

You slip inside and spot the **filing cabinet**. A quick tug—it's unlocked. Lucky you. Flipping through folders, you find what you're looking for:

### **RAID REPORT: "Gate Incident – Dante Cross"**

You skim the document quickly, memorizing what you can.

### **What You Learn:**

- The **raid was A-Rank**, but something changed inside the dungeon. The mana levels spiked to **S-Rank**, making it a death trap.
- Dante's team included **five elite Hunters**. All were considered high-level fighters.
- They **never made it out**. Their bodies were never recovered.
- The last recorded message from Dante's raid leader simply said: **"We were wrong. It's awake."**
- After the mission, Dante refused all interviews. He quit the Association and disappeared.

You barely have time to process this when you hear **footsteps approaching**.

### **What Do You Do?**

☐ **Hide in the Break Room** – Let them pass, then slip out quietly.

☒ **Walk Out Casually** – Act like you belong. If you don't look guilty, no one will question you.

☐ **Steal the File** – If you take it, you have physical proof. But if they catch you, you're in serious trouble.

What's your move, Joel?

**You said:**

2

**ChatGPT said:**

### **Action Chosen: Walk Out Casually**

You take a deep breath, straighten your posture, and walk out like you belong. No hesitation. No guilt. Just another Hunter going about his business.

As you step into the hallway, a **Hunter Association officer** passes by, barely glancing at you. You nod in greeting, and he doesn't even acknowledge you.

Perfect.

You make your way back to the lobby, heart pounding, but you keep your face neutral. The receptionist doesn't look up from her phone as you pass.

Once you're safely outside, you let out a slow breath. **You did it.**

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## What You Know About Dante Cross

- His last mission **went horribly wrong**. The dungeon spiked from **A-Rank to S-Rank** unexpectedly.
- **His entire team was lost**. No bodies were ever found.
- The final message from the raid leader: **"We were wrong. It's awake."**
- Dante hasn't spoken about it since.

This isn't just a failed mission. **Something inside that dungeon changed him**. If you bring this up, it might be the key to convincing him to train you.

Now, it's time to meet him.

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## Next Move:

❑ **Head straight to Dante's warehouse** – No more delays. You've got the info, now it's time to use it.

🔍 **Do more research** – Try to find out **what "It" is** before confronting Dante.

🛠️ **Prepare first** – Get better gear, train a little, or earn some money before meeting him.

What's the move, Joel?

You said:

1

ChatGPT said:

## Action Chosen: Head Straight to Dante's Warehouse

You don't waste any more time. **Dante Cross is the key to your survival**, and now you have something that might actually make him listen.

You make your way to **Brooklyn**, following the address on the slip of paper. The deeper you go, the fewer streetlights work. The roads get quieter, the buildings more run-down. Finally, you reach an old **abandoned warehouse** on the edge of the docks.

The place is silent. No lights, no movement. But you **feel** something—like you're being watched.

You step closer and suddenly—

⇒ THWIP!

An **arrow buries itself into the ground inches from your foot.**

A voice echoes from the darkness above.

???: *"If you take one more step, the next one goes through your throat."*

You look up and spot a **figure crouched on the warehouse roof**. A hooded man, bow in hand, perfectly still—like a predator waiting to strike.

**Dante Cross.**

His presence is overwhelming. Even in the darkness, you can tell—he's not a normal man. He **moves like a shadow**, his bow drawn and steady, despite the fact that he hasn't worked as a Hunter in years.

**Dante:** *"State your business. Now."*

You hold your ground. You didn't come this far to be scared off by a warning shot.

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## How Do You Respond?

1 **Be Direct** – "I know what happened in your last raid. I want to know the truth, and I want you to train me."

2 **Challenge Him** – "You're supposed to be an S-Rank. If you're still that good, prove it. Train me."

3 **Offer a Deal** – "You don't have to train me for free. Name your price—I'll do whatever it takes."

What's your move, Joel?

**You said:**

1

**ChatGPT said:**

**Action Chosen: Be Direct**

You **hold your ground**, meeting Dante's gaze without flinching.

**Joel:** *"I know what happened in your last raid."*

For the first time, he moves. His grip on the bow tightens slightly—a **reaction**. You press on.

**Joel:** *"The dungeon was supposed to be A-Rank, but it spiked to S-Rank. Your whole team was lost. And the last message from your raid leader... 'We were wrong. It's awake.'"*

A long silence. **The air feels heavier.**

Dante lowers his bow slightly, but his eyes **narrow**—calculating, assessing.

**Dante:** *"And where exactly did you get that information?"*

He's testing you. You could lie, but an S-Rank Hunter would see through it.

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## How Do You Answer?

❑ **Tell the Truth** – "I got it from the Hunter Association's records. I needed something to make you take me seriously."

⌘ **Be Vague** – "I have my sources. The real question is, what was 'It'?"

⌘ **Turn It Around on Him** – "Does it matter? I know. The real question is why you walked away from it all."

How do you handle this, Joel?

**You said:**

1

**ChatGPT said:**

## Action Chosen: Tell the Truth

You keep your voice steady.

**Joel:** *"I got it from the Hunter Association's records. I needed something to make you take me seriously."*

Dante stares at you for a long moment, his expression unreadable. Then, in a single smooth motion, he **shoulders his bow and drops down from the roof**. He lands without a sound, standing barely a few feet away from you now.

Even though he's not aiming at you anymore, the pressure in the air is suffocating. **This man is dangerous.** Every instinct tells you that if he wanted you dead, you'd already be bleeding out on the ground.

**Dante:** *"You went through all that trouble just to find me?"*

**Joel:** *"Yeah."*

A pause. Then, unexpectedly—Dante **chuckles**. It's quiet, bitter.

**Dante:** *"You've got guts, rookie. Stupid, but gutsy."*

He turns and starts walking toward the warehouse entrance. Without looking back, he **motions for you to follow**.

**Dante:** *"Fine. You want training? Step inside. But if you waste my time, you won't be walking out."*

You swallow hard, but your feet move before your brain can second-guess it. **This is it.**

You step into the darkness after him.

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## **Training Begins – The Rogue's Path**

Inside, the warehouse is almost empty. A few scattered crates, some makeshift targets along the far wall. This isn't a home—it's a **den**. A place for someone who doesn't want to be found.

Dante crosses his arms, studying you like a problem to be solved.

**Dante:** *"Let's get one thing straight. I don't take students. You're here because I'm curious—why a rookie would dig up my past just for the chance to train."*

His eyes darken.

**Dante:** *"So here's your first test."*

 **"If you can land a single hit on me, I'll train you. If you can't, you leave and never come back."**

He **tosses you a wooden training bow**. No arrows—just the weapon. Meanwhile, he stands there, completely open, not even bothering to draw his own weapon.

**Dante:** *"Whenever you're ready."*

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## **First Test – Hit Dante Cross**

(But how? He's an ex-S-Rank Rogue. If he's not even drawing his weapon, it means he doesn't think you stand a chance.)

**Strategy:**

1 **Speed & Aggression** – Rush him, swing with the bow, force him to react.

2 **Fake Him Out** – Act like you're attacking one way, but strike another.

3 **Play Dirty** – Throw something, use the environment, do anything to land a hit.

How are you going to prove yourself, Joel?

**You said:**

2

**ChatGPT said:**

**Action Chosen: Fake Him Out**

Dante Cross isn't just strong—he's **experienced**. If he's not even **drawing his weapon**, it means he doesn't consider you a threat. You need to change that.

You grip the wooden bow, adjusting your stance. **Don't just attack blindly. Make him commit.**

You **lunge forward**, swinging the bow like you're trying to slam it into his side—an obvious move.

Dante **doesn't even blink** as he sidesteps effortlessly.

But you were counting on that.

At the last second, you **twist your body**, shifting your weight mid-swing. Instead of following through, you **let go of the bow, letting it drop—then immediately spin, throwing an elbow at his blind spot.**

For the first time—**Dante's eyes widen.**

💥 **Your elbow barely grazes his chest.**

It's not a solid hit, but it's **contact.**

Dante immediately **disappears from your sight**, reappearing behind you **before you even process what happened.** A cold shiver runs down your spine as you feel the faintest pressure of his hand near your neck—if this were a real fight, you'd be dead.

Then he steps back.

**Dante:** *"Hmph."*

He looks down at his chest where you **barely landed the hit**. Then, for the first time since you met him, he **actually looks impressed**.

**Dante:** *"Sloppy, but smart."*

He crosses his arms, nodding slightly.


**Dante:** *"Alright, rookie. You've got instincts. That's more than I can say for most."*

Then, finally—

**Dante:** *"Training starts tomorrow."*

## **Training Arc Unlocked – The Rogue's Path Begins**

You did it. You got Dante Cross—the **Ghost of the S-Ranks**—to train you. But this is just the beginning.

 **You have no idea what you've just signed up for.**

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### **Next Steps:**

Dante won't go easy on you. You have tonight to prepare before training begins.

1 **Rest & Recover** – You'll need your strength. Sleep early and start fresh.

2 **Explore the Warehouse** – See if you can learn anything about Dante while he's not watching.

3 **Train on Your Own** – Get a head start. Push yourself before he does.

What's your next move, Joel?

**You said:**

2

**ChatGPT said:**

### **Action Chosen: Explore the Warehouse**

Dante disappeared into a back room after your "test," leaving you alone in the dimly lit warehouse. He didn't tell you to leave, so you take the opportunity to **look around**.