

Joel: *"This dungeon—it's not stable."*

He **doesn't react at first**.

Dante: *"Explain."*

You **relay everything**—the mana fluctuations, the possible **rank spike, the trap**.

For a second, Dante just watches the gate, his expression unreadable. Then—

Dante: *"Figures."*

You blink.

Joel: *"You knew?"*

He lets out a dry **chuckle**.

Dante: *"Not exactly. But I had a feeling something was off. Call it instinct."*

His smirk fades.

Dante: *"If this dungeon really is higher than D-Rank, these rookies are walking into a slaughter."*

Your **stomach tightens**.

You glance at the group of **newbie Hunters** preparing to enter. **They don't know**.

Some are joking around, stretching, checking their gear—**completely unaware that they might be walking into a death trap**.

💀 You need to make a choice.

Your Next Move

❑ **Warn the Rookie Hunters** – They deserve to know the risk. But if you cause panic, the Association might interfere.

🔗 **Convince Dante to Go In With You** – If it's a trap, you'll need him watching your back.

🔗 **Follow a Party Inside and Investigate** – Stay quiet, go in with them, and confirm the truth firsthand.

What's your call, Joel?

You said:

1

ChatGPT said:

Action Chosen: Warn the Rookie Hunters

You **can't stay silent**. If this dungeon is a trap, these rookies are walking into **a massacre**.

You **jump down** from the rooftop and make your way toward the gathering Hunters. Some are checking their gear, others joking around—**none of them realize the danger**.

You don't have much time.

How Do You Warn Them?

❑ **Be Direct** – “This dungeon isn't stable. If you go in unprepared, you might not come out.”

❑ **Be Subtle** – Ask if anyone has checked the mana levels, make them second-guess the situation.

❑ **Call Out the Hunter Association Staff** – Put pressure on them to admit something's wrong.

What's your approach, Joel?

You said:

2

ChatGPT said:

Action Chosen: Be Subtle

You **don't panic them**. If you come in too strong, they might **ignore you—or worse, report you**.

Instead, you **play it smart**.

You approach a small group of rookie Hunters—**three guys and a girl, all D-Ranks**. They're tightening their armor, checking weapons. **Confident. Too confident.**

Joel: *“Hey, quick question—did anyone check the mana levels on this gate?”*

They glance at you. One of the guys—a **tall, tank-type Hunter** with a greatsword—**frowns**.

Tank Hunter: *“What do you mean? It's a D-Rank.”*

Joel: *“Sure, but did anyone actually verify that?”*

They **exchange looks**. Uncertainty creeping in.

The girl—a **dagger-wielding rogue, like you**—narrows her eyes.

Rogue Hunter: *“Wait... what are you saying?”*

You **shrug, keeping your voice casual**.

Joel: *“Just that the Hunter Association’s analyst was acting weird. Kept double-checking readings. Looked stressed.”*

Now **they’re paying attention**.

The **tank shifts his grip on his sword**.

Tank Hunter: *“...That’s not normal.”*

You **nod**.

Joel: *“D-Ranks are supposed to be predictable, right? So why was she acting like something didn’t add up?”*

They fall silent. The idea has **taken root**.

Then—

🔥 **“Hey! What are you telling them?”**

A voice **cuts through the conversation**.

You turn to see a **mid-tier Hunter**—a **C-Rank swordsman**, part of another party. **He’s glaring at you**.

💀 **Shit. He overheard.**

How Do You Handle This?

❏ **Stay Calm, Play It Off** – “Nothing serious, just making sure we’re all prepared.”

❏ **Challenge Him** – “I’m saying we don’t know if this dungeon is really D-Rank. You wanna bet your life on it?”

❏ **Deflect & Walk Away** – Avoid the confrontation and let doubt spread on its own.

What's your move, Joel?

You said:

3

ChatGPT said:

Action Chosen: Deflect & Walk Away

You **don't engage**. The more you argue, the more attention you'll draw.

You **hold up your hands casually**.

Joel: *"Relax, man. Just talking strategy. You do your thing."*

Then, **without waiting for a response, you turn and walk away**.

Behind you, you hear the **rookie Hunters whispering among themselves**. You planted the doubt—**now it will spread on its own**.

Back to Dante

You climb back onto the rooftop, where Dante is still **watching the gate**.

He doesn't look at you, but you can tell—he **saw everything**.

Dante: *"Smooth."*

You shrug. **You did what you could**.

The first **rookie party hesitates at the gate**. They're **discussing something now, looking unsure**.

A few minutes later—**one of them walks away**.

🔥 **One life saved**. Maybe more.

Dante finally **glances at you**.

Dante: *"You could've forced the issue. But instead, you let them make the choice themselves."*

A pause. Then—a **small nod of approval**.

Dante: *"Not bad, rookie."*

But then his expression **darkens**.

Dante: *"We've wasted enough time. If this dungeon really is a trap..."*

He turns toward the gate.

Dante: *"We need to see it for ourselves."*

💀 Time to move.

🔥 ENTERING THE DUNGEON 🔥

1️⃣ **Go in with Dante (Duo Raid)** – No distractions. Just you and him.

2️⃣ **Follow the Remaining Rookie Party** – Stay hidden, let them go first, observe.

3️⃣ **Wait Outside a Little Longer** – See if anything strange happens before committing.

What's your next move, Joel?

You said:

1

ChatGPT said:

Action Chosen: Go in with Dante (Duo Raid)

🔥 No more waiting. No more hesitation.

You exchange a look with Dante. He nods once, then moves—**smooth, controlled, no wasted motion.**

You follow him toward the **gate.**

As you pass, a few Hunters glance your way, but **no one stops you.**

💀 They have no idea what they're walking into.

Then—

🌟 **WHOOSH.**

The **moment your body crosses the shimmering blue veil of the gate**, the world **shifts.**

🔑 INSIDE THE DUNGEON

A **cold rush of air** hits your face. The moment your vision clears, you realize—**this isn't a normal D-Rank dungeon.**

You and Dante stand in a **vast, ruined temple**, covered in creeping black vines. The stone floor is cracked, glowing faintly with **red veins of energy**. The **air is heavy**—thick with mana.

Your **instincts scream at you.**

Joel: *"...This place doesn't feel D-Rank."*

Dante **kneels**, touching the ground lightly with his fingertips. His expression hardens.

Dante: *"Because it's not."*

🔥 **Your worst fear is confirmed.**

💀 **This dungeon is ranked higher than it's supposed to be.**

What's Your First Move?

🔍 **Scout the Area** – Look for enemies, traps, or anything unusual before going deeper.

🚪 **Check for an Exit** – Make sure the gate is still open in case you need to retreat.

👤 **Let Dante Lead** – He's the experienced one. Follow his instincts.

What's your call, Joel?

You said:

3

ChatGPT said:

Action Chosen: Let Dante Lead

🔥 **You trust your instincts—but Dante's been doing this longer. Right now, he's your best chance at survival.**

You **step back, lowering your stance, staying alert.**

Joel: *"You take point."*

Dante **glances at you**, his sharp eyes scanning your face. Then he nods once.

Dante: *“Smart choice.”*

🗝️ MOVING DEEPER INTO THE DUNGEON

Dante moves **like a shadow. Silent. Precise.** You mirror his steps as the two of you advance into the **ruined temple.**

The deeper you go, the worse the feeling gets. **The air is thick with mana.**

Then—Dante **stops.**

His hand **snaps up** in a fist. **A silent signal: Stop moving.**

Your breath **catches.** You **don’t move.**

Then you hear it.

💀 **A faint clicking sound—like claws scraping over stone.**

ENEMY ENCOUNTER – SOMETHING IS WATCHING YOU.

The ruins are **dead silent.** But you can **feel it.** Something is **nearby. Watching. Waiting.**

Dante **narrows his eyes.** Slowly, he **reaches for an arrow.**

Dante (whispering): *“We’re not alone.”*

Then—

🔥 **A shadow moves.**

From the darkness, **a figure emerges.**

ENEMY IDENTIFIED: ???

🦋 **Six blackened, clawed limbs crawl from the ceiling.**

💀 **Its body is twisted—humanoid, but unnatural.**

👁️ **Two glowing white eyes snap toward you, unblinking.**