## **№ MIRA VAUGHN'S CLINIC – THE BRONX**

**Solution** You move carefully.

The "clinic" is nothing more than a **run-down**, **back-alley medical station**, hidden beneath a boarded-up shop.

The door is locked, but not reinforced. No cameras. Just a single warning sign:

1 "NO HUNTERS. NO VISITORS. NO EXCEPTIONS."

Dante **exhales sharply**.

Dante: "Well, that's inviting."

Naomi knocks once.

A gun cocks from inside.

A woman's voice—sharp, tired, and not in the mood.

Mira Vaughn: "Turn around. You're not welcome here."

6 She's here. But she's not happy.

### FINAL CHOICE - HOW DO YOU CONVINCE HER?

□Talk Through the Door – Explain the situation before she even sees you.

**ZShow Her the Recording** – Let her hear Kain and Graves herself.

**ESay Nothing & Walk In Anyway** – Force a face-to-face confrontation.

Nour move, Joel.

You said:

1

ChatGPT said:

## **Action Chosen: Talk Through the Door**

Mira Vaughn doesn't trust easily. If you push too hard, she'll shut you down—or worse.

You stay where you are, hands visible, and speak calmly.

Joel: "We're not here to waste your time. We need your help."

The gun doesn't lower.

Mira Vaughn: "I don't help Hunters anymore."

Her voice is sharp. Final.

But you keep going.

Joel: "Then help people who are about to die."

A pause. That made her hesitate.

You **push forward**.

**Joel:** "We stopped a dungeon break. The Hunter Association is behind it. They're experimenting on Hunters. The people you used to save."

Silence.

Naomi steps closer, voice softer.

Naomi: "You left because they used you, didn't you? We're giving you a chance to fight back."

### **MIRA'S DECISION**

For a long moment, nothing.

Then—**⋈** the door unlocks.

It creaks open just a crack.

Mira Vaughn stands in the shadows, a tactical pistol still in her grip.

Her green eyes study you carefully.

Mira: "...If you're lying to me, I'll put a bullet in you."

She's listening. Now you just have to seal the deal.

### FINAL MOVE - HOW DO YOU WIN HER OVER?

□Show Her the Recording of Kain & Graves – The truth, undeniable.

**ZITell Her About the Hunters Who Already Died** – Make it personal.

**EDOffer Her Something She Wants** – Find out what she needs in return.

Your final play, Joel.

You said:

ChatGPT said:

### Action Chosen: Show Her the Recording of Kain & Graves

No more words. No persuasion tricks. Just the truth.

You pull out Naomi's tablet, tap the screen, and hold it up.

- (PLAYBACK: AUDIO RECORDING KAIN & GRAVES)
- Mira hears everything.
- Vincent Graves: \*"You don't get it, do you? Those dungeons weren't breaking. They were evolving."
- Elias Kain: "Some Hunters will die, of course. But others... Some will evolve."

Her grip on the gun tightens.

She doesn't blink. Doesn't breathe.

And then—she exhales sharply.

She lowers the gun.

Mira Vaughn: "...Goddamn bastards."

She steps back, opening the door wider.



# ALLY RECRUITED - MIRA VAUGHN, COMBAT MEDIC

- ✓ +1 HEALING SUPPORT She can patch wounds mid-battle.
- ✓ +1 MEDICAL SUPPLIES You now have stim injectors & emergency meds.
- ✓ +1 INTEL She knows more about the Association's dark history.
- Nou just gained a powerful ally.

Mira crosses her arms, studying you.

Mira: "So. What's the plan?"

You exchange a look with Dante and Naomi.

It's time to decide your next move.

### **NEXT STEP - WHAT NOW?**

**□Go on the Offensive – Take the Fight to Kain Before He Strikes First.** 

ZITrack Vincent Graves – Find Out Why a 'Dead Man' Is Working with Kain.

EPrepare for an Attack - Kain Will Send Hunters After You Soon.

**h** What's your next call, Joel?

You said:

2

ChatGPT said:

Action Chosen: Track Vincent Graves - The 'Dead' Man

- Kain is dangerous—but Graves?
- A Hunter declared *dead* two years ago is somehow alive and working with the Association.

If you can **find him**, you'll learn what Kain is really planning.

## **№ MIRA'S CLINIC – STRATEGY SESSION**

Mira leans against the counter, arms crossed.

Mira: "You want to track Vincent Graves?"

She shakes her head.

Mira: "He's supposed to be dead. If he's back, either Kain brought him in, or he crawled out of hell himself."

Naomi pulls up her tablet, scanning records.

Naomi: "No bank activity. No property records. No digital footprint."

Dante clicks his tongue.

Dante: "So, we're hunting a ghost."



Mhich means you need a different approach.

### TRACKING GRAVES - CHOOSE A METHOD

□Talk to Old Hunters Who Knew Him – Someone from his past might know where he's been.

**Check the Underground for Rumors** – If a 'dead man' is walking, someone has noticed.

**Elack the Hunter Association's Internal Files** – Risky, but they *have* to have records on him.

h What's your move, Joel?

You said:

ChatGPT said:

Action Chosen: Talk to Old Hunters Who Knew Him

If Graves is back, someone from his past might know why.

You turn to Dante.

Joel: "You knew people in the upper ranks, right? Someone who fought alongside Graves?"

Dante tilts his head, thinking. Then—he smirks.

Dante: "Yeah. I know a guy."

# **№ MEETING AN OLD CONTACT – "THE UNDERTAKER"**

**↑** LOCATION: A Bar in Queens – "The Last Round"

An hour later, you step into a dimly lit dive bar, the kind where washed-up Hunters drink away bad memories.

At a **corner table**, a man sits alone—massive build, weathered face, a **cybernetic arm covered in scars**.

Dante nods toward him.

Dante: "That's our guy. Call sign: Undertaker."

• He used to run with the strongest Hunters. If anyone knows about Graves, it's him.

### **HOW DO YOU APPROACH?**

**□Be Direct** – Walk up and ask about Graves. No games.

**ZBuy Him a Drink First** – Hunters talk more when their glass is full.

**Let Dante Handle the Talk** – He knows Undertaker better.

**6** Your move, Joel.

You said:

3

ChatGPT said:

### **Action Chosen: Let Dante Handle the Talk**

6 Undertaker knows Dante. If anyone can get him to talk, it's him.

You lean back, staying quiet, letting Dante take the lead.

Dante grins and walks up to the table.

• Undertaker doesn't even look up.

**Undertaker (gruffly):** "I don't do contracts anymore."

Dante chuckles, sliding into the seat across from him.

Dante: "Good thing we're not hiring."

Undertaker finally looks up—his cybernetic fingers tapping against his glass. His eyes are sharp, calculating.

**Undertaker:** "...Didn't think I'd see you again, Dante."

Dante leans back, casual.

Dante: "Yeah, well. I'm hard to kill."

Undertaker grunts.

**Undertaker:** "That why you brought friends?"

He knows something's up. Now's the moment.

### **HOW DOES DANTE PRESS FOR INFO?**

**□Buy Him Another Drink** – Loosen him up before bringing up Graves.

**Mention Graves Directly** – Shock him into talking.

**Talk About the Hunter Association's Corruption** – See if he's already suspicious.

Your call, Joel.

You said:

ChatGPT said:

## Action Chosen: Talk About the Hunter Association's Corruption

🦰 If Undertaker has suspicions about the Association, he might open up on his own.

Dante leans forward slightly, lowering his voice.