"Didn't you say that you'd rather 'not risk' having sex with one of these monsters?" Ciel immediately questions me, her juicy lips curled into a disapproving pout.

"The one with a dick isn't this one, right?" I question and turn to the guide Companion.

"No, it isn't, but I… don't know if this one is 'interested' in sex, Your Highness," the diligent golden elf politely answers with a pretty smile.

"We can have Hana find out, but I don't want *you* to risk yourself," Alissa explains, distracting me from admiring this elf's beauty.

"Well, alright…" I hum in acceptance.

And so, Hana strips while we make a hole in a daisy-like Dancer's head. We carve out the center part so that her face is unobstructed, but it makes her look really silly as it fits around her face like a hood.

Now ready, she fearlessly walks towards the boss and stops right behind the bait Flower Dancer woman, but the monster doesn't react, so Hana taps her shoulder.

The Dancer turns around, and its rose head seemingly stares at Hana's face for a long moment. We're behind her, at the edge of the arena, but the Dancer doesn't seem to have noticed us, though the guide says that these monsters have magical vision comparable to a humanoid's.

"Wanna fuck?" Hana courteously inquires with a grin.

Almost immediately, four vines sprout from the grass, but they grow so slowly that they don't seem hostile. They slither towards Hana, then climb up her body and start to wrap themselves lightly around her limbs.

Once they have a good hold of her, they lift her up and spread her legs apart. She stares at the Dancer expectantly, her pussy quickly warming up with anticipation, while the Companions keep a hand on their weapons and everyone else prepares to masturbate.

Hana's legs are spread wide, baring her eager entrance to the monster. Then it takes a step forward, and its clit starts to enlarge.

Wait…

My fucking disobedient dragonkin's grin only widens as a penis quickly begins to form and approach her inviting entrance.

But I cut her delight short by summoning her.

"It was fun while it lasted," she immediately states with a shrug and takes off the silly daisy hood. The vines that were holding her start to twitch randomly, almost like they're confused about where their mating partner has gone, but the bait Dancer simply turns back around as its penis returns to being just a clit, then resumes staring at nothing in particular.

"So, I guess this one is just like that one monster type with the dick and pussy?" Roxanne curiously questions our guide.

The pretty elf nods, holding back a wry smile. "Yes, it seems to be. I believe that nobody had ever tried to have sex with this one before since you have to fight it to get the treasure chest."

And the girls give me sympathetic eyes as my disappointed face looks too cute.

Then Alissa pats my horned head to comfort me as she asks, "Why do you want to fuck it?"

I smile embarrassedly at how kind and accommodating they're being regarding my sex addiction, then I start to explain, "The main reason is that it seems that nobody's tried it before, and the second reason is that this looks like a test. The boss is completely peaceful, which is suspicious, and the chest basically ensures that every adventurer will attack it, which is even more suspicious. Surely, there's a secret behind this boss, right?" And I give everyone a pointed look.

"'Boss'?" one of the Companions hums confusedly.

Right, the girls understand what I mean because of [*Bind*], but that's a gaming term. And the golems feel an urge to explain what I mean, but they aren't here, so they keep quiet.

So I explain myself, "What do you call this type of monster? Special fight? It's a challenge, different from the usual fight around here."

"'Challenge monster' is a common term," she calmly replies.

"'Boss' makes it sound like it's a Leader-type," Alissa adds.

I hum in understanding and continue, "Anyway, this monster is special and could be a piece of the dungeon's puzzle."

My slutty fox intensifies her caressing and gives me an intense stare. "Well, I still don't like you attempting to fuck a monster that's *obviously* a trap."

Considering it grew a dick, that works in both meanings of the word.

"Could've invited Urmeie," Yunia casually suggests.

"Would be fun to watch her get fucked by this," Hana remarks, and the girls hum in agreement, even the Companions.

My voyeur fetish of watching women get fucked has been growing lately, so I also find the idea rather interesting. It might help with Urmeie's thirst for me if I get her regularly bred.

"I didn't know tentacle rape was on the menu in this dungeon," I hum dreamily.

"What about the Companions?" Roxanne cheekily asks and turns to them.

"We pride ourselves in being loyal to our King," the guide immediately declines, and the others nod along.

"Also, this looks like a boring tentacle fuck," Hukarere adds, unimpressed by the vines' fucking potential.

But this means that there's nobody around that can fuck this thing.

"Are you *sure* you have to *fuck* it?" Alissa questions me sternly, still patting my head because she can't stop herself now that she's started.

"Well, no," I wryly admit.

"There are no clues indicating that the monsters here are particularly lewd," Ciel wisely adds, further shooting down my plan of monster sex.

"What about the key-like mana-storage gem thingy?" Lina quietly questions.

And our dear angel immediately jumps onto that. "Yes, we could just *ask* for it."

"Alright…" I begrudgingly accept. It doesn't hurt to try.

Hana puts on the silly flower hood again, and I realize that she's basically wearing someone's face in a very crude and gruesome way. It's amazing that the boss doesn't just screech in terror and try to run away the moment it sees her.

And the fearless dragonkin does the same thing she did the first time. She stops behind the bait Dancer, touches its shoulder, then boldly requests with a grin, "Can we have the gem-key-thing that's playing this music?"

The elf monster raises her index finger at Hana, then suddenly strikes a flamboyant pose, almost like a JoJo character. The elf holds it for a couple of seconds before spinning in place like a ballerina and returning to her neutral posture.

"What the fuck?" Hana blurts out, and her sentiment is mirrored in our minds.

A very heavy silence falls over all of us as we have no idea how to react to this.

But then, a gem suddenly lights up above my head.

"Wait…! Is this a challenge for a dance-off?!" I exclaim and look around.

"A dance-what?" Alissa grunts confusedly.

"Hana! Mirror her moves!" I shout as I hastily switch up Hana's points and give her level 10 in [Dancing]. The bait Dancer doesn't even react to my voice, as if only Hana exists in its view.

"Alright…" our naked wife hums back. Then her eyes open wide as the skill gives her a very strong intuition about how to move her body, and she grins in excitement.

She doesn't just copy the Dancer's moves; she *improves* upon them. With level 10 in [Dancing], she may as well be a Goddess in how to move her body alluringly. And with her glorious, mane-like red hair, delicious and kissable muscles, and pinchable, perfectly round tits, she has the body to play the part of a divine dancer.

The Flower Dancer doesn't react to her reply, but it immediately performs another, more complicated move, which Hana repeats and improves on. And so, a very arousing Simon Says begins as Hana dances her heart out.

"How is Her Highness Hanafuria so good at dancing?" one of the Companions asks absentmindedly, mesmerized by her magnificence.

"Secret," I smugly answer.

"Cheating," Ciel adds and flashes me a smirk.

Then we go silent as we gaze upon Hana's jiggly bits, and I become too entranced by them to notice the Dancer's moves gradually growing more reckless and less gracious. It's actually Gify who eventually points it out with a chirp, and Lina is the one least enthralled, so she starts paying attention to the Dancer as everyone else is too busy salivating over the red-haired Goddess.

The bait monster clearly has a thinner and weaker body, so it's no surprise that it shows signs of tiredness first, especially since it seems to be trying to one-up its own moves to match Hana's glorious dancing. But the difference in skill only becomes more clear the longer this match continues.

And the Dancer's frustration finally bursts out as the monster suddenly slips and falls on its ass, then begins to thrash about like a child throwing a tantrum. Hana simply stops and stands before it, grinning smugly in victory.

The monster exhausts the last of its energy, then stops moving, completely defeated, and sinks into the grass. In its place, a single vine grows up towards Hana, holding another gem-key-thing.

"Well, well, well… it seems we've found a secret side quest," I state with an excited grin.

"By cheating…" Ciel adds and shows me her tongue.

But I simply reply, "Exactly, and I don't have an inkling of shame."

The following bosses give Aoi a good workout. Her blue flames take a lot of energy to use, so she has to actually put some effort into the fight and not just barrel through like she's used to.

But the curious thing is that there are no more "key" storage gems on her path. The gem that plays the music and the one that stores the mana have become the same, and there are no "rings" to pull them out, which I believe is a pretty obvious sign that we don't need to collect them.

Eventually, the first boss, the Martial Dancer, becomes a common encounter along Aoi's brick road. My huge little blue dragon gets a bit frustrated at having to fight such an annoying enemy repeatedly, but she's weak to this Dancer type, so it's good training for her.

On our side, things aren't as simple as just winning more dance-offs or a straight-up fight to the death.

The next boss is a not-samurai in a not-bamboo forest arena. This not-bamboo is a bit rubbery, and it's common in Antano, the swampy elven lands to the south of the High Forest, but it has few uses, so it isn't very popular. Anyway, the boss is actually hostile to non-naked and un-disguised people, so, of course, everyone gets nekkid.

With my cock hard and erect, even though we're all wearing silly and gruesome hats, we enter the bamboo forest, and then Hana approaches the boss. It's a male Flower Dancer wielding a kriegsmesser, a single-edged longsword with a bit of a curve, specializing it towards slashing. This time, there's only soothing and even rather wistful ambient music being played on a kalimba, which I find very fitting for this sober arena.

The boss makes no hostile moves, though it follows Hana with its yellow lotus head, and so she stops before it and then asks the same question as the previous time, "Can we have the gem-key-thing that's playing this music?"

The boss slowly turns around and raises its kriegsmesser (which is called "curvante" in Rupegia, an antiquated elven style of sword) above its head. Then it slashes at a suspicious-looking tree stump, lopping off a big chunk of it.

This is a *bamboo* forest, so this stump looks awfully out of place.

The boss extends its hand and uses some magic on the stump, making it grow again, though it's a bit deformed now. Then the not-samurai slashes again, cutting off another part, and it uses some more magic, making it grow even more deformed.

This continues for a couple of minutes, and all we can do is watch, but it isn't particularly interesting, so my boner dies down. Alissa, and likely Hukarere, too, are tempted to suck me off, but the mood is too serious for us to engage in such activity, so we continue to wait in silence.

But we don't have to wait too long, for the boss quickly finishes his sculpture, then steps aside and shows the beautiful bust of a gorgeous elven woman. The fact that the monster crafted this with only a longsword and magic is impressive, but the woman depicted isn't anywhere near as perfect as my Goddesses.

"Your art may be perfectly done, but your muse is lacking," I coldly state. Then I put 10 points into [Carving] and [Molding] and take on this boss' challenge.

I shall also use a sword as a carving tool, but not just a single one. I can comfortably control five tentacles with dexterity, so each gets its own sword. Then I [*Grow*] multiple tree stumps in such a way that they fuse together.

And now I'm ready to begin.

The mischievous orange fox and her undying obsession for Dragon Cock.

Seduction, seduction, seduction…! And an unhealthy dose of cheekiness.

Savage, but tamed. Gorgeous and fearless. Insatiable.

The mother of all curves. A body made of pure sex, yet she holds an angelic aura.

What is a loli? An adorable little pile of cuteness… with a dash of gloominess.

Innocent, aloof, loyal, and fearsome, all in an exotic and slender package.

The Queen of Queens, her cold gaze petrifies, and her perfect beauty awes.

And a cute little chibi pet, the Symbol of Adorableness, the only truly untarnished one among us.

Then I step aside so that the boss can gaze upon my finest creations. I would've also carved some for the golems, but their fuckable bodies aren't finished yet, so the details of their faces are unclear in my mind.

But each bust is a masterpiece in and of itself, which is eight times more masterpieces than the boss crafted.

So it kneels before my superior (cheating) skills and sinks into the earth. Then a thick bamboo grows before me and suddenly splits open, revealing another key-gem-storage-thingy.

The next boss for us is a large, four-armed, orange dahlia-headed, green elf wielding an elven longsword (sharpened wood) in each hand. This one has no gender or genitals, which I believe is alright. Naked female Dancers are nice to look at, but male ones aren't, so this is an acceptable compromise.

The arena is a field of wild, tall grass of varying heights that quickly grows back after being cut, and the music is opera with an epic duo of a male and a female singer. This is supposed to be the final boss of this area, so it has quite the imposing setting, but we won't be able to enjoy the epic fight that other adventurers are given.

Hana once again approaches the boss and asks, "Can you give us your gem-key-thing that plays this music?"

The boss immediately releases all four longswords. Then eight new ones grow out of the ground, but they don't have an edge. Then a pedestal also grows, followed by two cups filled with a clear liquid that exudes a familiar, intoxicating, sweet smell: Eia extract.

"Let me," Yunia volunteers, as she has immediately understood the meaning of this challenge.

Alright.

She dispels all the buffs from [Blessing Magic], then takes one of the cups, and the boss immediately takes the other. They raise their cups in a subtle toast, then both drink it all at the same time.

Though the taste doesn't compare to our own Cinco Flores, it's still a sublime experience for her as an unidentified and complex fruity flavor floods her mouth. Then the effect kicks in almost instantaneously, and her senses sharpen to a new level as if she had taken an Eia pill, which allows her to activate [*Precognition*].

She takes one of the unsharpened longswords while the boss takes four. Then they assume combat positions while the table and cups slowly sink back into the earth.

Suddenly, they both move at the same time, and Yunia's sword clashes with three of the boss' while the fourth whiffs. The two promptly execute fast exchanges, the sound of wood hitting wood echoing throughout the arena while the epic opera plays in the background, and the most magnificent sparring match begins.

This boss actually gives her a bit of a challenge, as I didn't cheat and give Yunia a massive boost in sword skills, but her current level is already the result of cheating, so we can't really escape the label.

The boss' fighting style is rather similar to mine, but it's inferior to my [Ekrano Style] due to the fact that the arms are a bit crowded together, reducing the breadth of movement that's possible. My tentacles are simply superior and more versatile.

Also, it doesn't have [*Rush*], so it's unable to overwhelm Yunia while she has [*Precognition*] on. The problem is that we don't know the "rules" of this spar, so she's making sure that the boss doesn't get a single hit in, which constrains how aggressive she can be.

The tall grass provides a novel obstacle in the fight, providing cover for attacks and generally getting in the way of any wide swings, but [*Precognition*] sees everything. It seems to actually disrupt the boss' vision, though, so Yunia uses it to her advantage.

And the result of the fight was never in any doubt. She deftly performs sneaky strikes, the specialty of her [Silent Shadow Style], from the cover of the tall grass and hits its hands, disarming the boss of its longswords one by one.

When the last one falls, the tall monster jumps back, then lowers its arms and bows. Yunia drops her longsword, then every weapon along with the boss sinks back into the earth while the table grows back, the last gem-key-thingy on it.

Well, one part of the mystery is now done, I believe, so we just need to find *where* we can use these keys.

But first, we need to kill that Aberrant that's threatening the adventurers here, and its last known location is just after this boss' arena.