaged them.
NEXT MOVE - TIME TO ESCAPE
☐ Exit Quietly & Leave No Trace – Slip away before they realize what happened.
☑Plant Explosives to Destroy the Facility – Make sure they can't use it again.
⚠Leave a Message for Kain & Graves – Let them know exactly who ruined their plans.
Hhat's your call, Joel?
You said: 2
ChatGPT said:
Action Chosen: Plant Explosives to Destroy the Facility

• You need to make sure they can't.

You turn to Dante.

Joel: "We're bringing this whole place down."

Dante grins.

Dante: "Now you're thinking like a real hunter."

PLANTING EXPLOSIVES - TIMED DETONATION

- ♦ Naomi pulls up the schematics.
- Dante sets charges at key structural points.
- ♦ You secure the exit—watching for more guards.
- **∑** Countdown set: 90 SECONDS.
- https://pipe.com/https:

ESCAPE TIME – HOW DO YOU GET OUT?

□Climb Through a Ventilation Shaft – Tight, but avoids any guards.

ZTake the Service Tunnels – Faster, but riskier if enemies are still around.

EUse the Main Exit & Fight Through If Needed – High risk, but quickest escape.

What's your call, Joel?

You said:

1

ChatGPT said:

Action Chosen: Climb Through a Ventilation Shaft

6 No unnecessary fights. No risks. Just a clean exit.

You turn to Naomi and Dante.

Joel: "Ventilation shaft. It's tight, but it'll keep us unseen."

Naomi **nods.**

Naomi: "I'm all for not getting shot."

Dante chuckles.

Dante: "Fine. But if I get stuck, you're pulling me out."

P CRAWLING THROUGH THE VENTS - COUNTDOWN TICKING

6 90 seconds until detonation.

The three of you move quickly, crawling through the narrow ventilation shaft.

- Metal creaks beneath you, but holds.
- ♦ You pass over the main corridors—guards below, clueless.
- ♦ The vent slopes upward. Fresh air ahead.
- ♦ You see an opening—a rusted grate leading to the surface.
- Almost there.

LAST OBSTACLE - STUCK GRATE

The exit vent is jammed.

Naomi mutters.

Naomi: "Oh, come on."

Dante kicks it.

X Nothing. It won't budge.

6 Countdown: 30 SECONDS.

HOW DO YOU FORCE IT OPEN?

□Kick It Harder – Risk Noise, But It'll Break. **Z**Use a Small Explosive – Blow It Open Fast. **™Wedge a Blade & Pry It Open – Slower, But Quieter. №** Final choice, Joel! You said: ChatGPT said: Action Chosen: Wedge a Blade & Pry It Open No noise. No panic. Just precision. **!** Countdown: 25 SECONDS. You draw a dagger and jam the blade into the vent's rusted hinges. Push. Twist. Pry. The metal groans—but it's giving. Naomi watches the timer. Naomi: "Uh—anytime now?" **FINAL PUSH—CRACK!** The grate pops free. Dante grins. Dante: "Not bad, rookie. Now MOVE." h You don't waste a second. You haul yourself out, grabbing Naomi's hand to pull her up. Dante follows, rolling onto the ground just as-❷ BOOM.