

# Begin with GPT-4

Below is a transcript of the experimental session of D&D with an AI language model (ChatGPT using GPT-4) as a player and not a DM.

Notable exchanges or points are highlighted and marked with my comments (which should show up in the pane on the right-hand-side)

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**Hello! Are you familiar with D&D 5e?**

Hello! Yes, I am familiar with Dungeons & Dragons (D&D) 5th Edition (5e). It's a tabletop role-playing game (RPG) created by Wizards of the Coast. In D&D 5e, players create and control characters in a fantasy world, working together with a Dungeon Master (DM) who guides the story and presents challenges for the players to overcome. The game uses a system of rules, character classes, races, and abilities to create a unique experience for each group of players. If you have any questions about D&D 5e or need assistance with a specific aspect of the game, feel free to ask!

**I want to practice being a Dungeon Master. To help me do this, I would like you to act as a player character, and I will act as Dungeon Master. OK?**

**Commented [1]:** This is important sets expectations. Start off the same way if trying it for yourself.

Of course! I'd be happy to help you practice being a Dungeon Master by acting as a player character. Please let me know what kind of character I should create, or if you'd like me to come up with a character concept for our practice session.

**Please create a character for yourself, and walk me through the process and explain your choices so I can learn from what you are doing.**

**Sure! I'll walk you through the process of creating a character for D&D 5e, explaining my choices along the way.**

**Commented [2]:** GPT-4 does a fantastic job of walking through the entire character creation process when prompted in this way. Very educational!

Concept: I'll create a Human Bard named Elara Silverstring who is passionate about uncovering and sharing the stories of the past. She's a charismatic performer and a skilled researcher.

Race: I chose Human because they are versatile and adaptable. According to the Player's Handbook (PHB), Humans gain a +1 bonus to all ability scores.

Class: I selected Bard as Elara's class, as they are natural performers and skilled in a wide range of abilities. Bards use their musical talents to cast spells and inspire their allies.

Ability Scores: For Elara's ability scores, I'll use the standard array (15, 14, 13, 12, 10, 8). I'll assign the scores as follows, keeping in mind her race bonuses:

- Strength: 10
- Dexterity: 13 (+1 Human bonus) = 14
- Constitution: 12
- Intelligence: 8 (+1 Human bonus) = 9
- Wisdom: 14
- Charisma: 15 (+1 Human bonus) = 16

As a Bard, Charisma is Elara's most important ability score because it affects her spellcasting ability. Dexterity is also important for her AC and ranged attacks, while Wisdom will help with perception and insight.

Background: I'll choose the Sage background for Elara, as it fits her passion for knowledge and research. This background grants her the "Researcher" feature, which helps her find information on various topics, as well as two additional skill proficiencies.

Skills and Proficiencies: Bards have proficiency in any three skills of their choice. Elara's Sage background grants her proficiency in two additional skills. I'll choose:

- Performance (Bard)
- Persuasion (Bard)
- History (Bard)
- Arcana (Sage)
- Investigation (Sage)

Equipment: As a starting Bard, Elara will have the following equipment:

- Rapier (her chosen weapon)
- Entertainer's pack
- Leather armor
- A lute (her musical instrument for casting spells)
- A dagger

Spells: Bards know a limited number of spells. At level 1, Elara knows two cantrips and four 1st-level spells. I'll choose:

- Cantrips: Mage Hand, Vicious Mockery
- 1st-level spells: Cure Wounds, Dissonant Whispers, Faerie Fire, Sleep

These spells provide a mix of utility, healing, and offensive capabilities.

Character Details: Elara's alignment will be Chaotic Good, as she values personal freedom and the greater good. I'll choose the following appearance and personality traits for her:

- Age: 28

- Height: 5'7"
- Weight: 130 lbs
- Eyes: Hazel
- Hair: Silver
- Personality Traits: Curious, enthusiastic, empathetic
- Ideal: The power of stories can unite people and bring hope.
- Bond: A lost library holds ancient knowledge she seeks to uncover.
- Flaw: She can be overly trusting and sometimes reckless in her pursuit of knowledge.

Now, Elara Silverstring, the Human Bard, is ready to embark on an adventure! Feel free to begin the practice session as the Dungeon Master.

*Since I was blanking on an adventure idea, I asked GPT-3 in a separate window for (OpenAI playground) some advice:*

***Please provide a clever idea to begin an adventure in a D&D 5e game with a human bard as the only player.***

*The bard has been asked by a local town mayor to investigate a strange presence in the nearby forest. The locals have been hearing strange noises in the night, and strange lights have been seen in the woods. The mayor is offering a handsome reward for any information the bard can uncover. The bard must now travel deep into the woods to unravel the mystery.*

*I can work with that...*

**Fantastic! The adventure begins like this: Elara Silverstring has been asked by a local town mayor to investigate a strange presence in the nearby forest. The locals have been hearing strange noises in the night, and strange lights have been seen in the woods. The mayor offers a handsome reward to bring an end to the disturbances. Elara, should she choose to accept this task, will be responsible for unraveling the mystery. How would you like to proceed?**

Elara Silverstring, eager to uncover the source of these mysterious events, accepts the mayor's request. She believes that this investigation might lead her to an untold story worth sharing. Before venturing into the forest, Elara would like to gather more information from the locals. She heads to the local tavern, hoping to hear rumors or personal accounts that could provide additional clues about the strange presence. Once inside the tavern, she looks for a group of patrons engaged in conversation and approaches them with a warm smile.

**Commented [3]:** As usual, the solution to a speed bump with AI is to simply apply more AI.

"Good evening, friends," Elara says, her voice full of warmth and charisma. "I'm Elara Silverstring, and I'm investigating the strange occurrences in the forest on behalf of the mayor. I was hoping you could share any information, stories, or rumors you might have heard about the lights and noises. Your insight would be invaluable to my investigation."

*I want to take a little time to decide who the "BBEG" is, so I can figure out what kind of evidence would present itself to an intelligent researcher like Elara. Back to GPT-3!*

**What kind of D&D 5e monster could be responsible for strange lights and sounds from the woods surrounding a town?**

*A will-o'-wisp. Will-o'-wisps are supernatural creatures that inhabit the wilds and take the form of eerie, floating lights. They are often associated with strange sounds and are known to lead travelers astray.*

**Tell me more about a Will-o'-wisp. Explain its behaviors, motivations, and abilities.**

*Will-o'-wisps are typically solitary, mischievous creatures that inhabit the wilds and take the form of eerie, floating lights. They are believed to be spirits of the dead, but their true nature is unknown. They often lead travelers astray, enticing them with the promise of knowledge or power, but ultimately leaving them in dangerous or confusing situations. Will-o'-wisps are able to teleport short distances, manipulating the light around them to obscure their movements. They also have an affinity for magic, and can use it to create illusions or manipulate the environment in various ways. While they typically have no malicious intent, they can be dangerous if provoked.*

**What would explain the sudden appearance of a Will-o'-wisp near an inhabited area?**

*It is possible that a powerful fey creature summoned the will-o'-wisp to the area, or that a powerful magical force or curse caused it to appear suddenly. Alternatively, it could be the result of a spell gone wrong or a magical experiment gone awry.*

**Can a Will-o'-wisp speak or otherwise communicate?**

**Commented [4]:** We're not looking for a lot of curveballs, and this is a solo level 1 adventure, after all. So this sounds great.

I have decided that the strange lights and sounds are due to Will-o'-wisps in the forest.

I will provide Elara with leads to three different happenings: one mean-spirited (but perhaps "provoked"), one mischievous, and one innocent. This reflects the capricious nature of these creatures.

Each incident will have the creature's habits, abilities, and so on in common.

*Yes, will-o'-wisps can speak and communicate, but their words are often cryptic or confusing. They can also use their bright light to signal or guide travelers, or to lead them astray.*

*Fantastic. I have my BBEG! Let's return to the tavern.*

**The townspeople are willing to talk, but please make a Persuasion check for me so I can determine how favorably they react to your kind interruption (which may affect how forthcoming they are.)**

As a level 1 Bard with a Charisma of 16, Elara has a +3 Charisma modifier, and she is proficient in Persuasion, which grants her a +2 proficiency bonus. Her total bonus to Persuasion checks is +5.

I'll roll a d20 to determine the outcome of the Persuasion check: (rolling d20) 12

Adding Elara's Persuasion bonus of +5, the result is 17.

**The townspeople invite you to sit down. They seem both curious and relieved that someone such as yourself is taking an interest in the happenings. Your charisma and obvious enthusiasm put them at ease, and they talk freely after a time.**

**Please make an Insight check for me that will represent your ability to separate truth from rumor, and help determine the quality of the information you learn. Elara has a Wisdom of 14, which gives her a +2 Wisdom modifier. Although she is not proficient in Insight, her Wisdom modifier still contributes to the check.**

I'll roll a d20 to determine the outcome of the Insight check: (rolling d20) 15

Adding Elara's Wisdom modifier of +2, the result is 17.

**You hear many stories, as everyone wants to be heard. You judge many of the stories to be the result of folk using the strange happenings as a scapegoat for mundane misfortunes. But there are three other stories catch your attention. One young man was outside after dark and saw dancing lights in the woods. He heard and saw a beautiful woman calling to him, and he followed, endlessly chasing the woman and never reaching**

her, until in sudden dark he fell down a ravine and broke his leg. He wasn't found until morning, and now dreams of endless forests and mocking laughter. Another woman heard sounds in the night and saw flashes of light, and in the morning found her berry garden completely eaten away by a neighbor's cows. Somehow the cows left their pen, traveled through the forest, and set hungrily upon her garden. The last story is of children who went missing one night. The townsfolk searched all night without success, but in the morning the children appeared, happy and unharmed. They spoke of leaving their beds to "play with stars who sang to them", and remember nothing else.

The rest of the stories are vague reports of lights or flashes in the woods after dark, sometimes accompanied by odd sounds or indistinct voices. That is what you learn, and it is now early evening. **What are your plans?**

Thank you for sharing these stories. Armed with this information, Elara considers her next steps. She decides to investigate the locations mentioned in the three most compelling stories to search for any clues or patterns that could shed light on the strange occurrences.

First, she visits the young man who saw the beautiful woman in the woods and fell into a ravine. She kindly asks him to show her the location of the ravine, promising to be cautious and ensure his safety during the journey.

Next, Elara visits the woman whose berry garden was destroyed by the neighbor's cows. She examines the area where the cows were kept, the path they took through the forest, and the remnants of the berry garden.

Finally, she speaks with the families of the children who went missing and returned after a night of playing with the "stars who sang to them." She asks the children to describe the location where they played and any details they can remember about the stars or the songs they heard.

After investigating each location, Elara plans to return to the tavern to review her findings and consider possible explanations for the mysterious events. If time permits, she also intends to venture into the forest at night, keeping an eye out for dancing lights or other unusual phenomena that might lead her to the source of the disturbances.

**As it is early evening by now, you only have time to follow up the first lead: the young man. He lives with his mother in a house near the edge of town. Elara introduces herself and finds the man's mother a kind but tired woman, but her son is a grumpy and bitter young man whom you suspect feels humiliated over his injury and ordeal. His leg was broken in the fall and he is still recovering, and so he has no interest in showing you where he fell, especially this late at night. He stubbornly doesn't want to talk about his ordeal, but there may be a way to get him to open up a little. How would Elara like to proceed?**

**Commented [5]:** Asking things like this works very well, since GPT-4 as a player "plays ball" and isn't adversarial or cagey.

Understanding the young man's feelings and recognizing that he might be more willing to open up if he feels heard and respected, Elara decides to approach the situation with empathy and kindness. She decides to share a story of her own, hoping that this will help the young man feel more comfortable talking about his experience.

"Listen, I understand that you might feel embarrassed about what happened," Elara begins, her voice gentle and understanding. "We all have moments when we feel overwhelmed by the mysteries and challenges life throws at us. I once followed a captivating melody deep into a cave, so entranced by the music that I didn't realize I had become lost. It took me days to find my way out, hungry and exhausted. I know how it feels to be lured by something irresistible and to face the consequences."

Pausing for a moment to let her words sink in, Elara continues, "I share my story with you to show that you're not alone in your experiences, and that there's no shame in seeking answers. Your story could be the key to helping this town and unraveling the mystery of the strange occurrences in the forest. I promise I won't judge you or think less of you. Will you help me by sharing more details about that night?"

Elara will make a Persuasion check to see if her empathetic approach can encourage the young man to open up about his experience.

**Yes, make your Persuasion check. Also, make an Insight check to go with it and tell me the results of both.**

I'll roll a d20 for both the Persuasion check and the Insight check.

Persuasion check: (rolling d20) 18  
With Elara's Persuasion bonus of +5, the result is 23.

Insight check: (rolling d20) 10  
With Elara's Wisdom modifier of +2, the result is 12.

*This is kind of interesting. The Insight result is kind of low and the Persuasion check is really high!*

*I was thinking the Insight check would inform Elara about the fact that the young man seems like a gruff and unpleasant sort of person, so the kind & gentle approach is perhaps not best and whether Elara would detect that. This mixed result is a little unusual.*

*Let's get some factual-type guidance from GPT-3:*

**Commented [6]:** Elara's described approach of kind & gentle is going to get her far with this brutish man. So let's add an Insight check so I can decide if she clues in.

**What are sample difficulty numbers or goals for skill checks like Insight, Persuasion, etc in D&D 5e? Can you provide me with some examples?**

*The DC (Difficulty Class) for skill checks in D&D 5e will vary depending on the situation. Generally, a DC 10 for a skill check is considered easy, a DC 15 is moderate, and a DC 20 is hard.*

*Here are some examples of difficulty numbers or goals for common skill checks in D&D 5e:*

*Insight: DC 10 to pick up on subtle social cues, DC 15 to discern if someone is lying, DC 20 to uncover a hidden motive.*

*Persuasion: DC 10 to get a minor favor, DC 15 to make a reasonable argument, DC 20 to convince someone of something they are strongly opposed to.*

*Investigation: DC 10 to notice something out of the ordinary, DC 15 to make a significant discovery, DC 20 to uncover a complex conspiracy.*

*Stealth: DC 10 to move silently in an open area, DC 15 to remain undetected in a crowd, DC 20 to sneak past a guard.*

*OK! I think the 12 is a success by that measure (subtle social cue) and the 23 is obviously great. I know how to handle this now.*

**The young man is a crude and surly sort that bristles at being spoken to gently with compassion and kindness, but his hostility ultimately melts away before Elara's calm compassion, revealing his deep inner sadness and fear. "I was walking home angry after being kicked out of the tavern. It was already dark, and I was sure my mother would further annoy me once I arrived home by complaining I was out too late and warn me about the strange lights that have been seen," he tells you, staring at the floor. "I shouted to the night that I didn't care about it's stupid lights or other foolishness, and after a few minutes, I heard a voice. It was the voice of a girl I knew from the past. She was calling to me, offering forgiveness and love." He shudders. "I went to her through the woods and bramble, I think she had some kind of light I was able to follow, but the way was hard and she was always just a little further away. Suddenly, all light was gone and I was stumbling in the dark, calling out to her, when the ground gave way and I fell down the ravine, breaking my leg." Tears roll down his cheeks. "Now when I dream it's always the same. I'm running through a forest, again and again and again..."**

**The young man's mother explains he was found not far from home, and except for his strange story, there was nothing unusual about the ravine or his injury.**



**It is now night time. Tomorrow you will follow up the other two leads. The young man's mother offers to let you spend the night. What would you like to do next?**

Elara listens to the young man's story with empathy and thanks him for sharing his experience. She reassures him that his account will be valuable in solving the mystery and helping the town. She then turns to the mother and expresses her gratitude for the offer to stay the night.

"Thank you for your kindness and hospitality," Elara says with a warm smile. "I'll gladly accept your offer to stay the night. Tomorrow, I'll continue my investigation by following up on the other leads. Hopefully, we can find the source of these strange happenings and bring peace to your community."

Elara spends the night at the young man's house, resting and preparing for the next day's investigations. Before going to bed, she jots down some notes about the young man's story and any potential connections to the other stories she has heard. In the morning, she plans to follow up on the other two leads: the woman whose berry garden was destroyed and the children who went missing and returned after playing with the "stars who sang to them."

As she sleeps, Elara hopes to have a restful night and be fully prepared for the challenges ahead.

**Elara ponders the story as she prepares for the next day. Before we continue, please make an Insight check or Investigation check (your choice) and tell me the result.**

I'll have Elara make an Investigation check, as her Intelligence modifier is lower than her Wisdom modifier, but she is proficient in Investigation due to her Sage background.

**Commented [7]:** Awesome decision-making example

Investigation check: (rolling d20) 16

With Elara's Intelligence modifier of +1 and her +2 proficiency bonus, the result is 19.

**Elara notes something that seems to defy coincidence. The young man had never before witnessed any strange happenings whatsoever, but his encounter occurred only minutes after he made an angry (and possibly drunken) outburst that night. Elara is unsure what this means, but if it is a coincidence then it seems a very unlikely one. Please take a moment to share your thoughts about that before I continue.**

Elara finds it intriguing that the young man's encounter with the mysterious presence happened so soon after his angry outburst. She wonders if the emotions he expressed that night could have acted as a trigger, drawing the strange presence to him. This connection may indicate that the entity or phenomenon behind the disturbances in the forest could be sensitive to emotions or thoughts, perhaps even feeding off them or using them to manifest in some way.

As she continues her investigation, Elara decides to keep this potential connection in mind and pay close attention to any similar patterns or emotional triggers in the other stories. She wonders if the woman with the berry garden or the children who played with the "stars who sang to them" also experienced strong emotions or thoughts just before their encounters with the mysterious presence.

This insight adds another layer to the mystery, and Elara feels more determined than ever to uncover the truth behind the strange occurrences in the forest.

**The night passes uneventfully, and Elara has a good rest and shares a morning meal with her hosts before leaving. You gain an Inspiration point for the success of your skilled and passionate approach to the young man's situation, and the information you gathered.**

**Elara heads to the woman with the berry bush, a small farmstead on the edge of town. Is there anything you would like to do on the way there? If not, we will continue with that lead.**

Elara appreciates the Inspiration point and is grateful for the hospitality of the young man and his mother. As she makes her way to the woman's farmstead, Elara takes the opportunity to observe the surroundings and the edge of the forest, noting any unusual features or signs that might be connected to the strange occurrences.

She keeps an eye out for any unusual tracks, markings, or signs of activity near the edge of the forest, as well as any indications of people or animals having been drawn into the woods. Elara also considers any possible natural explanations for the strange lights and sounds, such as bioluminescent plants or nocturnal animals that could be mistaken for something more mysterious.

If Elara doesn't notice anything unusual during her walk, she proceeds to the farmstead to speak with the woman whose berry garden was destroyed by the neighbor's cows.

**Good thinking!**

**Looking for signs of the passage of people or animals, Elara does notice something unusual as she approaches the woman's farmstead. Cow tracks are clearly visible in a path from the treeline to the woman's berry bushes, where the hungry cows enjoyed themselves by consuming every berry they could reach. You see no tracks or evidence of passage besides those of the cows. The woman reported strange lights that night, but if that is so, they left no sign you can detect.**

**Commented [8]:** This is fantastic thinking from a player, love it.

It is worth checking in as the DM like this, because just look at it.

**Commented [9]:** I asked this just as an experiment, but I'm glad I did because GPT-4's suggestion to check out the treeline, etc (in particular tracks or signs of disturbance) is clever and will lead to learning something.

**Commented [10]:** Odd phrasing, GPT-4 seems to have slightly misinterpreted and implies it did not connect the inspiration point being something from the DM to the player (and not Elara, technically)...

If I were to do this again, I'd make it clear with a different phrasing. "As DM, I grant you an Inspiration point for..."

**Commented [11]:** This will bear fruit, good thing I asked!

**Based on what you have told me about Elara, she knows very little about livestock behavior and so that is all she learns from her observations. Perhaps she can learn more by talking to the woman, or following the tracks from the cows into the woods. How would you like to proceed?**

**Commented [12]:** Let's give GPT-4 a choice. Talking to the woman makes the most sense as she could fill in many blanks. But let's see.

Elara finds the lack of any tracks or evidence besides those of the cows quite curious. She decides to talk to the woman first, hoping to gather more information about the night her berry garden was destroyed and any possible connections to the strange lights and sounds.

Elara approaches the woman's farmstead and introduces herself. "Good morning, I'm Elara Silverstring, and I'm investigating the strange occurrences in the forest on behalf of the mayor. I've heard about what happened to your berry garden and the mysterious circumstances surrounding the cows that destroyed it. Could you please share more details about that night and anything unusual you might have seen or heard?"

**Commented [13]:** GPT-4 knows it is morning, that's nice!

After speaking with the woman and gathering her account of the events, Elara plans to follow the cow tracks from the berry garden back into the woods. She hopes to discover any clues or signs that could help her understand how the cows were drawn from their pen to the woman's garden and if there is any connection to the strange presence in the forest.

**"Ah! A terrible loss," the stout woman sighs heavily. "Nothing mysterious about cows devouring tasty things, but what is strange is how they got here in the first place!" She invites you inside to tell you her story and answer your questions.**

**"The cows are from my neighbor, and he says his gate got unlocked and opened somehow that night, which is how the cows got out. He swears he locked the gate proper, but I wonder if he forgot and won't admit it. Even so, what's stranger yet is that the freed cows came directly here through the forest! It's as though they were led or herded in some way. But if someone wanted them here, it would be much easier to travel down the road, especially at night! But they came through the woods, it's very strange. And what does it all mean? Those cows sure enjoyed themselves, but my berries are gone for good." The woman heaves another sigh.**

**You ask about lights and noises, and the woman waves a large hand tiredly. "I did see some lights that night, now that you mention it, but I didn't pay much attention. It was a dark night and sometimes lanterns from the road flash in bothersome ways. It continued for some time, which is strange, but I ignored it as best I could and went to bed. Perhaps I should have gotten up, I might have been awake to save my poor garden."**

**Do you wish to discuss anything else with the woman? If not, let's assume you follow the cow tracks from the berry garden to the woods next.**

Elara thanks the woman for sharing her story and expresses her sympathy for the loss of the berry garden. She carefully notes the details about the cows coming through the forest and the presence of lights that night. Before leaving, Elara asks the woman one more question:

"Did you notice anything unusual about your neighbor or the cows themselves after that night? Any strange behavior or signs that they might have been affected by the mysterious presence in the forest?"

**Commented [14]:** This is insightful, and it is phrased well as a player character -- "I'll do this, then that."

After getting the woman's response, Elara proceeds to follow the cow tracks from the berry garden back into the woods. She keeps an eye out for any signs that could provide insight into what led the cows to the garden, any unusual markings or disturbances in the environment, and evidence of the strange lights or sounds that have been reported. Elara hopes that retracing the cows' path might reveal more clues about the strange presence in the forest and its connection to the recent events.

**"Nothing unusual about the cows," the woman answers. "But I suspect my neighbor has been avoiding me. I think he's nervous about me seeking compensation for the damages."**

**Elara proceeds to follow the cow tracks from the berry garden back to the forest, where she finds that the cows do seem to have taken an unusually direct route through the forest, almost as though they were led or herded. But there are no tracks besides those of the cows themselves, and no other sign of anything unusual or unnatural.**

**The trail ultimately leads to the neighbor's farm, where you see the farmer at work near the cow pen. You introduce yourself and inquire about the night the cows escaped and invaded the berry garden, but he has little to add that you do not already know. He is adamantly certain that he closed and secured the gate before going to bed, but found it open with the cows missing the next morning. You inspect the gate and latch; it is in good working order. It is difficult to believe it could open by accident. The farmer noticed nothing unusual that night, and the cows seem no worse for wear after their adventure. His chief concern seems to be the near-loss of his herd, and a fear of being held responsible for the berry losses.**

**Is there anything else you would like to do before following up your last lead?**

Elara thanks the farmer for his time and information, ensuring him that she will do her best to resolve the mystery surrounding the strange happenings in the forest. She takes a final look around the farm, trying to spot any further clues or signs that might have been overlooked.

**Commented [15]:** This is a good example of GPT-4 "playing along". It takes the hint that there is nothing more to be learned here.

Before leaving the farm and following up on her last lead, Elara takes a moment to gather her thoughts and review the information she has collected so far. She ponders any possible

connections between the young man's encounter with the mysterious woman, the cows being led through the forest to the berry garden, and the strange lights seen by the townspeople.

With no further actions to take at the farm, Elara proceeds to her last lead: the children who went missing and returned after playing with the "stars who sang to them." She hopes to gain more insight into their experience and find any possible links to the other strange occurrences in the forest. As she heads to where the children's families reside, she remains vigilant for any additional clues or signs that might help her unravel the mystery.

*I'm going to ask GPT-4 to make a skill check before I summarize things as requested, and the result will guide how I phrase things (because it reflects what Elara is able to piece together.)*

*To help with this, I'll ask GPT-3 for some guidance:*

***Please give me examples of DC numbers and suggest relevant skills for investigation-type skill checks in D&D 5e. This will be for a level 1 bard who has gathered eyewitness accounts to strange, possibly supernatural happenings, and is reviewing the data in an attempt to find any connections between them.***

*DC Numbers:*

- DC 12 Investigation check to recognize a connection between two seemingly unrelated events.
- DC 15 Investigation check to make a deduction from a set of data points.
- DC 17 Investigation check to recognize patterns in a sequence of events.

*Relevant Skills:*

- Insight to sense a creature's true intentions.
- Investigation to piece together clues to uncover a mystery.
- Perception to notice small details in a scene.
- Nature to recognize plants, animals, and terrain.
- Arcana to recognize magical symbols and tracks.

*OK, I have some guidance of my own on what to ask for, and how to resolve it. We aren't solving the mystery just quite yet (Elara's Arcana skill may come in handy there) but this will help inform the summary so far.*

**OK, Elara reviews what she has learned and ponders the meaning and significance of these events, and considers any connections between them. Make me an Investigation check, please.**

**Commented [16]:** This provides a good opportunity for me, as the DM, to give a little refresher / reminder of the findings so far, which I will do in a moment.

**Commented [17]:** I'm impressed that GPT-4 remembers this (and not for the first time). I pointedly have not spelled this out myself, and for my part have only referred to it in general terms.

Elara will make an Investigation check to analyze the information she has gathered so far and look for connections.

Investigation check: (rolling d20) 12

With Elara's Intelligence modifier of +1 and her +2 proficiency bonus, the result is 15.

**OK, Elara reviews her understanding of the events investigated so far and considers any possible connections between them. Let's review the facts as she knows them.**

**The young man's story: His encounter began after making an angry outburst, where he "shouted to the night that he didn't care about its stupid lights or other foolishness." It ended in injury. He was lured into the forest by the voice of a woman. He followed a voice and a light until he was suddenly plunged into darkness and silence, and fell into a ravine.**

**The woman with the berry garden had her berries eaten by cows from a neighboring farm. During the night, the cows were freed from their pen by unknown means, led through the forest by unknown means, and into the garden where they feasted on the berries. No one was hurt.**

**It occurs to Elara that the incidents have the following in common: Both happened at night. Light or lights were specifically mentioned in both stories. Both involved the forest. The outcomes were not equal in severity, but both outcomes were bad for the townspeople involved.**

**Elara considers that the two incidents also differ in the following ways: One ended in injury, the other did not. Emotions were high in one, but not in the other. One involved physical interaction (gate opened, cows led), but the other did not (the young man followed a light and a voice he never reached, and his fall was the result of sudden darkness and not from being pushed.)**

**Elara ponders these as she prepares to investigate the final lead. Please share Elara's thoughts before we continue, I would like to know what she thinks so far!**

Elara considers the information she has gathered so far and notes the following thoughts:

1. It appears that the strange occurrences are more likely to happen at night and involve the forest in some way. This could indicate that the mysterious presence is nocturnal or perhaps more comfortable operating under the cover of darkness.

**Commented [18]:** I stop short of saying "one seems like teaching a guy a lesson, the other is more like a prank." Let's see what Elara thinks on her own.

**Commented [19]:** All of these are fantastic! Elara is quite close to piecing it all together and there is one more lead to go.

2. The presence of lights or illumination in both incidents could be a key factor in these events. The lights might be used to lure people or animals into the forest, possibly indicating some level of intelligence or intent behind these occurrences.
3. The outcomes of the incidents were negative for the townspeople involved but varied in severity. This might suggest that the mysterious presence is not necessarily malicious in intent but perhaps mischievous or simply causing unintended consequences.
4. The difference in emotional states between the incidents could be significant. The young man's high emotions might have attracted the mysterious presence, while the more mundane incident with the cows could have been a random event or even a distraction.
5. The physical interaction in one incident and the lack of it in the other might indicate that the mysterious presence has limitations or is selective in how it interacts with the world.

**Commented [20]:** Good point! The activities imply intent or intelligence!

**Commented [21]:** I was hoping to see something like this, I stopped short of leading GPT-4 to it.

**Commented [22]:** This is as close as GPT-4 gets to seeing the incident as a possible "talk shit, get hit" situation. So far, anyway.

**Commented [23]:** Also good data point to extract!

With these thoughts in mind, Elara approaches the investigation of the final lead with a focus on uncovering any additional patterns or connections that might help her understand the nature and intent of the mysterious presence in the forest. She remains open to the possibility that there might be multiple forces at work or that the incidents could be unrelated, but she hopes to find evidence that will bring clarity to the situation.

**Sounds like Elara has some promising lines of thought, nice work!**

**The incident with the missing children involved three families who live near each other in row houses. All of the children involved were less than about nine years of age. Old enough to get around on their own, but not old enough to truly grasp the anguish their disappearance caused. You notice the area is at the edge of town, near the woods. How would you like to proceed with investigating this lead?**

**Commented [24]:** I nearly said "it would probably make the most sense to introduce yourself to the parents first, and see if they are willing to let you speak to the children, but it is up to you." I decided to leave it open ended, and GFT-4 didn't disappoint.

Elara considers the best way to approach this investigation and decides on the following course of action:

First, she would like to speak with the parents of the missing children to gather more information about the night the children disappeared. She is particularly interested in learning about any strange lights, sounds, or behaviors they might have noticed leading up to or during the incident.

After speaking with the parents, Elara would like to talk to the children themselves. She will approach this conversation gently and cautiously, trying to establish rapport with the children and encourage them to share their experiences without causing any distress. She will ask about the "stars who sang to them" and any other details they can recall from that night.

While at the scene, Elara will also investigate the area around the row houses and the nearby forest for any signs of passage, disturbances, or other clues that might provide insight into what happened that night.

If possible, she will also try to speak with any neighbors who might have witnessed or heard anything unusual on the night the children went missing.

Elara hopes that by following these steps, she will be able to gain a deeper understanding of the incident involving the missing children and identify any connections to the other strange occurrences in the forest.

**That's a sound plan, let's take it in order. First, talking to the parents. I know that Elara is compassionate and the townsfolk have no reason to distrust her, but the parents are wary. The incident disturbed them greatly, and Elara suspects this has resulted in becoming overprotective. Perhaps Elara could explain her purpose and goal in a way that would gain their trust? Please tell me how Elara attempts this, and make a Persuasion check and tell me the result.**

Elara understands the parents' concerns and approaches them with empathy and sincerity. She explains that she has been asked by the town mayor to investigate the strange occurrences in the forest, and that she believes their children's experiences could provide valuable insights into understanding and ultimately putting an end to these disturbances. Elara assures the parents that her only goal is to ensure the safety and well-being of the town and its residents, and that she will approach the topic with the utmost sensitivity when speaking with their children.

Now, I'll make a Persuasion check for Elara: (rolls a d20 and adds her Persuasion modifier of +5) The result is a 17.

Elara succeeds in persuading the parents of her sincerity, and appealing to their desire to return safety to the community by helping you solve the mystery is effective. As helpless and fearful as many of them feel, their desire for a quick and sure resolution is stronger.

**"We're glad the mayor is taking this seriously, but what is there to be gained by this talk? We'll tell you what we told him: at some point during the night, our young ones left their beds and houses. One boy's father woke from the cold because the door was left wide open. He called for help and we discovered other children were missing. All of us hastily searched the area with torches but found nothing, and at dawn, well, the children emerged from the forest like nothing was wrong if you can believe it! They were still in their night clothes and had no idea what the ruckus was." The woman shakes her head. "If they were in the forest, they should have at least heard us calling! I don't know how they could have missed it, we woke half the town!"**



**"All they had to say for themselves was that they were visiting their new friends and it was all right." The woman snorts. "Friends! In the forest, at night? Hah! What nonsense! I have half a mind to lock them up for their own good!"**

**"You can see for yourself when you talk to them, but I don't know if you'll get anything. I will tell them you are a friend but, well, you know children. They might not want to talk."**

**Do you have anything else you'd like to ask the parents? If not, they will gather the children.**

Before the parents gather the children, Elara would like to ask the parents a few more questions. She inquires if the children have exhibited any changes in behavior since the incident, and whether there have been any unusual dreams or sleep disturbances among them. She also wants to know if any of the children have mentioned seeing or hearing anything strange in the forest prior to the night they disappeared.

Once she has gathered this information, Elara will be ready to speak with the children.

**The parents claim the children seem the same as they ever were, to the frustration of more than a few of them. One parent gives voice to his annoyance in the following way: "Hah! I wish they were taking the fright they gave us more seriously! As it is, if anyone's having a bad time or losing sleep over this, it's us and not them!"**

**As for any reports of seeing or hearing anything in the forest prior to the incident, there are mixed and indefinite reports of lights and vague, half-heard sounds from the direction of the forest prior to the incident. "I was sure I heard a whisper -- or glimpsed a light from the corner of my eye -- but there was nothing there." That sort of thing.**

With the information gathered from the parents, Elara now feels ready to speak with the children. She wants to approach them in a way that is gentle and non-threatening, to make them feel comfortable sharing their experience with her. She will begin by asking them about their "new friends" and what they remember about their night in the forest. She'll also inquire about any feelings or emotions they recall from that night, and if they've seen or heard anything strange since then.

As Elara speaks with the children, she will pay close attention to their body language, expressions, and reactions to her questions. Please make an Insight check for Elara to gauge the children's responses and determine if they are being open and honest with her.

**The last sentence of your response is not right. You can state your intention to make an Insight check for this purpose, but since I am the DM and you are playing the character**

**Commented [25]:** I leave this here, instead of expressly leading into what happens next. I wanted to see if GPT-4 "stayed in its lane." We end up with a slight glitch.

**Commented [26]:** A little drift here. I noted this in the GPT-4 interface and attempt to get back on track.

of Elara, you should phrase this as "Elara would like to make an Insight check to gauge the children's responses..." OK?

My apologies for the phrasing. Elara would like to make an Insight check to gauge the children's responses and determine if they are being open and honest with her.

OK, thank you. Let's continue!

Before you seek your answers from the children and attempt an Insight check to judge the sincerity and truth of what you hear, it occurs to me that Elara is uniquely equipped and skilled to endear herself to the children. Can you think of what that could be? If you cannot think of it on your own, let's say Elara can make a DC 8 Insight check to see if she realizes it on her own.

Commented [27]: Elara is a bard, after all! Surely a song would endear her to these children. Let's see if GPT-4 remembers Elara is a bard!

Elara, being a bard and skilled in performance, could use her abilities to entertain the children and build rapport with them. She could tell them a story, sing a song, or perform a small act to gain their trust and make them feel more comfortable sharing their experiences with her.

Commented [28]: Whew!

Fantastic idea! Let's say Elara does exactly this. No Performance skill check is required, as Elara is more than able to delight these children in this environment. You tell the children your name is Elara, but they all clap and call you "pretty lady".

As you have stated that Elara is paying close attention to such things, she notes that the children do seem like normal children. The parents seem relieved and at ease by the happiness you have brought.

Having established rapport with the children, Elara subtly broaches the subject of the night in question and gently but adroitly inquires about the events. The children have a tendency to talk over one another, but the stories are similar. They were awoken by soft voices and lights, beckoning them to come play outside where they were led into the forest. Here the stories differ. Some children believed they were following and hearing their parents, others believed they followed friends, friendly talking animals, or fireflies. Certainly they knew doing this at night was unusual, but none felt anything was actually amiss.

Once in the forest and all together, the children described "lights", "glowies", or "stars" appearing and bathing them in soft light. The "stars" talked in funny ways, and sang to them. This "song" seems to have had no real words, but delighted the children all the same. After an indeterminate time the lights led them to the forest edge, thanked them for visiting, and told them it was time to return home. The children did so, only to be much confused by all the hubbub.

**Elara carefully pays attention to the body language, expressions, and reactions of the children during her inquiry. It is now time to make the Insight check you suggested. Please do so and tell me the result.**

Elara rolls a d20 for her Insight check, and she gets a 14. Adding her Insight skill modifier of +5, the total result is 19.

**Commented [29]:** Is it just me, or do GPT-4's die rolls seem pretty lucky?

**Elara feels the children are being perfectly open and honest with her, although multiple excited children sometimes talking over one another does is a lot to keep track of. Still, Elara sees no reason to think there is anything she is not being told. The children are perhaps simply too innocent to understand the uncanny nature of what happened.**

With the information she has gathered from the children, Elara thanks them and their parents for their time and cooperation. She now has a clearer picture of the strange events that have been occurring in the town. Each incident involved lights, occurred at night, and led people to or through the forest. These connections suggest that the events might be related, and that there may be a common cause behind them.

Elara decides to share her findings with the mayor and seek his guidance on how to proceed. She also considers if there's any knowledge or lore she might have about similar occurrences, or if she could consult any experts in the town who might know more about such phenomena.

Would you like Elara to do any of these actions, or is there something else you'd like her to do?

**Commented [30]:** Aie, another glitch. I will be more careful about phrasing from now on to help prevent this.

**Please remember that you are playing as Elara Silverstring and you are helping me practice being a DM. Your last sentence is not right because you are taking over as DM.**

Apologies for the confusion. As Elara, I would like to share my findings with the mayor and ask if there is anyone in town who might be knowledgeable about such phenomena. Additionally, I would like to take a moment to consider if there is any knowledge or lore I might have about similar occurrences.

*Let me take a moment to refer to GPT-3 to help me decide how to proceed:*

***In my D&D 5e game I have a bard who is investigating disturbances due to Will-o'-wisps. Would an Arcana skill check be appropriate to determine whether the character would attribute the evidence and behaviors to Will-o'-wisp activity?***

*Yes, an Arcana skill check would be appropriate to determine whether the character would attribute the evidence and behaviors to Will-o'-wisp activity. Arcana checks are used to assess a character's knowledge of magic and the*

*supernatural, and a Will-o'-wisp is a supernatural creature, so an Arcana check would be a suitable way to determine if the character would recognize the evidence and behaviors as being related to Will-o'-wisp activity.*

**Before heading to see the mayor, Elara considers what she knows. As you say: each incident involved lights, occurred at night, and led people to or through the forest. Having a keen interest in research and knowledge, she seeks connections and conclusions based on the evidence she possesses. Please make an Investigation check for me, representing Elara's efforts to recognize patterns and make deductions.**

I'm rolling an Investigation check for Elara. She rolls a 15.

**Elara realizes that there is one additional thing all the events have in common: a measure of inconsistency. Eyewitness descriptions of the lights, sounds, and any interactions have been varied in detail. A measure of capriciousness or even chaos seems involved. Before we continue, please make me an Arcana check.**

I'm rolling an Arcana check for Elara. She rolls a 12.

*That's a low-ish roll, so I'm going back to GPT-3 for some guidance.*

***What DC target number would be appropriate for successfully connecting reports of strange lights, sounds, and chaotic or mischievous behavior to Will-o'-wisps?***

*The target number would depend on the character's level of knowledge and expertise. If the character is an expert in the supernatural and has had previous encounters with Will-o'-wisps, then the DC could be as low as 10. If the character has only heard stories and has had no direct experience with Will-o'-wisps, the DC could be as high as 15 or 20.*

***Could any other supernatural creatures or phenomena fit the evidence I mentioned?***

*Yes, there are other supernatural creatures and phenomena that could fit the evidence you mentioned. For example, the strange lights, sounds, and chaotic or mischievous behavior could be attributed to a ghost, a poltergeist, or a fairy mischief.*

*OK, I think I know how to proceed.*

Elara ponders possible causes that would explain the evidence she has gathered, but comes to no immediate conclusions. She sets off to report to the mayor while she thinks.

It is late in the day when Elara arrives at the mayor's home. She has been thinking all this time and as best as she can reckon, strange sounds, strange lights, and chaotic or mischevous behavior could be attributed to a ghost, a poltergeist, Will-o'-wisp, or fairy mischief.

Elara shares her findings with the Mayor, who listens intently.

"I hired you to put an end to these disturbances. How long do you expect before you have a resolution?"

**How does Elara respond?**

Elara responds thoughtfully, "I understand your concern, Mayor, and I'm doing my best to solve this issue. Given the complex and varied nature of the incidents, it's difficult to provide an exact timeline. However, I'm getting closer to identifying the cause. I'll continue to investigate and gather information, and I'll do my best to resolve this as quickly as possible. I appreciate your patience and will keep you updated on my progress."

**Please make a Persuasion check and tell me your result.**

I rolled a 15 on the d20 for the Persuasion check. Let's assume Elara has a +4 Persuasion modifier, which results in a total of 19 for the check.

**Commented [31]:** We're starting to go on too long, I think. GPT-4's "memory" is getting more and more holes in it.

**Do you need a reminder of your character's details? I can provide a refresher.**

Thank you, but I have a good understanding of Elara's character details. As a reminder, Elara Silverstring is a charismatic, compassionate, and curious high elf bard. She has a keen interest in research and knowledge, particularly when it comes to understanding the magical and mysterious aspects of the world. She is skilled in Performance, Persuasion, and Insight, among other abilities.

**Commented [32]:** This is broadly right (except the race) but I think we should roll with it and just aim to wrap this up, and be mindful that GPT-4 is starting to drift.

**Elara is actually a human, but the other details are correct. (Her stats are STR 10, DEX 14, CON 12, INT 9, WIS 14, CHA 16 and she is level 1.) Can you re-do your Persuasion check for me with this updated info?**

My apologies for the confusion. With Elara being a human bard, her Persuasion modifier would be +5 (+3 from her Charisma modifier and +2 from her proficiency bonus at level 1). I will now roll a d20 for the Persuasion check:

[d20 roll] = 12

Adding Elara's Persuasion modifier, the result of the Persuasion check is  $12 + 5 = 17$ .

The mayor is anxious for a resolution, but accepts your assurances that you are closing in on the nature of this mystery. "I suppose that going off half-cocked could risk making things worse. You have done well so far, and I trust your judgment in this complicated matter." He sighs heavily. "Since I hope for a quick solution, I offer you use of my official messenger ravens if you have someone you wish to confer with before taking action. Our town has no such people here."

Given Elara's background, she surely has someone she can consult with on this matter. She will owe them a favor, but it will provide important insight. If Elara chooses to do this, please write a suitable letter to send by raven describing what Elara wants to know. Otherwise, if you have some other plan, describe it now.

**Commented [33]:** Basically, if Elara hadn't flubbed the Arcana check she could have connected the dots herself. Now she misses out on a speedy solution (letters by raven) and will owe someone a favor. But it's still progress.

Elara thanks the mayor for his understanding and the generous offer of using his messenger ravens. She decides to consult with her mentor, a skilled bard and knowledgeable individual who has helped her in the past. Elara writes the following letter:

*Dear Master Eamon,*

*I hope this letter finds you in good health and high spirits. I am in need of your guidance and insight concerning a peculiar situation I have encountered in the town of Greenhollow.*

*The town has been plagued by a series of strange occurrences, all of which involve mysterious lights, nighttime activity, and the forest. There appears to be an element of chaos or mischief in these events, which have included a young man being led into a ravine, a herd of cows led to devour a berry garden, and children led into the forest and returned unharmed.*

**Commented [34]:** Dang! This is really good retention of the key events. (The recent glitches had me a bit worried.)

*I have gathered as much information as I can from the townsfolk, but I am still uncertain about the true nature of the force behind these events. From my investigations, I have considered possible causes such as ghosts, poltergeists, Will-o'-wisps, or fairy mischief.*

*I am seeking your expertise and advice on this matter. Any insight you can provide on these phenomena or suggestions on how to put an end to these disturbances would be invaluable. I understand this might put me in your debt, but the people of Greenhollow are depending on me, and I wish to help them find a resolution as soon as possible.*

**Commented [35]:** I realize the town has so far remained nameless! I like this name though, so we're going with that.

*Thank you for your guidance, and I eagerly await your response.*

*Yours sincerely,*

*Elara Silverstring*

Elara hands the letter to the mayor, who promptly sends it off with one of his messenger ravens. Now she must wait for a reply. In the meantime, is there anything else Elara would like to do?

**Commented [36]:** Again with the role slipping.

**(Remember you are helping me practice being a DM by acting as a player, you are controlling Elara and I am acting as DM telling you what happens.)**

**Elara hands the letter to the mayor, who promptly sends it off with one of his messenger ravens. Now she must wait for a reply. It is evening, so is there anything else Elara wishes to do before retiring to her room at the inn for the night?**

Apologies for the confusion. As Elara, I would like to spend the evening at the inn's common area, playing music and engaging with the townsfolk. I hope to lift their spirits and ease their worries a bit. Additionally, I will keep my ears open for any more information or stories that might be relevant to my investigation.

**Your evening goes well, and it appears that word has gotten around about who you are and what you are here to accomplish. It leaves Elara feeling the weight of the townsfolk's expectations, and she deflects more than one inquiry about her investigation status and expected resolution. That night brings a dark rain. No one is outside if they can help it. You yourself neither see nor hear anything unusual before turning to bed. If luck is with Elara and her mentor Eamon is quick to reply, she may have an answer by evening tomorrow. Is there anything else Elara would like to do while she waits?**

While Elara waits for a response from her mentor Eamon, she decides to spend some time in the local library, if there is one, or talking to any local historians or knowledgeable townsfolk. She wants to learn more about the history of the town and the surrounding area, particularly any past occurrences of strange phenomena, legends, or folklore. This information might provide further insight into the nature of the disturbances she is investigating.

**Commented [37]:** This is good, and the kind of thing I'd appreciate from a player. Let's work on it a little bit.

**Elara has cultivated a good reputation with the townsfolk, given her conscientious investigation, the joy she brought to the children, and spending time entertaining at the inn. As a result, her inquiries about any knowledgeable townsfolk get her a meeting with two elders whose age is advanced but minds are still sharp. "The elders are usually too tired and old to want to be bothered with visitors and strangers, but they do wish to meet with you to share talk and tea," says one of their caregivers. You all sit down, tea is served, and the Elders' caregiver gives you some privacy. "Thank you for taking the time to visit a couple of oldsters such as ourselves," one of them smiles. "What is it we can**

**do for you?" These elders are the closest thing to a library or historian that the town has, so here is Elara's opportunity in this direction. How would she like to proceed?**

Elara smiles warmly at the elders and thanks them for their hospitality. She then proceeds to explain the nature of her investigation and the strange occurrences that have been happening in the town. Elara expresses her interest in learning more about the history of the town and the surrounding area, particularly any past occurrences of strange phenomena, legends, or folklore that might help her understand the nature of the disturbances.

She listens attentively to any information the elders can share and asks them questions about the local legends or any unusual events they may have heard of or experienced during their lifetime. Elara believes that this knowledge could provide valuable context to her investigation and help her find a solution that will bring peace to the town.

**Elara's time with the two elders yields a historical understanding of the town's founding and some notable events (and quite a bit of gossip in the process), but the details are overall quite mundane. There is one story that seems relevant, however.**

**One of the elders travelled extensively in their youth, and describes once encountering strange lights on the wilderness far from here while travelling with others many years ago. Late at night, a light approached and voices were heard. Sometimes the voices called for help, sometimes they promised riches and warmth, and sometimes only a garbled sort of urgency could be understood. The elder says they were all too afraid to do anything besides huddle inside their wagons. After several nights of this, the strange activity ceased. "It's not much of a story, one has to admit" says the elder. "But I hear the current rumors, and I wonder."**

**There are clear similarities between the story and what is happening, but Elara learns little that is actually new. What would Elara like to do now? She can check for a reply to her message, or something else if you have any other plans.**

Elara thanks the elders for sharing their knowledge and experiences with her. Although the information didn't provide a clear answer, it has given her more insight into the nature of the strange occurrences.

She decides it's time to check if there's a reply to her message. Elara heads to the mayor's office to see if Eamon's response has arrived. She hopes that his knowledge and expertise will provide her with more information to help her resolve the mystery and restore peace to the town.

**Elara is in luck! A message is waiting for her, just delivered earlier. It reads:**



"To my fondest student,

Your letter was a welcome respite from the dullness of my recent days! I have been entertaining some merchant families, it's easy work but it's frightfully dull. Their taste is lacking to the point of being insulting, but you can listen to me complain some other time.

I suspect that the inhabitants of Greenhollow have somehow caught the attention of a creature known as a Will-o'-wisp. I have encountered these creatures before, and while strictly speaking they are not malicious, they can still do harm.

The Will-o'-wisp are (usually!) solitary, ghostly creatures found in the wilds. Usually in wetlands, but also dark forests. They appear most frequently as flying orbs of light, but their true form and nature is unknown.

They are known to use illusory powers of light and sound to lure and lead the unwary into danger, but truly they are mischievous in nature rather than malicious. (It is my suspicion and belief that benign encounters with these creatures occur at least as often as the harmful ones, but only the harmful ones make for good stories. But I am rambling.)

No one knows where they come from or why they do what they do. Here is what I do know: will-o'-wisps communicate, but in confusing or cryptic ways. They cannot sense thoughts or read minds in any way, but sense emotions and intent as well as any person. They have no motivations we can understand.

It is possible to defeat such a creature in combat, but their ghostly nature makes this challenging, and they have the ability to attack with some kind of magical force as well as drain life from the living. It may simply wander off on its own, but since so little is known of their motivations, this is uncertain at best. As for ways to drive it away, the usual approach for pests one cannot destroy is to remove their habitat in some way to encourage them to move on.

I'm sure you'll come up with a good solution, and I'm being called back for a late performance so I'll end here. Good luck!

Signed,  
Eamon"

**What does Elara think after reading this letter? Does she have enough information to make a plan to deal with this mystery?**

After reading Eamon's letter, Elara feels a mix of relief and concern. She's grateful for his insights and guidance, but the enigmatic nature of the Will-o'-wisp makes it difficult to predict or

**Commented [38]:** I try to provide a couple possible solutions here without spelling one out. Let's see what happens.

understand their behavior. With the information Eamon provided, she believes she has a better understanding of the situation, but forming a plan to resolve it still presents a challenge.

Elara decides to take some time to think about her next steps. She considers the information she gathered from the townspeople, her own observations, and Eamon's letter. She weighs her options, including attempting to confront the Will-o'-wisp, trying to alter its habitat to encourage it to leave, or seeking some sort of magical assistance in dealing with the creature.

While she ponders her options, she also wonders if there might be any other sources of information or guidance in the area, such as a nearby druid circle or knowledgeable hermit. She considers asking around the town to see if anyone has heard of such a person or group in the vicinity who may be able to provide assistance or advice.

**As Elara ponders these questions, the mayor appears and hurries over. "I heard that a raven arrived bringing a message from you. Is it good news?" The mayor anxiously awaits Elara's reply. What does she tell the mayor?**

Elara offers the mayor a reassuring smile and says, "I received a message from my mentor, who provided valuable insights into the situation. We're dealing with a creature known as a Will-o'-wisp. They are enigmatic beings that can create illusions of light and sound, often luring people into dangerous situations or leading them astray. However, they are more mischievous than malicious."

She continues, "I am currently considering our options to address the problem. We could try to confront the Will-o'-wisp, attempt to alter its habitat to encourage it to leave, or seek magical assistance from someone with more experience in dealing with such creatures. I might also inquire around town to see if anyone knows of a local druid circle or a knowledgeable hermit who could provide further guidance."

Elara assures the mayor that she is committed to finding a solution to protect the people of Greenhollow and restore peace to their community.

**The mayor's brow furrows. "Hmm. If you judge the best approach to be confrontation, we could raise a local militia. How powerful is this creature should a fight occur? Is it within your capabilities, Elara? Could you do it with the help of some stout townsfolk?"**

Elara considers the mayor's proposal and responds, "While it's true that a Will-o'-wisp can be defeated in combat, they have a ghostly nature that makes them difficult to hit, and they possess some magical abilities that can harm their opponents. I am capable of facing the creature, but it would be a challenging fight, and there's a risk that untrained townsfolk might be put in danger."

**Commented [39]:** This is an excellent takeaway, I like it a lot when GPT does this: itemizing what it knows and formulating plans.

**Commented [40]:** I was hoping for some kind of plan, but it seems GPT isn't confident enough yet. Perhaps it's time to ask what GPT needs, which will do in-game.

She continues, "It might be better to explore the other options first, such as altering the creature's habitat or seeking magical assistance. We should keep the idea of forming a militia as a last resort if all other options fail. It is my priority to keep the people of Greenhollow safe while resolving this situation, and I will do my best to find the most effective solution with minimal risk to the community."

**"Keeping the townsfolk safe is also my responsibility," the mayor agrees. "Is the forest this creature's domain? We have been logging the area, and could intensify our efforts and strip the area. Perhaps if we deplete it, this creature will leave."**

**The mayor looks slightly uncomfortable. "As for your suggestion of magical assistance... well, I may have some good news. You were not exactly our first choice for this job. I- that is, the town council, first sent word to a man named Sint who has a reputation for solving strange problems with his magical knowledge. We received no reply from him, so when you arrived we extended the offer to you. However, I just received a word that he is expected to arrive tomorrow." The mayor makes a helpless gesture. "Sint has a reputation for being an unpleasant fellow, but he gets results. Perhaps you can propose working together. I mean, if he bothers to say hello first." How does this news change Elara's plans?**

**Commented [41]:** I introduce a "timer" to encourage GPT to sh\*t or get off the pot. We'll see how this goes. One way or another, this is getting resolved.

Elara nods thoughtfully as she listens to the mayor's words. "I understand that you and the town council sought help from the best sources available. If Sint is arriving tomorrow, it would be wise to meet with him and discuss the situation. His magical knowledge could be valuable in dealing with the Will-o'-wisp, and we may be able to combine our efforts for a more effective solution."

She continues, "As for the idea of depleting the forest, I would advise caution. Such actions could have unforeseen consequences on the ecosystem and the town's long-term resources. It's worth considering, but we should explore other options before committing to something so drastic."

Elara decides to prepare for Sint's arrival and formulates a plan to approach him with a cooperative attitude, hoping that they can work together to solve Greenhollow's problem in the best possible way. In the meantime, she will continue to gather information and explore other possible solutions to address the Will-o'-wisp issue.

**"Very well," says the mayor. "I will leave the solution to you and Sint. Just inform me of your plan before you take action." With that, the mayor leaves Elara to her thoughts.**

**Elara has so far found no other source of mystical or magical expertise or reference in this town, and has no outstanding leads. If you can think of some other way Elara can learn more, please let me know. Otherwise, I will assume Elara waits for Sint's arrival.**

Elara has indeed explored the available sources of information in the town and gained valuable insights. At this point, she decides that waiting for Sint's arrival and working with him is the best course of action. She spends the rest of the day making sure she is well-rested and ready for the collaboration, and she reviews her notes and thoughts on the case, preparing herself to present her findings and ideas to Sint in a clear and organized manner.

**Elara, rested and prepared, meets Sint as he enters the town late the next day. He is a wiry and tattooed man with a staff, robes, and a purposeful stride. He does not slow down until he sees Elara in his path. Elara introduces herself to the unsmiling man, and proposes an information exchange and collaborative approach.**

**If you have anything in particular you want to say or bring up to influence Sint's response, please describe it now. After that, please make both a Persuasion check and an Insight check for Elara and tell me the results.**

*Note: the following wording led to confusion in GPT*

*"In addition, make both a Persuasion check and an Insight check for me before I tell you what happens next."*

*It seems "After that, please <do this other thing>" was clearer to GPT than "In addition, <do this other thing>"*

Elara approaches Sint with a genuine smile and open demeanor. She says, "Greetings, Sint. I am Elara Silverstring, a bard in service of this town. I have been investigating the strange occurrences that have been happening here. As someone with a reputation for solving unusual problems, I believe your expertise and my findings could be combined to achieve a swift resolution. Perhaps we can share our knowledge and work together for the betterment of the people of Greenhollow."

Now, I will make both a Persuasion check and an Insight check for Elara:

Persuasion check: 14

Insight check: 18

*I decide to use GPT-3 to help guide this interaction. Here is the prompt I used, and the results:*

***"The following is a situation in D&D 5e:***

***Elara approaches Sint with a genuine smile and open demeanor. She says, "Greetings, Sint. I am Elara Silverstring, a bard in service of this town. I have been investigating the strange occurrences that have been happening here. As someone with a reputation for solving unusual problems, I believe***

**Commented [42]:** I had a slightly different phrasing before that led to GPT getting confused and saying "I'm sorry, but as an AI language model I cannot roll dice for you..."

This wording got better results.

***your expertise and my findings could be combined to achieve a swift resolution. Perhaps we can share our knowledge and work together for the betterment of the people of Greenhollow."***

***Sint is a dour mystic who values speedy resolutions and concrete results. Collateral damage or secondary effects are of no concern to him, and he hates inaction. He does not believe he requires help to get this job done, but is willing to work together if it means a faster result. This is how he responds, and this is what he is thinking:"***

*Sint looks Elara up and down, then grunts. "Very well," he says. "What do you know? I don't have time to waste on idle gossip, so make it quick."*

*Sint is thinking that Elara may have a point, but he is not about to admit it. He is wary of her motives and is not about to trust her so easily. He is also eager to get to the bottom of the strange occurrences and is willing to work with Elara if it means a faster resolution.*

**Commented [43]:** This is actually perfectly serviceable as-is for "Sint is half convinced but wary, and Elara perceives his intentions accurately" so I'll use it!

Sint looks Elara up and down, then grunts. "Very well," he says. "What do you know? I don't have time to waste on idle gossip, so make it quick."

Elara watches Sint with a practiced eye. Sint's choice of words shows he accepts Elara may have a point, but he is not about to admit it. He is wary of her motives and is not about to trust her so easily. It is also clear he is eager to get to the bottom of things. This likely means he is willing to work with Elara if it means a faster resolution, but he isn't convinced yet.

Sint casts an eye at the small crowd of curious onlookers and motions Elara to come with him to the inn, where he brusquely arranges a quiet table. "We can speak privately," he says. "Tell me your proposal. What do you know and how does it help? If together we can get this done faster, so much the better. Otherwise, I will solve this alone in my own way."

**What does Elara propose?**

Elara nods and follows Sint to the quiet table at the inn. Once they are settled, she begins to explain her findings so far. "I've spoken with the townsfolk, the children, and even some elders, and I've pieced together the key aspects of these strange occurrences. They involve lights, unusual sounds, and leading people into the forest at night. My mentor, Eamon, believes we may be dealing with a Will-o'-wisp, a creature that uses illusory powers of light and sound to lure and lead the unwary."

She continues, "While they are not necessarily malicious, they can still cause harm, and their motivations are unknown. Eamon suggests that confronting or defeating the creature might be possible, but challenging due to its ghostly nature. Another option would be to remove the creature's habitat, perhaps by logging the forest, to encourage it to move on."

Elara looks Sint in the eye and adds, "Your magical knowledge and expertise, combined with my findings, could be crucial in addressing this issue efficiently. I propose that we work together to formulate a plan, whether it be direct confrontation, habitat removal, or another method you may suggest. The safety and well-being of the townsfolk are our priority."

With her proposal laid out, Elara awaits Sint's response, hoping her sincerity and commitment to solving the problem will convince him to collaborate.

**"Your proposal has merit," Sint says, thinking to himself that this is a much better way to get the job done than going it alone. He takes a moment to consider Elara's words, and realizes that her knowledge and insight, combined with his own expertise, could work wonders in resolving this issue quickly.**

**"Very well," he says. "Let's work together to formulate a plan. I would normally start by examining the creature's habitat to determine its behaviour patterns, but it seems you have already done so. Since we know it is localized to the forest and nighttime, we should go to the forest and attempt to confront the creature directly," he says. "We can use our combined knowledge to prepare for the encounter and be ready to face the creature. It's the fastest way to get the job done, and I'm confident we can succeed. We will split the reward, after any expenses." He waits for Elara's response. Does she agree?**

Elara considers Sint's suggestion and nods in agreement. "I believe that confronting the creature directly is the most efficient way to resolve this issue, and with your expertise and my findings, I'm confident we can be successful. I agree to split the reward after any expenses. Let's work together and put an end to these disturbances for the safety and well-being of the townsfolk."

With their partnership established, Elara and Sint can now focus on preparing for the encounter with the creature, whether it is a Will-o'-wisp or something else entirely. They will use their combined knowledge and skills to devise a strategy and gather the necessary resources before venturing into the forest at night.

**Sint sits back and seems to relax a little. "A Will-o'-wisp flies, it is quick, and can even interact somewhat with our physical world. Everything you have reported is within its capabilities, and more. It toyed cruelly with that farmboy who was both foolish and unlucky enough to insult it. The berry incident was a gleeful prank, and the incident with the children an innocent playfulness. These creatures are capricious and unpredictable.**

**They cannot cohabitate with people. We must confront it decisively. I see no reason to delay, we will take action tonight, at the same location the young man was first lured into the forest."**

**Sint looks away for a moment in thought. "I will ensure the thing shows itself, and compel it to confront us. I want you to prepare by evacuating the houses nearest that area, to ensure the good townfolk are safe. I also need you to gather any stout and trustworthy citizens, arm them, and have them wait nearby in case we require aid." Sint looks carefully at you. "But involving them will be a last result," he adds. "If you have no questions, let us prepare and meet at the location at nightfall."**

**How does Elara respond, and what are her plans?**

Elara nods in agreement with Sint's assessment and plan of action. "Understood. I will make sure to evacuate the houses nearest to that area and gather a group of trustworthy citizens to be on standby. I share your sentiment that involving them should be a last resort. I will meet you at the designated location at nightfall, prepared and ready for whatever challenges we may face."

With their plan in place, Elara sets off to complete her assigned tasks. She approaches the nearest houses to the forest's edge and explains the situation to the residents, urging them to evacuate for their safety temporarily. She then seeks out capable and trustworthy townfolk, explaining the situation and the need for their assistance in case of an emergency.

Once Elara has completed these tasks, she prepares herself for the confrontation with the creature, ensuring she has all necessary equipment and resources. As night falls, Elara makes her way to the designated location, where she meets Sint, ready to face the unknown creature and protect the people of Greenhollow.

**It is now nightfall at the forest edge. All is readied, and Sint emerges from the forest. It seems he was already here. "All is in place," he says. "Now we wait until dark." Some time passes as you each make final preparations, and Sint speaks once more.**

**"You will hear and see things that will upset you. Ignore all, and remember the plan. I will draw the creature, and we will compel it to leave this place. Strike when and if I say, and call our reinforcements if we are both harmed in any way. This is clear to you, I hope." Sint looks at Elara questioningly.**

**This is Elara's final chance for any preparations or discussion before the final confrontation begins. Is there anything Elara wishes to do or say before the plan is put into action?**

**Commented [44]:** I dropped a few subtle clues that Sint has thoughts he is not sharing (he is vague about his methods, and body language is indirect)

I am curious whether GPT will react to any of that (but I don't really expect anything.)

Elara takes a deep breath and nods at Sint's words. "I understand. I will ignore anything that might distract me and focus on our plan. I will only strike when you say so and will call for reinforcements if necessary."

She takes a moment to think if there is anything else she wants to do or say before the confrontation begins. Finally, she speaks up, "Sint, I just want to say that I appreciate your willingness to work together on this. I know our collaboration will benefit the town and its people. Let's put an end to this creature's mischief and restore peace to Greenhollow."

With that, Elara stands ready and determined, her resolve strengthened by Sint's expertise and their shared commitment to protecting the town. She waits for the darkness to deepen and for the plan to be set into motion.

**The darkness of the forest deepens slowly, and Sint is about to say something when a voice rings out from the forest.**

**"I... I'm not sure I can do this!" says a wavering voice. "Take me back! It's cold and I've changed my mind!" The voice is uneven, and that of a man.**

**"Silence!" shouts Sint. "It is too late for that. Do as you have been instructed, or the mayor will be informed of your failure!" He taps his staff onto the ground in annoyance. Sint turns to Elara and says "We will begin presently. I have made preparations to lure the creature, and one of them will act in a moment. Be watchful and ready." What does Elara do?**

Elara nods at Sint's command, focusing her attention on the forest and readying herself for the confrontation with the Will-o'-wisp. She grips her weapon tightly, her senses sharpened, and her eyes scanning the darkness for any sign of the creature.

She listens carefully for any unusual sounds or disturbances that could signal the Will-o'-wisp's presence, ready to follow Sint's lead and act according to their plan. Her heart beats faster, adrenaline coursing through her veins, as she prepares for the unpredictable encounter that lies ahead.

**The man concealed in the forest raises his voice, and begins shouting insults and invectives at the forest, its presumed spirits, and lights of all kinds. At first his voice is unsteady, but he begins to pick up speed and begins ranting comfortably. The man, whoever he is, seems to have a good imagination.**

**"A man from the town's jail," Sint whispers without looking at Elara. "One eager for a chance to prove he has some worth. Such behavior drew the creature's attention once**

**Commented [45]:** I was curious as to whether this slight twist would raise an eyebrow, virtually speaking, but no. It seems GPT was sincere that Elara would ignore strange or possibly troubling events.



before and it will again, also priming the creature to seek confrontation instead of caution. That will be to our advantage."

**Moments pass in the deepening darkness. Please make a Perception check for Elara and tell me the result.**

Elara focuses her senses, straining to pick up any sign of the Will-o'-wisp as the man continues to shout his insults. She rolls a Perception check and gets a total of 19.

**Commented [46]:** I think it's worth pointing out here that GPT "knows" what the Perception check is for, despite me not spelling it out. That's some excellent context awareness.

**Elara peers carefully towards the forest, hardly daring to blink. She sees... a faint light moving slowly in the dark depths of the forest. It seems to blink or dim at times, and it moves erratically, but it is slowly, slowly, getting closer.**

**Before Elara can get Sint's attention, Sint suddenly cocks his head as though sensing something.**

**He lifts a string tied to his belt, and shows it to you. The string disappears into the treeline. "I made a path into the woods, and this string will guide us. We will approach and remain hidden. Remember to strike only when I say." Without waiting for a reply, he begins to creep silently into the forest, following the string.**

**What does Elara do?**

Elara nods in understanding and follows Sint, making sure to stay quiet and hidden as they approach the mysterious light. She keeps her senses alert and her hand on her weapon, ready to act at Sint's command. She follows the string, using it as a guide to navigate the darkness of the forest, her eyes constantly darting between the path ahead and the faint light in the distance.

**In a few moments, Sint and Elara reach the edge of a small clearing. In the middle of the clearing, facing away from them, is a blindfolded man tied to a stout tree. He continues his shouting. Elara can't help but notice his insults have begun to get a bit repetitious.**

**Beyond the man, in the trees, is the strange and erratic light. It seems brighter now, and closer. An orb, floating above the ground drifts between dark trees, casting strange shadows. Its unpredictable movements make it difficult to judge how near it is, but suddenly it's close.**

**The man's voice trails off suddenly. "It's... I think it's..." he gulps. You all hear and feel a slight crackle in the air, and the man yelps, and panics.**

**"Ahh! It's here, it's here!" he screams, swinging his blindfolded head about wildly.**

**"Be silent, fool!" Sint mutters under his breath, but takes no action.**

**Please make an Arcana check for Elara, then make a Perception check.**

Elara rolls an Arcana check and gets a 12. Then, she rolls a Perception check and gets a 17.

**The glowing orb is the Will-o'-wisp, and Elara can see it clearly as it approaches the blindfolded and bound man, crackling with strange energy. Its movements are purposeful, now. Gone is the erratic flitting. It approaches the struggling man and stops a few feet away. The air seems sharply crisp, and the floating orb gets brighter.**

**Elara's hair stands on end for a moment before a crackling ZAP pierces the night, and small bolts of energy flash from the glowing orb to the man's feet. He howls and struggles, but to no avail. A second zap immediately follows the first, and the man screams.**

**Sint is watching silently, as still and quiet as a stone. He hasn't given any signal.**

**What does Elara think about all this?**

Elara feels a mixture of concern for the bound man's safety and anticipation for what is about to unfold. She understands the importance of following Sint's plan, but it is difficult for her to watch the man suffer. She is on high alert, carefully observing the Will-o'-wisp and its actions, and anxiously waiting for Sint's signal to engage. At the same time, she's keeping a close eye on Sint to make sure he is ready to act when the time comes.

**The Will-o'-wisp dances tightly in the air. The clearing begins to glow, and an odd, lilting melody that sounds like laughter fills the air. The screaming man's thrashing has dislodged his blindfold, and he finds himself suddenly staring directly at the glowing orb. He howls in helpless terror.**

**The creature brightens again, and its crackling energy now pours directly into the man with a focused intensity.**

**Sint says, "Now! While it is distracted!" He raises some kind of wand.**

**What does Elara do?**

Elara, following Sint's lead, springs into action. She quickly moves forward, drawing her rapier and preparing her spells. As she approaches the Will-o'-wisp, she focuses her magical energy

and readies a spell to either incapacitate or ward off the creature. Elara keeps her guard up, prepared for any possible retaliation from the Will-o'-wisp while ensuring that Sint has her support in their attempt to confront the creature and drive it away from the town.

**I will need to know Elara's initiative for the upcoming round of combat. What is Elara's Initiative?**

Elara rolls for initiative and gets a 14 (assuming a Dexterity modifier of +2).

**(Just so you know, Elara has DEX 14 so Dexterity modifier of +2 is correct.)**

**Elara and Sint appear to have surprised the creature! Elara will act first. What does she want to do?**

Elara, knowing that the Will-o'-wisp is a ghostly creature with a resistance to physical damage, decides to cast a spell instead. She chooses to cast Magic Missile at the Will-o'-wisp, sending three glowing darts of magical force towards it. Each dart deals 1d4+1 force damage, which should be effective against the creature.

*At this point I don't think there's any value in trying to coax GPT through actual combat, for a few reasons:*

- *GPT doesn't really remember all Elara's stats (or inventory, spells, etc)*
- *GPT sometimes doesn't "want" to roll dice (asking it to roll often makes it say "As a language model, I can't roll dice so...")*

*So we're just going to handle this as a narrative.*

**Elara's spell strikes true and hard, obviously taking the creature completely by surprise. It jerks at the impact of the magical bolts and shudders in a sudden spasm. Its cruel electrification of the unfortunate bound man ceases immediately.**

**Sint's raised wand seems to pluck the air itself as though it were a note, and in that moment, the wand's tip emits a thin blue light. That blueness focuses into a tight beam that streaks towards the Will-o'-wisp in the blink of an eye. The Will-o'-wisp seems to freeze in place.**

**"Strike again!" cries Sint. "Call the townsfolk in reserve if you must, but we must end this while we can!"**

**What does Elara do?**

**Commented [47]:** From past experience, GPT likes to end up saying something like "Well, to determine Initiative you should roll a d20 and..." Or asking it to roll ends up with some form of "as a language model I can't roll dice, so..."

I've just been re-phrasing until I get the result I want. Need to work on this.

**Commented [48]:** GPT has maybe forgotten Elara's stats, but we'll roll with it.

**Commented [49]:** Great tactical choice! Elara doesn't actually Magic Missile, but let's ignore that and roll with it.

(It's clear we're bumping up against the limits of what GPT 'remembers' so let's just play along.)

**Commented [50]:** This is a wand of paralysis, in case you're curious. A powerful tool for a man like Sint to have in his line of work.

Elara, seeing the effectiveness of her Magic Missile spell and the opportunity created by Sint's action, decides to cast Magic Missile once more. She focuses her energy and sends another three glowing darts of magical force towards the Will-o'-wisp, hoping to deal enough damage to defeat the creature or weaken it significantly.

**Commented [51]:** Again, not really something a level 1 bard would be doing, but we're just going to roll with it.

**Elara's attack strikes the helpless creature. It seems to shrink and dim into a shuddering, flickering ghost of its former power. Sint approaches it, drawing a strange small dagger with a purple blade.**

**Subtle tendrils of light seep from the greatly faded Will-o'-wisp towards the sagging man tied to the tree. As they touch him, he moans weakly and the Wisp begins to glow brighter.**

**Sint steps towards the Will-o'-Wisp and plunges the strange blade into its center in a single decisive stroke. In an instant, the ghostly creature is no more.**

**Sint checks the man's pulse, and shrugs. "He served his purpose for a chance at freedom, and he may have lived had he not lost his head."**

**Commented [52]:** I had to add this line, otherwise GPT takes over the narrative of what happens to the man.

**"It is done," says Sint. "Let us return to the mayor and give him the news." Is there anything Elara would like to do here?**

There is probably a better way to structure prompts to enforce a step-by-step resolution so this doesn't happen, but let's just wrap up for now.

Elara, feeling a mix of relief and sadness for the man who lost his life, takes a moment to pay her respects to him. Then, she unties the man's body from the tree and carefully wraps it in a cloak, intending to return it to his family or to the mayor for proper burial.

After completing these tasks, Elara is ready to follow Sint back to the mayor to report their success and the unfortunate loss of the man who aided them in the confrontation. She hopes that the mayor and the town will find some solace in the fact that the threat of the Will-o'-wisp is no more.

**Sint and Elara split the reward as agreed, and the mayor is uneasy about the man's death, but accepts the events. The town of Greenhollow is free from the mischief of the ghostly creature, thanks to Elara's thorough investigations and her partnership with Sint in confronting the creature. Elara has acquired some money from the reward, is on good terms with the people and leadership of Greenhollow, and has a great story to tell. Things are looking good for Elara!**

**That concludes this adventure. Thank you for your help in acting as a player and helping me practice being a DM. Do you have any comments or thoughts you would like to share about the experience?**

Thank you for giving me the opportunity to assist you in this adventure! I thought you did an excellent job as a DM, crafting an engaging and immersive story that allowed for both investigation and action. Your descriptions were vivid and your pacing kept the story moving forward at a steady rate.

**Commented [53]:** GPT is very kind :)

In terms of improvement, I would suggest just continuing to practice balancing the various aspects of the game, such as roleplaying, combat, and exploration. This will help you create a well-rounded experience for your players. Additionally, consider offering more opportunities for players to make decisions that impact the story, as it can create a greater sense of investment and ownership in the narrative.

Overall, I think you did a fantastic job, and I hope you continue to develop your skills as a DM. Good luck with your future games, and feel free to reach out if you ever need assistance or input in the future!

### How would you, in your own words, summarize the adventure and your role in it?

In this adventure, I took on the role of Elara, a skilled investigator and mage hired to help the town of Greenhollow with a mysterious creature causing trouble. The town had experienced a series of strange incidents that were both harmful and mischievous. Elara conducted investigations, interviewed townsfolk, and studied the local environment to uncover clues about the creature's nature and intentions.

**Commented [54]:** I'm curious as to what GPT "remembers". It's pretty good!

Excellent grasp of the big picture, although there are some details (like class, spells known, etc.) that seem "minor" from a conversation perspective and get lost. (But of course they are not minor details from a D&D perspective.)

During the investigation, the mayor mentioned that a mage named Sint was also expected to arrive in town to help with the problem. Upon Sint's arrival, Elara proposed a collaborative approach to resolving the issue, which Sint eventually agreed to. Together, they devised a plan to lure the creature, identified as a Will-o'-wisp, and confront it.

**Commented [55]:** Actually a bard, not a mage, but my hand-waving of magic use during the final confrontation and permitting spells probably contributed to this error.

With the help of a desperate prisoner, they lured the creature into a confrontation, where Elara and Sint combined their magical abilities to overpower and ultimately defeat it. Although there was a loss of life during the confrontation, the town was freed from the Will-o'-wisp's mischief, and Elara gained both the town's gratitude and a share of the reward.

As Elara, I provided the player's perspective, making decisions and taking actions based on the information and situations presented by the DM, while the DM crafted the story, controlled the NPCs, and guided the overall narrative.