004 – Lady in Red

I plan to use ChatGPT in this session, but use it a bit less and in a more structured way, along with rolls and oracles from my Tools Page (<u>https://aigm.igm4u.com/amber_oracles.html</u>)

Tools for Amber Accelerated

| Almost Certain OLikely | | |
|---|----|-----------|
| ow Hard? Probably #2 Fair Variation: OLow Normal OHigh GM Says | | |
| onsworn Oracle: [Action v Rol Action+Theme nber Oracle: AMBER Apparent Enemy v Rol | +8 | Legendary |
| bal of Chaosites | +7 | Epic |
| | +6 | Fantastic |
| iudge Dice d3 d4 d6 2.d6 d3 d10 d12 d20 d100. | +5 | Superb |
| aber Nook Amber NPC Ironsworn Character Ironsworn Monstrosity | +4 | Great |
| | +3 | Good |
| | +2 | Fair |
| | +1 | Average |
| | 0 | Mediocre |
| Il Location Full Site | -1 | Poor |
| | -2 | Terrible |

I recently added the "How Hard?" section that allows me to set a Difficulty but then roll for variations on it, so I won't always know, when I make a roll, exactly what the target is. I can set a value that makes narrative sense (such as +2) and then decide whether to use a Low, Normal or High amount of variation. When I click the "GM Says" button, the page makes a Fudge Roll and then presents the result.

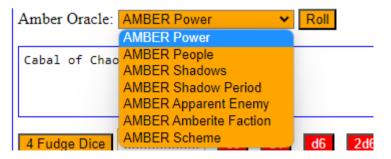
For "Low" variation, results of +3 or -3 will vary the "probable" difficulty by 1 and results of +4 or -4 will vary it by 2.

For "Normal" variation, results of +/- 1 or 2 will vary the "probable" difficulty by 1 and results of +/- 3 or 4 will vary it by 2.

For "High" variation, the "probable" difficulty will vary by the result of the roll.

There is always a maximum of +8 and minimum of -2.

There Oracle options for...



The last three are for the "Plot Ideas" section of the Amber Accelerated rulebook.

These include being able to roll for the Apparent Enemy behind a significant plot or scheme.

Then roll for various broad types of Amberite – from Elders to Nobles, to a Cabal, to visiting nobles from Golden Circle Shadows etc.

Finally there is an oracle for a suitably devious "Scheme" to hurt/kill/make use of the PCs.

It feels like it's time to embroil Jason (or perhaps the Forest of Arden or even Julian) in some sort of Amber-style Scheme (in which the Red Witch from the last session is probably a pawn). Given the way Amber plots tend to unfold with twists and surprises, I'm going to roll for the **APPARENT Enemy**.

I got "**Cabal of Chaosites**" which seems to fit. In my version of Amber, 5 years after the end of the Patternfall War and the collapse of the Black Road, there are still many Chaos creatures stranded throughout the Shadows, and a fairly large number still roaming in and around the Forest of Arden.

Some of the most dangerous and dedicated Chaos Warriors would have been cut off in Arden when the Black Road collapsed. I figure they are still here and working to bring down Arden and Amber. As many of them will be Shapechangers and Logrus users, some could be infiltrating the land, and some could be rampaging. It seems that at least this "Red Witch" was trying to summon something particularly powerful.

For the **Amber Scheme** I got "**Threaten somebody significant to the PC**" so maybe that means threaten Lord Julian (Jason's Father) to force Jason to do something or maybe Julian is the actual target of the Scheme and Jason is the person to be threatened to force Julian to do something?

Prompt to ChatGPT

Hello again - I'd like to continue with my Solo RPG with you acting as a GM's assistant, providing descriptions and inspirations for my adventure.

Hello! I'm here to assist you with your Solo RPG adventure. Please let me know the setting, situation, or any specific prompts you have in mind, and I'll be happy to provide descriptions, inspirations, and help you progress in your adventure.

I'll start with the Red Witch from the previous session.

I'm going to say that one of the bandits tried to kill her to prevent her being captured.

When it looked as though he had succeeded, the bandits fled.

She was captured a few days ago and has been given medical treatment. Jason was unwilling to use cruelty to get her to reveal who she is but his father, Lord Julian has not got the same scruples and has not treated her gently.



Despite this, the woman has so far revealed nothing of her plans or her origin.

I have used some other tools to randomly determine that there is a Plot to overthrow Lord Julian and that this woman is a pawn in that plot and the monster she was trying to summon

into the Forest of Arden was part of the plot. Julian and Jason are at breakfast, discussing what to do next. Please describe the scene.

The morning sunlight filters through the tall windows of the grand dining hall in Julian's castle, casting warm golden hues on the richly adorned walls. A long table is set with an array of fine breakfast delicacies, from freshly baked bread to seasonal fruits. The room is adorned with tapestries depicting scenes of valor and triumph, reflecting the noble heritage of the House of Arden.

Seated at the head of the table is Lord Julian, a stern and imposing figure dressed in regal attire. His eyes betray a mix of concern and determination as he scans through a collection of parchment scrolls and maps spread out before him. Opposite him sits Jason, his son and Captain of the Rangers, wearing his worn but dependable leather armor.

The tension in the room is palpable as they both contemplate the situation. The Red Witch, as she has come to be known, is confined to a secure cell in the castle's dungeon. Her presence lingers in the air, a mystery waiting to be unraveled.

Lord Julian breaks the silence, his voice commanding attention. "Jason, this woman holds the key to the plot against our rule. We cannot afford to let her escape our grasp. We must find a way to extract the information we need, no matter the cost. The stability of the Forest of Arden hangs in the balance."

He takes a sip from his goblet, his gaze unwavering. "I understand your reluctance to resort to cruelty, my son, but sometimes harsh measures are necessary to protect our lands and our people. We have given her ample time and treatment, yet she remains defiant. We cannot afford to be lenient any longer."

Jason ponders his father's words, his expression torn between loyalty and his own sense of justice. He knows that time is of the essence, and the plot against Lord Julian must be thwarted. The fate of the Forest of Arden rests on their shoulders.

What is Jason's response, and what course of action will he propose to his father? *I like this response – it does exactly what I asked and then stops and prompts me for Player Input.*

"Perhaps we could call on your sister - Fiona. Fiona is Amber's mistress of magic and may be able to read the mind of the Red Witch or use a Tarot Reading of the Trump cards to determine her story."

I decided to just put my response in quotes and see if ChatGPT would interpret it as Jason talking to his Father – it seems to have worked...

Lord Julian furrows his brow, considering Jason's suggestion. "Fiona does possess great magical abilities, and her expertise in divination could prove useful in this

situation," he muses. "Summon her to the castle. We will see if she can extract the truth from this Red Witch."

He reaches for a quill and parchment, swiftly penning a message to his sister Fiona, detailing the urgency of the matter and requesting her immediate presence. Once the message is sealed and ready to be dispatched, he hands it to a servant, instructing them to send it with haste.

As they wait for Fiona's arrival, Lord Julian turns his attention back to Jason. "We cannot solely rely on magical means, my son. We must also gather more information about this plot. Dispatch a group of Rangers to discreetly investigate the surrounding villages, towns, and forest. Look for any signs of unrest or suspicious activities. We need to know who else might be involved and what their objectives are."

Jason nods, acknowledging his father's orders. "I will organize the Rangers and set out immediately," he affirms. "With Fiona's arrival and our investigations, we may yet uncover the full extent of this conspiracy."

The weight of their responsibilities hangs heavy in the air as father and son prepare to face the challenges that lie ahead. Together, they will delve into the depths of mystery and treachery, seeking to safeguard their land and uncover the truth behind the Red Witch and the plot against Lord Julian's rule.

What specific instructions will Jason give to the Rangers, and how will he prepare for the upcoming investigations?

Clearly GPT doesn't think of Julian using a Trump to call Fiona, so I'm going to overrule this bit and suggest an alternative.

Rather than sending a letter, the Princes of Amber (Julian is one of them) have Trump Cards depicting the other members of the Amber Royal family. They can use these Trumps for magical video calls and as a means of teleportation. Please revise the previous response in the light of this information about the Trump cards.



My apologies for the oversight. Given the existence of Trump Cards in the world of Amber, Lord Julian reaches into a hidden pocket within his robes, retrieving a deck of ornate cards depicting the members of the Amber Royal family. Among them is Fiona's Trump Card.

Lord Julian holds Fiona's card in his hand, his eyes narrowing with determination. "We shall contact Fiona directly through the Trump Cards," he declares. "Her magical prowess will be invaluable in this matter. Let us bring her wisdom and insight to our side without delay."

With a swift motion, Lord Julian focuses his thoughts on his sister Fiona, his mind envisioning her image on the card. The intricate patterns on the card shimmer and shift, transforming into a lifelike representation of Fiona herself. The image gazes back at Lord Julian and Jason, a connection established.

"Fiona," Lord Julian addresses the card, his voice projecting into the ethereal connection. "We require your presence at once. A dire situation has unfolded in the Forest of Arden, and your magical abilities are needed to uncover the truth. We request your aid and insight. Respond if you are able."

They wait with bated breath, the silence of the grand dining hall amplifying the tension. Seconds pass like minutes until finally, Fiona's voice emanates from the card, carrying a sense of urgency. "I hear your call, brother. I shall make my way to you swiftly. Expect me within the hour."

With Fiona's imminent arrival secured, Lord Julian looks at Jason, a glimmer of hope in his eyes. "Fiona shall be with us shortly. In the meantime, let us make the necessary preparations for her arrival and the forthcoming investigations. Gather the Rangers and instruct them to focus their efforts on discreetly observing the villages, towns, and forest. Advise them to report any signs of unrest, strange occurrences, or individuals behaving suspiciously. We need as much information as possible to unravel this plot."

Jason nods, understanding the urgency of the task at hand. "I will mobilize the Rangers immediately and ensure they are well-equipped for their assignments. Additionally, I will arrange for suitable quarters and necessary supplies to accommodate Fiona's arrival."

With a shared resolve, father and son set their plans in motion, utilizing the powerful Trump Cards to summon Fiona's aid and preparing their forces for the investigations that lie ahead. The fate of the Forest of Arden hangs in the balance, and with each passing moment, the web of intrigue draws tighter.

What specific instructions will Jason give to the Rangers, and how will he prepare for Fiona's arrival?

That's pretty good – I can interpret Fiona's one hour delay as being that she needs to gather some equipment before calling Julian back and then teleporting through to Arden Castle.

Jason will instruct the Rangers to watch for any unusual activity in the villages of Arden. The young bandit who was released in exchange for information will be followed discreetly to see if other members of gang make contact with him (to question him or kill him for treachery). He will also arrange for guest quarters to be cleaned and aired ready for his Aunt Fiona's arrival.

Under Jason's command, the Rangers disperse to carry out their assigned tasks. They blend into the villages of Arden, discreetly observing and monitoring any unusual activities. Their eyes keen and their presence unnoticed, they become the watchful guardians of the realm, seeking to uncover any signs of unrest or further connections to the bandit gang.

Meanwhile, the young bandit who was granted freedom in exchange for information remains under close surveillance. A small team of Rangers shadows his movements, carefully keeping their distance to avoid arousing suspicion. They patiently wait, ready to intervene if any other members of the gang attempt to make contact with him. The outcome of this clandestine operation holds the potential to reveal deeper layers of the plot against Lord Julian.

In preparation for Fiona's arrival, Jason oversees the cleaning and airing of the guest quarters within Arden Castle. He ensures that the rooms are immaculate and comfortable, ready to accommodate his aunt's arrival. The servants diligently carry out their tasks, ensuring every detail is attended to with the utmost care and attention.

As the hour draws near, the castle buzzes with anticipation. The scent of anticipation hangs in the air, mingling with the underlying tension. The stage is set for Fiona's arrival, and the answers they seek lie just beyond the threshold.

What will Jason do in the remaining time before Fiona's arrival? Is there any specific information he wants to gather or additional preparations he wishes to make?

Unwilling to watch the interrogation, Jason makes an excuse that he is needed to lead a Ranger Patrol. I'll leave Julian and Fiona to handle the interrogation and only want to know what information they find.

Understood. Jason respectfully excuses himself, feeling that he is better suited to continue leading the Ranger Patrols in the forest. With a nod of understanding, he leaves Lord Julian and Fiona to handle the interrogation of the Red Witch.

Inside a secure chamber of Arden Castle, Lord Julian and Fiona commence their examination of the Red Witch. Utilizing her magical expertise, Fiona probes the

depths of the Red Witch's mind, carefully unraveling the intricate layers of thoughts and memories. Lord Julian, with his commanding presence, seeks to extract information through more conventional means.

As the hours pass, the truth slowly emerges from the Red Witch's consciousness. Julian and Fiona discover that she was indeed part of a larger plot orchestrated by a faction seeking to undermine Lord Julian's rule. The summoning ritual was intended to bring forth a creature of immense power, which would have wreaked havoc upon the forest and its people, weakening Lord Julian's position.

They uncover the names of key individuals involved in the plot, the locations of hidden hideouts, and the identities of those who seek to aid in the overthrow of Lord Julian. The Red Witch's knowledge proves to be a valuable puzzle piece, revealing the intricate web of treachery and deceit that threatens Arden.

Once their interrogation is complete, Fiona and Lord Julian share the gathered information with Jason. They discuss their next course of action, determining the best strategy to dismantle the plot and safeguard the forest and its inhabitants.

The details of the information they uncover and the specific actions they plan will be shared with Jason, allowing him to make informed decisions and play a pivotal role in the ongoing adventure.

Please name and describe one of the local Lords (a Baron) who is involved in the plot. He will have been abducted and replaced by a Shapechanger from the Courts of Chaos so that he can provide resources and shelter to the bands of bandits gathering secretly in the Forest of Arden.

Baron Reginald Hawkwood, Lord of Briarcliff, is a prominent figure among the local nobility of the Forest of Arden. Known for his sharp wit, astute political maneuvering, and a reputation for fairness in his dealings, Baron Hawkwood has been a respected leader in the region for many years.

Appearance: Baron Hawkwood is a middleaged man with a distinguished presence. He stands tall with broad shoulders, his frame portraying a mix of strength and grace. His silver-gray hair is neatly trimmed, and his piercing blue eyes hold an air of shrewdness



and intelligence. Baron Hawkwood is often seen dressed in fine garments of dark green, adorned with intricate patterns depicting the forest and its creatures.

Personality: Baron Hawkwood is known for his charm and charisma, effortlessly engaging with others in both formal and informal settings. He possesses a quick wit and a talent for diplomacy, making him a respected figure among his peers. Despite his charm, Baron Hawkwood has a reputation for being cautious and meticulous in his decision-making, always considering the potential consequences before taking action.

Involvement in the Plot: Unknown to the people of Arden, Baron Hawkwood has fallen victim to a plot orchestrated by the Chaos forces seeking to undermine Lord Julian's rule. A Shapechanger from the Courts of Chaos has abducted the Baron and assumed his identity, masquerading as the noble lord. This impostor has been using his position to provide resources and shelter to the bands of bandits gathering secretly within the Forest of Arden.

The Shapechanger's true motives and allegiance remain concealed, allowing them to manipulate events from within Baron Hawkwood's stronghold, Briarcliff. The real Baron Hawkwood's whereabouts are currently unknown, but it is clear that his influence and resources have been hijacked to further the nefarious plans of those plotting against Lord Julian and the stability of Arden.

As the adventure unfolds, Jason, along with Lord Julian and Fiona, will need to uncover the truth behind Baron Hawkwood's disappearance and confront the Shapechanger who has taken his place. The fate of Arden may hinge on their ability to expose the impostor and thwart the insidious plot that has woven its way into the heart of the forest.

At this point I decided that ChatGPT was giving too much "editorial" comment and long-winded answers that often require a bit of back-and-forth to make them fit the fiction. While this is OK for solo play, it wouldn't make good reading for anybody else, so Jason's story will continue in private after this session and I'll edit and cut short the responses from now on.

Fiona will take the broken Red Witch back to Castle Amber for further magical interrogation. Lord Julian will be in a tremendous rage as the Baron of Briarcliff is a good friend of his. Julian's temper will prevent him approaching the situation with subtlety so he agrees to let Jason visit Briarcliff on his own, pretending not to know about the shapechanger and see if there are any clues to who is ultimately behind this plot.

As Lord Julian's anger simmers, he agrees to let Jason take charge of investigating the situation at Briarcliff, recognizing the need for a more subtle approach. With a heavy heart, Jason prepares for his journey to the Baron's stronghold, uncertain of what he will uncover.

Briarcliff, the seat of Baron Hawkwood's power, is a formidable fortress nestled within the lush forested lands of Arden. It stands atop a rocky outcrop, overlooking a picturesque valley. The castle itself is a grand structure, constructed from gray stone and fortified with sturdy walls. Turrets rise high into the sky, their banners bearing the Hawkwood family sigil fluttering in the wind.

As Jason approaches the castle gates, he is greeted by vigilant guards dressed in the Hawkwood colors. They eye him with a mix of curiosity and suspicion, knowing that he comes from Lord Julian's domain. After a brief exchange of words and confirmation of his purpose, the gates swing open, granting him entry.

Inside Briarcliff, the atmosphere is tense. Servants scurry about, fulfilling their duties with whispered conversations and cautious glances. Jason senses an underlying unease among the staff, as if they too have sensed that something is amiss within their own walls.

The main hall of Briarcliff is grand and adorned with tapestries depicting scenes of the forest and hunting. The air is heavy with the scent of polished wood and candle wax, and the crackling fire in the hearth casts dancing shadows across the room. As Jason steps into the hall, he is greeted by a figure in the guise of Baron Hawkwood the shapechanger that has taken his place.

The false Baron is an exact replica of the real Baron Hawkwood, from his appearance to his mannerisms, making it difficult for anyone but the keenest observers to detect the deception. He wears a confident smile that hides a calculating mind.

"Ah, Captain Jason, a pleasure to have you here," the false Baron says, his voice echoing with false warmth. "What brings you to Briarcliff? I trust you are not here to disrupt the peace?"

Jason's mission is clear—to uncover any clues or evidence that may shed light on the identity of the puppeteer pulling the strings behind the plot to destabilize Arden. He must navigate the web of deception, gathering information without raising suspicion or endangering himself. The fate of the forest and his family's legacy hangs in the balance as he delves deeper into the heart of Briarcliff, ready to face whatever challenges lie ahead.

"My Father sends his greetings, Baron. He asks that you grant me some of your troops to join our Rangers. Your realm has not suffered as much as others from Bandits and Monsters, so we hope you can spare some troops."

The false Baron Hawkwood narrows his eyes, studying Jason with a scrutinizing gaze. He nods slowly, seemingly considering the request.

"Your father's concerns are noted, Captain Jason," the false Baron replies, his voice laced with a hint of suspicion. "While it is true that Briarcliff has been relatively

unaffected by these recent troubles, the safety of my domain remains my utmost priority. I will consider your request, but I must first ascertain the nature of these threats you speak of. Convince me that such measures are necessary."

Jason recognizes the need to tread carefully, aware that any misstep could jeopardize his mission. He must find a way to convince the false Baron of the urgency and importance of bolstering their forces without revealing his true suspicions.

With a measured tone and a display of confidence, Jason responds, "The Forest of Arden is vast, Baron, and the shadows that lurk within it grow deeper. Bandit attacks and the appearance of these monstrous creatures have become more frequent, threatening the safety of the entire region. By joining forces and pooling our resources, we can ensure the protection of our lands and the welfare of our people."

The false Baron Hawkwood remains silent for a moment, his eyes still fixed upon Jason. The weight of the situation hangs in the air, and the outcome of this conversation could have far-reaching consequences.

Finally, the false Baron's lips curl into a smile—a smile that holds a hidden agenda. "Very well, Captain Jason. I shall grant you a contingent of troops to aid in your endeavors. However, I expect regular updates on your progress and a mutual exchange of information. Let it be known that Briarcliff stands ready to support the cause of preserving the peace and security of Arden."

As Jason secures the promise of troops, he realizes that his visit to Briarcliff has taken an unexpected turn. He must navigate the delicate dance of gaining the false Baron's trust while also unraveling the web of deceit that shrouds the true identity of those behind the plot.

The journey ahead is fraught with danger and intrigue, and every step brings him closer to the heart of the conspiracy. Jason's resolve strengthens as he prepares to uncover the truth and bring an end to the threat that looms over his family's domain.

During an evening meal with the false Baron, Jason will describe the horrific Shambling Mound creature and continue to pretend he trusts the Baron. I'll make a Create Advantage roll using Jason's Guile +2. The Result was only a ZERO, but **I'll spend a FATE Point to add +2 for a total of +2 which is a "Fair" result.**

| Jason CREATE ADVANTAGE | | |
|------------------------|-------------------|--|
| Intent | Deceive the Baron | |
| Roll | -2 | |
| Approach | ach GUILE + 2 | |

As the evening progresses, Jason engages in conversation with the false Baron Hawkwood, skillfully weaving a tale of the encounter with the monstrous Shambling Mound creature. He describes its decaying form, animated by an evil spirit, and the terror it unleashed upon the villagers of Arden. With a mixture of caution and apparent trust, Jason paints a vivid picture of the dangers lurking in the Forest of Arden.

The false Baron listens intently, his demeanor alternating between feigned concern and subtle curiosity. He nods at the right moments, displaying an interest in the details of the encounter. Jason's words, combined with his skillful storytelling, manage to leave an impression on the false Baron, sowing a seed of doubt and uncertainty.

Though the false Baron attempts to conceal his true intentions, a discerning eye can catch the flicker of unease that momentarily crosses his face. Jason's adept manipulation of the situation, his calculated trust in the false Baron, has managed to create a subtle advantage—a crack in the facade of the shapechanger's carefully constructed persona.

With his fair result, Jason has succeeded in planting the seed of doubt in the false Baron's mind, making him question the extent of the dangers within the Forest of Arden and the potential threat to his own domain. The false Baron's response to this revelation will depend on the unfolding events and the subsequent actions taken by Jason and his allies.

As the evening meal draws to a close, the false Baron raises his glass in a toast, his gaze fixed upon Jason. "Captain Jason, I appreciate your candid account of this abomination. It seems the Forest of Arden holds even darker secrets than I had imagined. Rest assured, I will take this matter into consideration and ensure the safety of Briarcliff as well."

Jason acknowledges the false Baron's words with a nod, concealing his own suspicions beneath a facade of trust. The stage is set, and the pieces are in motion. Jason must tread carefully, gather information, and uncover the true identity of the mastermind behind this nefarious plot.

As the night deepens and the halls of Briarcliff Castle grow quiet, the shadows cast by flickering torchlight hint at the hidden truths that await discovery. Jason's resolve strengthens, for he knows that the path he walks is filled with danger, deception, and the weight of his family's legacy.

The section above shows that ChatGPT has lost the narrative thread a bit. The false Baron won't be worried about the Bandits and Monsters in his own Realm as he is part of the conspiracy.

Staying in guest quarters in one of Castle Briarwood's towers, Jason will wait until the castle inhabitants are asleep and climb out of the window and down the ivy to enter the Baron's private office.

| Jason OVERCO | ME | Jason OVERCOME | |
|--------------|---|----------------|------------------|
| Intent | Sneak through Briarwood Manor +2 for the Boost | Intent | Search for Clues |
| Roll | -2 | Roll | -3 |
| Approach | GUILE + 2 | Approach | INTELLECT + 1 |

I'll Spend FATE for +2 to get a Zero Result. Now out of FATE Points!!!

| Jason OVERCOME | | | |
|----------------|------------|--|--|
| Intent | Sneak back | | |
| Roll | 0 | | |
| Approach | GUILE + 2 | | |

I decide to interpret the ZERO result on the Search to mean the searching takes longer than I had hoped, increasing the chance I'll be discovered, but I DO want Jason to locate some sort of PROOF of the Baron's part in the conspiracy. ChatGPT churned out a descriptive paragraph or two about not finding anything and returning safely to Jason's room.

I've decided to rewind a little. I'd prefer to interpret Jason's ZERO result on the Search of the Baron's office to mean the searching takes longer than I had hoped, increasing the chance he'll be discovered, but I DO want Jason to locate some sort of PROOF of the Baron's part in the conspiracy. Perhaps a Trump card for the Red Witch? Perhaps a Trump card for a cave in the forest? Perhaps a half-written letter about Jason's visit to Briarcliff arranging for him to be ambushed when he leaves?

Understood. Rewinding a bit, as Jason thoroughly searches the Baron's office, his efforts take longer than expected, raising the risk of being discovered. However, amidst the papers and belongings, Jason manages to find a hidden compartment in the desk. Inside, he discovers a Trump card depicting the Red Witch, indicating the Baron's connection to her.

Additionally, Jason finds a half-written letter detailing his visit to Briarcliff and plans for an ambush upon his departure. The letter implicates the Baron in the conspiracy and confirms his involvement in the plot against Lord Julian.

With this newfound evidence, Jason must now decide how to proceed while being mindful of the increased risk of being caught in the Baron's domain. What action would you like Jason to take next?

Jason will use his own Trump of Julian to call him and update him with the information. He'll arrange for a stealthy group of Rangers to meet him at the proposed ambush point so they can surprise the ambushers. He'll leave the Red Witch Trump card and the half-finished letter untouched so the Baron doesn't know Jason's been in the office.

Jason takes out his Trump card depicting Lord Julian and focuses his thoughts, reaching out across the mystical connection. Within moments, the image on the card comes alive, and Jason finds himself in direct communication with his father. He shares the discovery of the Red Witch's Trump card and the half-finished letter, informing Lord Julian of the Baron's involvement in the conspiracy against him.

Lord Julian listens intently, his face filled with concern and determination. He acknowledges Jason's plan and agrees that a counter-ambush is the best course of action. He mobilizes a group of skilled Rangers to rendezvous with Jason at the proposed ambush point, ensuring their stealth and readiness to surprise the attackers.

As for the evidence, Jason decides to leave the Red Witch's Trump card and the halffinished letter undisturbed in the hidden compartment. By doing so, he aims to maintain the illusion that he never discovered the Baron's secrets, keeping him unaware of Jason's intrusion into his office.

With the plan set in motion, Jason prepares to depart from Briarcliff, keeping a watchful eye for any signs of suspicion from the Baron or his cohorts. He knows that the coming encounter will be crucial in unraveling the depths of the plot against his father.

What preparations or precautions would you like Jason to take before leaving Briarcliff?

At breakfast the next morning, Jason will tell the false Baron that he is sending Red (his talking hawk) to deliver a message to his troops, far to the south. This should reassure the Baron that the ambush won't be spotted by the aerial hawk. However, Red will circle around and meet Jason later so she can ensure he doesn't reach the ambushers until his Rangers are in a position to counter-ambush.

The false Baron listens to Jason's explanation about sending Red, the talking hawk, with a message to his troops. He appears satisfied with the assurance that the aerial surveillance won't compromise the ambush. Little does he know of Red's true mission.

As breakfast comes to an end, Jason discreetly slips away from says farewell to the Baron presence and makes his way towards home. Along the way, he

looks for a secluded spot where he can rendezvous with Red without drawing attention. Finding a hidden alcove in the castle's courtyard, Jason patiently waits for his trusted companion.

After a short while, Red swoops down gracefully, landing on Jason's outstretched arm. The hawk's keen eyes meet Jason's, and a silent understanding passes between them. Red will accompany him, keeping a watchful eye from above, ensuring he doesn't encounter the ambushers until the Rangers are in position for the counter-ambush.

With Red by his side, Jason continues his journey, his heart filled with determination and a sense of anticipation. He knows that the fate of his father and the stability of the realm hang in the balance, and he's ready to confront the conspirators head-on.

What specific instructions or precautions would you like Jason to convey to Red before they set off?

I'll make a Create Advantage roll using Jason's Guile to see how successful the counterambush is. I will add +2 bonus for Jason's careful setup and the presence of the Hawk. I get a total of +3 (a Good result).

As Jason and Red continue their journey towards the meeting point, Jason takes a moment to convey his instructions to the vigilant hawk. With a keen eye and sharp intellect, Red comprehends the gravity of the situation and the importance of timing.

Jason explains that the Rangers should position themselves in hidden vantage points near the proposed ambush location. They should wait patiently, observing the movements of the conspirators, and only reveal themselves when the opportune moment arises. He emphasizes the need for precision and stealth, ensuring that the ambushers are caught off guard.

Red nods, his gaze fixed on Jason as if to convey her understanding. He spreads his wings, ready to take to the skies and relay the instructions to the waiting Rangers. With a graceful leap, he soars into the air, disappearing from sight.

Time passes, and Jason reaches the meeting point, his senses heightened with anticipation. From his concealed position, he observes the scene unfold before him. The conspirators, unaware of the impending trap, prepare themselves for Jason's unsuspecting arrival. But then, the ambushers find themselves surrounded, caught in a meticulously planned counter-ambush executed flawlessly by the Rangers. The element of surprise is on Jason's side, and with the hawk's keen eyes scouting from above, the conspirators stand little chance.

The clash is swift and decisive. The Rangers, skilled and disciplined, overpower the bewildered ambushers with precision strikes and strategic maneuvers. The tide of the battle turns in favor of Jason's forces, and the conspirators are swiftly subdued.

As the dust settles, Jason surveys the scene, satisfied with the successful outcome. The Baron's treacherous plot has been exposed, and his forces neutralized. With this victory, Jason moves one step closer to unraveling the entire conspiracy and protecting his father's realm.

What would you like Jason to do next?

At this point, I asked the AI to use English (UK) spelling in future.

I turn to other means to determine if the Ambushers are led by a particularly important or unusual NPC (perhaps somebody higher-up in the Conspiracy who might be able to give us more information).

NPC - Name: Mattick Agent of Amber Power: Dara Queen of Chaos BODY: 1 SPEED: 2 MIND: 0 STRESS: 4 Fatigued (2 Stress, -1 on rolls) Broken (2 Stress, -1 on rolls) Aspects can act as a +2 to relevant rolls as NPCs don't have FATE Points First Aspect: Mystic Second Aspect: Cruel Apparent Disposition: Demanding

As he's a Mystic, I'll add +4 to his MIND stat and replace his Apparent Goal and Apparent Activity with the known intent to capture or kill Jason.

My NPC Generator decided he would be an Agent of Dara, Queen of Chaos. I'll take this as being who he worked for when he originally came to Arden along the Black Road, but he now works for a Cabal of Chaos Lords who were trapped in this area when the Black Road was destroyed five years ago.

As the result was YES+ I'll also suggest he is higher-up than the Red Witch – possibly her Mentor? (I got another YES+ for that idea too).

I've used an external system to decide who the Ambushers were led by and got Mattick the Mystic - a powerful spell-caster (mentor of the Red Witch). The presence of Mattick the Mystic (a cruel and demanding Chaos Agent) will make the outcome of the fight between the Bandits and the Rangers less certain. I'll decide it with a couple of rounds of combat using dice. Please describe how the counter ambush is interrupted when Mattick uses magic to repel some of the Rangers. Don't describe the end of the fight as I'll need to provide dice rolls to determine that.

As Jason and his Rangers execute their wellplanned counter-ambush, the tension in the air is palpable. The ambushers, led by Mattick the Mystic, were caught off guard by the unexpected arrival of the Rangers. However, just as the clash of swords and arrows begins, Mattick raises his hands, invoking a powerful incantation.

A surge of chaotic energy emanates from Mattick, rippling through the air. In a sudden



burst, a wave of force engulfs several Rangers, sending them sprawling backward. Their weapons are wrenched from their hands, and they struggle to regain their footing.

The magical assault disrupts the flow of the counter-ambush, catching the Rangers off guard and providing an advantage to the bandits. Mattick's mastery of chaos magic proves to be a formidable obstacle, and the outcome of the fight becomes uncertain. The clash intensifies as both sides battle fiercely, each seeking to gain the upper hand.

From this point on, please provide the dice rolls to determine the outcome of the combat between the Rangers and the bandits, including the involvement of Mattick the Mystic.

| Jason ATTACK | |
|-----------------|---|
| Intent | Attacking Mattick with his sword +2 for the counter- ambush |
| Roll | 1 |
| Approach | FORCE + 3 |
| Consequences | minus 0 |
| Tie=Boost, With | Style=double or single+boost |

| Mattick the Mystic DEFEND | | |
|-------------------------------------|---------|--|
| Intent Defend +4 with magic | | |
| Roll | -1 | |
| Consequences | minus 0 | |
| Tie=see Opponent, With Style=+Boost | | |

Jason's total of +6 Succeeds with Style against Mattick's +3 magical defence. Please decribe the next section of the combat but don't describe the outcome as I want one more round of dice.

As the chaotic energy subsides, Jason channels his determination and skill, overcoming Mattick's magical defense with a display of exceptional swordplay. With a series of precise strikes, he forces the mystic to retreat, his defensive barriers crumbling under Jason's relentless assault.

Meanwhile, the Rangers rally, inspired by their leader's prowess. They engage the bandits with renewed vigor, their weapons finding their marks with deadly accuracy. The clash of steel and the whizzing of arrows fill the air as the combatants exchange blows.

The bandits, caught off balance by the sudden turn of events, struggle to regroup and fend off the determined Rangers. Some attempt to retreat, while others make a desperate last stand. The forest echoes with the sounds of battle, both fierce and desperate.

The outcome of this encounter hangs in the balance, the clash of opposing forces reaching a crescendo. The next round of dice rolls will determine the ultimate outcome of the combat.

| Jason ATTACK | | Mattick the Mystic DEFE | ND |
|--------------------------|-----------------------|-------------------------|-------------------|
| Intent | Attack | | |
| Roll | 0 | Intent | Defend +2 |
| Approach | FORCE + 3 | Roll | 0 |
| Consequences | minus 0 | Consequences | minus 0 |
| Tie=Boost, With Style=do | ouble or single+boost | Tie=see Opponent, W | /ith Style=+Boost |

I reduced Mattick's Defence by 2 for the previous Success with Style.

Jason only just wins the contest +3 vs Mattick's +2 result. This is close enough that some of the Rangers will have been killed and injured, but all the enemy are dead - including Mattick - it was too close for Jason to be able to take him prisoner.

The battle reaches its climax, with Jason and Mattick locked in a fierce duel of skill and magic. Their blades clash with deadly precision, each maneuvering and parrying, seeking to gain the upper hand. The surrounding area is strewn with fallen bandits and injured Rangers, a testament to the intensity of the fight.

As the clash continues, Jason manages to land a decisive blow against Mattick, exploiting a momentary lapse in the mystic's defense. With a swift and calculated strike, Jason's blade finds its mark, bringing Mattick down in a final, fatal blow.

With the fall of their leader, the remaining bandits falter and lose heart. They are quickly overwhelmed by the determined Rangers, who fight with renewed purpose. The battle ends with the last of the enemy vanquished, but not without a cost. The Rangers have suffered casualties, their ranks diminished by the fierce resistance they faced.

Jason takes a moment to survey the aftermath, his breath heavy and his heart pounding. Though the victory is won, it is a bitter one, tinged with the loss of his comrades. Grief mixes with relief as he honors the fallen and tends to the wounded, knowing that their sacrifice was not in vain.

The threat posed by Mattick and his bandits has been extinguished, but the wounds inflicted on both sides serve as a reminder of the dangers that lurk in the shadows. Jason prepares to report back to his father, Lord Julian, with news of the battle and the losses suffered by the Rangers.

Jason still has to defeat the false Baron and doesn't yet have any clues of other potential members of the Chaos Cabal.