lt moves. Fast. Too fast.

Then—it lunges.

REACTION TIME - WHAT DO YOU DO?

Dodge and Counter – Use your rogue agility to evade and strike.

ZFire First – Take the shot before it reaches you.

Let Dante Handle It – Stay back and watch how he fights.

Decision needed—NOW.

You said:

2

ChatGPT said:

Action Chosen: Fire First

No hesitation. No second-guessing.

Your fingers snap to the bowstring, an arrow already in place. The creature is mid-lunge.

€ THWIP!

The arrow flies.

☒ DIRECT HIT—HEADSHOT!

The creature jerks mid-air, screeching as the arrow slams between its glowing white eyes.

But—it doesn't stop.

Your stomach drops.

The arrow hit—but didn't kill.

lt's still coming.

DANTE REACTS

Before you can even blink—

€ TWANG!

Dante fires his own arrow.

◯ CRACK!

It pierces the creature's throat, twisting its body mid-air.

It slams into the ground, thrashing, clawing—before finally going still.

A second of silence.

Then—Dante glances at you.

Dante: "Good reaction time."

A pause. Then—he frowns.

Dante: "But that thing should've died in one hit."

Your pulse is still racing. He's right. That arrow should've dropped it instantly.

But it didn't.

Which means—

This dungeon is way stronger than D-Rank.

What Now?

Examine the Creature's Body – Find out **why** it didn't die instantly.

Check Your Surroundings – If there was one, there might be more.

EPush Forward Quickly – If you waste time, stronger enemies might show up.

What's your call, Joel?

You said:

ChatGPT said:

Action Chosen: Examine the Creature's Body

6 Something is wrong.

You step closer to the corpse, bow still in hand, heart pounding.

Up close, the creature looks even more unnatural. **Humanoid, but twisted.** Its **blackened skin is cracked**, almost like **burned stone**, with glowing **veins of red mana pulsing underneath.**

Not normal. Not D-Rank.

You crouch and touch its skin-

h It's warm.

Like it's still alive.

You jerk your hand back, eyes narrowing. Then you check your arrow—the one you fired straight into its head.

Your stomach drops.

The wound is **closing**.

DANTE NOTICES IT TOO

Dante steps forward, pulling his own arrow from its throat. The moment he does—

h The wound starts sealing.

You both back away immediately.

Dante: "...Tch. That's not normal."

His tone is sharper now. More serious.

He narrows his eyes at the creature. Then, quietly-

Dante: "We're dealing with regeneration."

Your pulse spikes.

A regenerating dungeon monster? In a fake D-Rank? This is bad.

Dante suddenly turns toward you.

Dante: "We need to find the source."

He nods toward the deeper part of the ruins.

Dante: "Something in this dungeon is keeping these things alive. If we don't find it, we'll be fighting forever."



Nou need to move.

Next Move – How Do You Proceed?

■ Move Fast & Quietly – Get deeper into the ruins before more show up.

ZSet a Trap – If they're regenerating, test if fire or mana suppression slows them down.

Ellry to Track the Mana Source – If something is keeping them alive, you might be able to sense it.

What's your next call, Joel?

You said:

ChatGPT said:

Action Chosen: Try to Track the Mana Source

🦺 If something is keeping these creatures alive, you need to find it—fast.

You close your eyes for just a second, focusing.

You're no mage, but every Hunter can sense mana. Some are better at it than others—Dante, for example, barely has to try.

For you? It's more like a gut feeling.

You slow your breathing. The dungeon is wrong. The mana isn't flowing normally—it's concentrated.

Somewhere deeper inside, there's something pulsing.

Your eyes snap open.

Joel: "I think I can feel it. It's... that way."

You point toward a collapsed archway leading into the lower levels of the temple.

Dante watches you for a moment, then nods.

Dante: "Good. Then we move."

MOVING DEEPER INTO THE DUNGEON

The air gets heavier as you descend. Every step feels wrong.

The temple's architecture shifts—less ruin, more unnatural formations. The red veins of mana pulse brighter, stronger.

Then, you hear it—

More clicking. More movement.

6 Not just one. Multiple.

Dante stops. He glances at you.

Dante: "We're getting close. But we've got company."

ENEMY ENCOUNTER - MULTIPLE TARGETS

More of those regenerating creatures. You can hear at least four, maybe more.

You and Dante are outnumbered—but you have the advantage of surprise.

How Do You Handle This?

□Ambush First – Take them out quickly before they react.

ZStealth Past Them – Avoid the fight, get straight to the mana source.

ELure Them Into a Bottleneck – Control the fight by forcing them into a narrow passage.

What's your move, Joel?

ChatGPT said: **Action Chosen: Stealth Past Them** 🦰 Fighting is risky. If these creatures regenerate, there's no point wasting energy. You need to get to the source. You meet Dante's gaze and tap two fingers to your chest—a rogue's silent signal for stealth. Dante gives a slight nod. Then—you both move. **Silent. Precise. Ghosts in the dark.** STEALTH CHECK - SLIPPING PAST THE ENEMIES The creatures crawl along the ruined walls, their glowing white eyes scanning the area. Their claws scrape against stone, twitching at every shift in the dungeon's energy. You press against the shadows, moving low and slow. Dante moves just ahead of you, his steps completely silent. You mirror his movements. One of the creatures twitches. It snaps its head toward your position. Your breath catches. Do you react?

Freeze Completely – Trust your positioning. If you don't move, it might not see you.

ZShift Behind Cover – Slow, careful movement to break its line of sight.

Distract It – Throw a small object to make it look elsewhere.

You said:

Your next move, Joel?

You said:

2

ChatGPT said:

Action Chosen: Shift Behind Cover

6 Slow. Controlled. No sudden movements.

The creature's glowing white eyes scan the area. You feel its gaze pass over you—too close.

If you move too fast, you're dead.

You **adjust your weight**, inching behind a **half-broken pillar**. **Every muscle in your body screams to run—**but you don't. **You move like a shadow**.

Then—

f The creature twitches.

It snaps its head in another direction.

It didn't see you.

You're clear.

Ahead, Dante is already watching. His sharp eyes glint in the dim light, approving.

Dante (whispering): "Good instincts."

Then, he motions for you to follow. You slip past the creatures—silent, unseen.

P DEEPER INTO THE TEMPLE - THE SOURCE

The tunnel opens into a massive underground chamber.

The red mana veins pulse like a heartbeat.

At the center of the room, embedded in the stone—

A floating black crystal, glowing with dark energy.

Your chest tightens.

Joel: "...That's it."

Dante's expression darkens. His hand moves to his bow.