Dante: "Hope you didn't think passing my tests meant you were ready."

He finally glances at you, eyes cold.

Dante: "You're not. But we don't have time."

He tosses something your way. You catch it instinctively.

MISSION NOTICE: D-Rank Dungeon Raid

Your stomach tightens.

Dante: "Your real training starts now, rookie. Time to see how you handle a real hunt."

(2) FIRST REAL HUNT: CHOICES (2)

You have a few options for how to approach this first dungeon raid.

□oin a Rookie Party

- Strength in numbers.
- Less risk, but you won't get all the experience.
- Other rookies might slow you down.

ZGo In With Dante (Duo Raid)

- Extreme risk. If something goes wrong, you're on your own.
- Full experience. No one to hold you back.
- Dante will **not** save you if you screw up.

EScout the Dungeon First

- You'll learn more before committing.
- Could help you find an advantage or hidden threats.
- If you wait too long, the dungeon might close or get raided by another team.

Dante watches you, waiting.

Dante: "What's it gonna be, rookie?"

What's your move, Joel?

You said:

3

ChatGPT said:

Action Chosen: Scout the Dungeon First

You don't rush in blindly. That's how rookies die.

Joel: "I want to scout the dungeon first."

Dante raises an eyebrow—then smirks slightly.

Dante: "Good answer."

He slings his bow over his shoulder and starts walking toward the warehouse exit.

Dante: "Then move. The longer we wait, the less there is to learn."

OUTSIDE THE DUNGEON GATE - BROOKLYN, NEW YORK

You and Dante arrive at the site of the dungeon.

It's a standard **D-Rank Gate**, glowing with an eerie **blue shimmer**. A **small group of Hunters** is gathered nearby—some preparing for a raid, others waiting for their party members.

Dante **doesn't go near them.** Instead, he leads you to a nearby rooftop overlooking the entrance. **A perfect scouting position.**

He kneels, scanning the area. You do the same.

Dante: "We don't have long. Watch, listen, and tell me what you see."

Q SCOUTING OPTIONS

****DWatch the Other Hunters Entering**

- See how experienced they are.
- If someone looks strong, they might be useful—or dangerous.

ZLook for Signs of Dungeon Instability

- If the mana is acting weird, the gate could be unstable.
- A **D-Rank dungeon that spikes in power** could be lethal.

XObserve the Hunter Association Staff Nearby

- The Association monitors all dungeon gates.
- If something unusual is happening, they might know.

Dante waits for your answer.

Dante: "Well? What's your play, rookie?"

What do you focus on?

You said:

3

ChatGPT said:

Action Chosen: Observe the Hunter Association Staff

You shift your focus away from the Hunters and onto the **Hunter Association staff** near the gate.

They're standing by a small **monitoring station**, dressed in official **H.A. uniforms.** Most of them look **bored**—just another day, another low-tier dungeon.

But one of them... doesn't.

A young data analyst, maybe mid-20s, is typing rapidly on a tablet, frowning. She keeps glancing at the gate, then back at her screen.

Something's wrong.

What You Notice:

- She's **running calculations**, checking something repeatedly.
- She keeps whispering to another staff member, looking tense.
- One of the other workers **shakes his head**, as if telling her to drop it.

Dante follows your gaze and smirks.

Dante: "Caught something, huh?"

You nod. Something's off.

You could **ignore it and go in blind**, but if this dungeon isn't as stable as it looks, **you need to know.**

What Do You Do?

□Approach the Analyst Directly – Ask her what's wrong. She might talk if you press her.

Eavesdrop from a Distance – Stay hidden and listen. If she's nervous, she might say something important.

EAsk Dante for His Insight – He's an ex-S-Rank. If something's wrong, he might sense it.

What's your move, Joel?

You said:

1

ChatGPT said:

Action Chosen: Approach the Analyst Directly

You **make your way down** from the rooftop, moving toward the Hunter Association's monitoring station. Dante doesn't stop you—he just watches, curious.

The analyst is still **focused on her tablet**, **muttering to herself**. She doesn't notice you approach at first.

You clear your throat.

Joel: "Something wrong with the dungeon?"

She **jumps slightly**, eyes snapping to you. Behind her, one of the other staff members—an older man—**gives you a warning look.**

Analyst: "What? No—uh, everything's fine."

She forces a smile. Too forced. She's lying.

The older staff member steps in.

Senior Official: "Move along, Hunter. D-Rank Gates are standard procedure."

Something's off. The analyst wants to say something—but she's being shut down.

How Do You Handle This?

□Press Her Gently – Keep your voice calm, but let her know you can tell she's hiding something.

Call Out the Senior Official – Confront him. If he's silencing her, there's a reason.

∑Slip Her a Note – A guiet way to let her give you information without her boss knowing.

What's your move, Joel?

You said:

3

ChatGPT said:

Action Chosen: Slip Her a Note

You don't push. Pressing too hard might scare her off—or worse, get her in trouble.

Instead, you reach into your pocket, pretending to adjust your gear. In one smooth motion, you tear off a small scrap of paper and write quickly.

✓ "If there's danger, nod once. If you can't talk, meet me behind the station in five minutes."

As you pretend to adjust your wrist wrap, you slip the note onto her tablet.

She glances down, eyes widening slightly.

For a moment, she hesitates. Then—

- A She nods. Just once.
- There's something wrong with this dungeon.

But before you can react, the **Senior Official steps in between you.**

Senior Official: "I said—move along, Hunter."

His tone is firm, dismissive.

The analyst lowers her gaze, saying nothing. She's scared.

Next Move:

□Walk Away Casually, Then Sneak to the Meeting Spot – Avoid drawing suspicion but still get the info.

Push the Official for Answers – If he's covering something up, force him to admit it.

EReturn to Dante and Tell Him Everything – He might have insights on what's going on.

What's your move, Joel?

You said:

1

ChatGPT said:

Action Chosen: Walk Away Casually, Then Sneak to the Meeting Spot

You don't react. No change in expression, no hesitation. Just a simple nod as if you bought their lie.

Joel: "Got it. Just wanted to be sure."

Then, you turn and walk away.

Dante is still watching from the rooftop. As you pass beneath him, he **raises an eyebrow slightly.**

But you don't stop.

FIVE MINUTES LATER - BEHIND THE MONITORING STATION

You **move quietly**, keeping close to the walls. The Association's station is **small**, **but well-quarded**—you need to be careful.

A minute passes. Then another.

Soft footsteps.

The analyst slips into view, glancing around nervously. She looks stressed, but determined.

She doesn't waste time.

Analyst (whispering): "This dungeon—it's not stable."

You tense.

Joel: "How unstable?"

She swallows.

Analyst: "We're reading **mana fluctuations.** The dungeon is spiking and dropping like it's trying to hide its true rank."

Joel: "Meaning?"

She meets your eyes, voice deadly serious.

Analyst: "It might not be D-Rank. It could be a trap."

? Your blood runs cold.

What Now?

□Tell Dante Immediately – He needs to know. If this is a fake D-Rank, it could be lethal.

ZWarn the Other Hunters – If they go in unprepared, they could die.

EGo Inside Anyway—But Carefully − If it's a trap, you need to **see what's really going on.**

What's your move, Joel?

You said:

1

ChatGPT said:

Action Chosen: Tell Dante Immediately

You don't waste time.

Joel: "Get out of here. I'll handle it."

The analyst hesitates, then **nods quickly** before slipping back into the station.

You **move fast**, cutting through the crowd of Hunters gathering at the gate. **Dante is still on the rooftop**, watching.

You scale a nearby ladder and land beside him.